Shoreline Community College
Music Tech Advisory Minutes
March 17, 2023

Industry members present:
Reid Ruddy
Morgan Hodge
Joel Yarger
Catherine Joy
Don Gunn
Rachel Field
Dave Dysart

Shoreline
Matt Jorgensen
Jeff Kashiwa
Jisa Kang
Lauren Hadley
Stephanie Sareeram
Nancy Dick

ACTION: Elect chair – Don Gunn
ACTION: Review and approval of minutes of 12/2/22.

Campus updates
Nancy Dick – Enrollments down from last year. Mustc somewhat lower but also showing signs of improvement. New Building is on schedule with design and approval. Faculty and staff are involved with development. Continuing to encourage students to be in person. Students in arts programs are wanting to be in person for at least some other their classes.

Department updates
Articulations with local districts are moving forward – and seeing how they would enter into our programs as well as offering dual credit. This is a benefit for students in the high school to earn SCC credits and we will hope to retain them for the program.

Action: Review Program outcomes
Degree outcomes: currently as part of accreditation we must review and continue to have a pattern of review of our outcomes.
Members were sent current and proposed outcomes by pdf

Outcomes generally shows a path for students to work towards in their program. We also need to assess outcomes.

Audio Engineering – i.e. record other people's music
First 3 of Audio could roll into one.
How to measure or quantify #5. – eliminate – tangible – portfolio class should demonstrate – outcome vs curriculum. Curriculum would still include. Dante new technology vs hisotric and current use.

Music production – i.e. record own music
#4 is important
Pro Tools, logic, live course DAWs.
Releasing music to platforms, licensing, ? what to do with my music?
Sampling?

Music Business – i.e. for management/ record labels primarily
Overlap with music production
Releasing music / rights / law
Understanding music technology and trends.
Production companies – building budgets, hiring crew, stage, project management

Maybe add a Live production degree?

Send additional comments to jeff/matt for inclusion.

Other comments/topics
- Studio engineer, produce own music , or manage music production – are we missing anything?
- (not a lot of jobs in studio engineer – tough competition - freelancers, having a specific vision for industry may not be realistic.)
- Release, production, placement of music – ways or range to get music in the world, scoring. SOCIAL MEDIA!

Other music opportunities, comments, questions.
- Music Supervisor
- Music Library
- Production house
- Game Audio – sound designer, implementer, dialogue , editer, - work for hire. Clause or work outside of game use – could create revenue stream.
- Live Audio – lots of opportunity!

- Could students generalize for a foundation and then choose a direction?
- Working in Industry – don't need a 4 year degree.
- Electives could give options for students to specialize.

- DAWs
- Music Scoring software
- Learn anything online – but still need one on one with clients or with other people. Peopleskills are always important. Tying back to student and client etiquette.
- Communication is different on the job vs the online communication.
- Importance of team.

MUSIC Portfolio show! June 9 following by MUSIC Technology Advisory meeting
Next Meeting - June 9, 4-5:30pm

Jisa Kang – Mustc student entrepreneurial club – invites speakers and workshops for students to learn about industry! Please contact directly.