



## Syllabus

### MUS 157 Music Notation Using Sibelius

#### General Information

---

**Date**

February 28th, 2019

**Author**

Kari Ripley

**Department**

Visual and Performing Arts

**Course Prefix**

MUS

**Course Number**

157

**Course Title**

Music Notation Using Sibelius

#### Course Information

---

**Credit Hours**

3

**Lecture Contact Hours**

3

**Lab Contact Hours**

0

**Other Contact Hours**

0

**Catalog Description**

This course is an introduction to AVID Sibelius music notation software employing Apple Mac computers. Students will apply music theory to Sibelius software via hands-on projects in music composition, notation, scoring, MIDI, rhythm, and note entry. Sample course topics include Mac computer literacy, music arranging, and composing for film.

**Prerequisites**

A score of 13 or higher on the Music Theory Placement Exam or MUS 105

**Co-requisites**

None

**Grading Scheme**

Letter

#### First Year Experience/Capstone Designation

---

This course DOES NOT satisfy the outcomes applicable for status as a FYE or Capstone.

#### SUNY General Education

---

This course is designated as satisfying a requirement in the following SUNY Gen Ed category

None

#### FLCC Values

---

#### Institutional Learning Outcomes Addressed by the Course

## Course Learning Outcomes

---

### Course Learning Outcomes

1. Apply fundamentals of music nomenclature (e.g. melody, rhythm, harmony) to Sibelius software.
2. Use Sibelius software to compose short musical pieces (e.g. chorale, instrumental).
3. Create lead sheets for a variety of ensembles (e.g. jazz groups, big bands, classical chamber groups, orchestras).

## Program Affiliation

---

This course is not required as a core course in a program

## Outline of Topics Covered

---

- I. Mac hardware and the operating system (Desktop, Finder, Dock)
- II. Menus and preferences, file management, formatting
- III. Intro to Sibelius software, setup
- IV. Note entry and scoring
- V. Using MIDI (Musical Instrument Digital Interface) to enter notes
- VI. Composing a score
- VII. Editing, filtering, and arranging a score
- VIII. Layouts and formatting
- IX. Exporting to different file formats