

## Learning Objective Alignment Worksheet

Greenville College, Greenville, IL 62246

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Program: Music Industry Studies      Program Coordinator: Gary Erickson

Associated Faculty (indicate Full Time or Adjunct) Full time faculty: Gary Erickson, Miriam Porter, Paul Sunderland, Louise Weiss. Adjunct: Ryan Young, Marc Widenhofer, Tom Byrne

### **Program Mission Statement:**

The Music Industry Studies major will help prepare the student for a varied set of jobs upon graduation through a very broad based set of skills and flexibility. Today's market requires an employee to be well versed in many aspects, not to be a "master of one". The preparation is based with Playground Productions as the centerpiece of the degree where all of the areas (studio, live audio, songwriting, performing, promotion, touring) all work in a tight, integrative manner, dependent upon each area to work towards a common goal. All courses are designed to build individual areas to connect through Playground Productions as an integral part of the whole. Students will not only learn their craft, but will also work to integrate Christian values at the core of what they do and to be able to present themselves as moral and responsible Christian professionals. Students who successfully complete the Music Industry Studies major can expect entry level professional positions.

### **Program/Major Objectives:** *Qualities and competencies expected in graduates from this program/major*

At the close of their degree students should be able to:

1. Cultivate area specific foundation including rehearsal, performance adeptness and/or industry structure.
2. Foster their ability to create and recreate music (Theory, lessons, songwriting, arranging, Audio Post Production project, Game Design, etc.)
3. Demonstrate an ability to listen critically in a studio or live concert environment
4. Understand the professional environment and career marketability and demonstrate an ability to work in a professional setting.
5. To create a professional live or studio product in the various areas of performing, music and audio post production, game audio designs, as well as management, marketing and promotional material.
6. Demonstrate a self-awareness and connection of their Faith and their music/skill and how they come together to affect a positive change in their culture.

Student Learning Outcomes	Program Objective Number	Course Number	Course Objective Number	Assignment in Course	Assessment Method	Level of Mastery expected in this course
<b>1. Seek Truth Through Critical Inquiry and Research</b>						
1.1 Practice critical self-awareness	6	MUSG 350, MUSG 150	1 3	Response to Chap 10 Response to Chap 3	80/100 70/100	M I
1.2 Understand our world and comprehend quantitative and conceptual relationships	6	MUSG 150	1	Response to Chap 3	70/100	I
1.3 Think integratively to solve problems	5	MUSG 350	1	Response to Chap 4	80/100	M
1.4 Apply skills and systematic reasoning	5	MUSG 227 MUSG 235 MUSG 326	1 3 3	Skills Test I Elec Song Creation 3 "Catch Me If You Can"	70/100 70/100 80/100	I D D
<b>2. Collaborate and Communicate</b>						
2.1 Communicate and Cooperate	1	MUSG 227 MUSG 326	3 2	Full Band Project Final Recording	80/100 80/100	D D
2.2 Value others	6	MUSG 150	2	Response to Chap 6	70/100	D
<b>3. Engage Culture and Be Creative</b>						
3.1 Demonstrate cultural awareness						
3.2 Demonstrate creativity and appreciation for arts, beauty, and ideas	2	MUSG 260 MUSG 360	3 2	Elec Song Creation 2 Final Audio Post Pro project	70/100 80/100	D D
<b>4. Demonstrate Faith and Learning in Action</b>						
4.1 Recognize worldviews						
4.2 Apply Christian values	6	MUSG 350	1	Response to Chap 10	80/110	M
4.3 Respond to God						
4.4 Maintain healthy self-regard and a growth-focused lifestyle	6	MUSG 150	1	Response to Chap 8	70/100	D