An Introduction to Music Technology
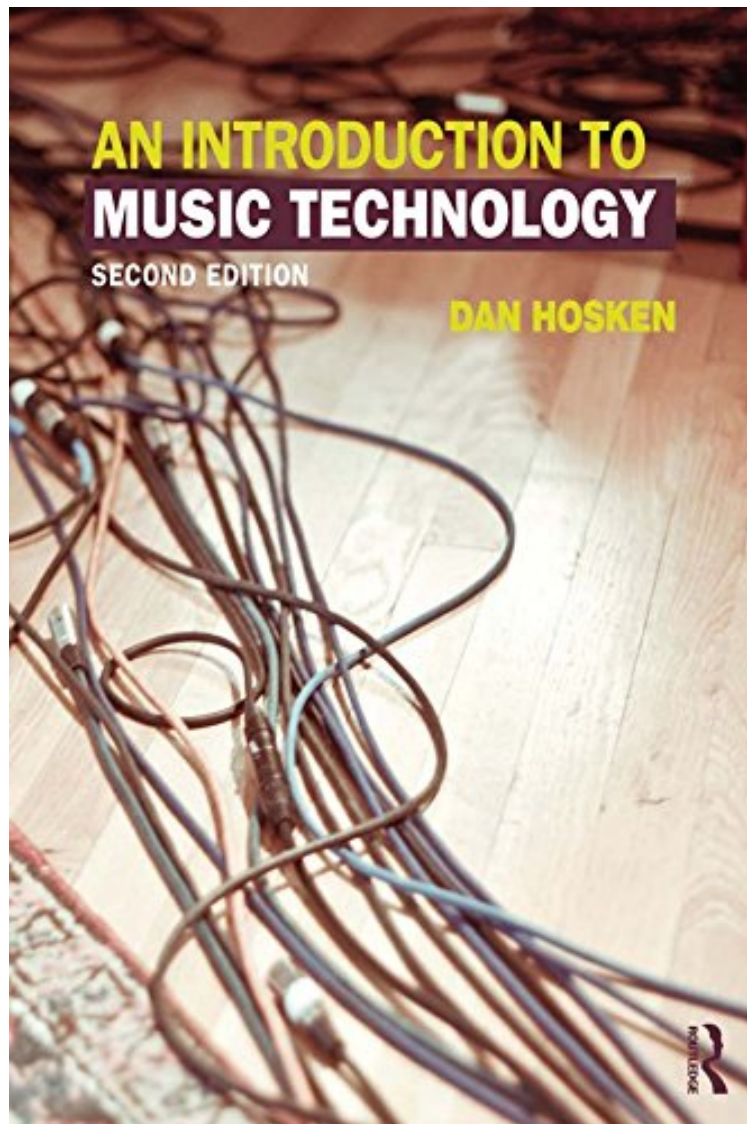
Dan Hosken
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Dan Hosken : An Introduction to Music Technology before purchasing it in order to gage whether or not it would be worth my time, and all praised An Introduction to Music Technology:

0 of 0 people found the following review helpful. A Good Broad OverviewBy KyleThis book was my first "introduction to music technology," and most of the information in it is still up-to-date. Obviously, some of the technology and computer software will have been updated by now, but the general principles contained in this book are an invaluable resource for any music engineer, singer/songwriter, or composer.1 of 1 people found the following review helpful. I really like this book and it has a lot of detailBy Nathan C. HaI really like this book and it has a lot of

detail. Really well written and an easy read. I got it for my recording arts class.0 of 0 people found the following review helpful. I liked itBy CustomerThis is a great book! My professor used this for her class and I enjoyed it. I didn't get through the whole book but there is so much information within this text. It is useful because I can always report back to it when I need to. I am not planning on reselling this text because it will be useful to me.

An Introduction to Music Technology, Second Edition provides a clear overview of the essential elements of music technology for todayrsquo;s musician. This book focuses on the topics that underlie the hardware and software in use today: Sound, Audio, MIDI, Computer Notation, and Computer- Assisted Instruction. Appendices cover necessary computer hardware and software concepts. Written for both music technology majors and non-majors, this textbook introduces fundamental principles and practices so students can learn to work with a wide range of software programs, adapt to new music technologies, and apply music technology in their performance, composition, teaching, and analysis. Features:Thorough explanations of key topics in music technology Content applicable to all software and hardware, not linked to just one piece of software or gear In-depth discussion of digital audio topics, such as sampling rates, resolutions, and file formats Explanations of standard audio plug-ins including dynamics processors, EQs, and delay based effects Coverage of synthesis and sampling in software instruments Pedagogical features, including: Further Reading sections that allow the student to delve deeper into topics of interest Suggested Activities that can be carried out with a variety of different programs Key Terms at the end of each chapter What Do I Need? Chapters covering the types of hardware and software needed in order to put together Audio and MIDI systems A companion website with links to audio examples that demonstrate various concepts, step-by-step tutorials, relevant hardware, software, and additional audio and video resources. The new edition has been fully updated to cover new technologies that have emerged since the first edition, including iOS and mobile platforms, online notation software, alternate controllers, and Open Sound Control (OSC).

"In an easy-to-read, clear style, Hosken provides an overview of acoustics and psychoacoustics, digital audio, audio hardware; sequencing, recording and notation software; computer-assisted learning, synthesis, sampling, MIDI, etc... In short, a book that will fulfill the demands of college level courses, while still being a useful self-paced learning tool for anybody interested in music technology." - Neil Manel Fraushy; Cortes, Sonograma MagazineAbout the AuthorDan Hosken is Associate Dean of the Mike Curb College of Arts, Media, and Communication at California State University, Northridge.