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Course title:	Berlin and the Digital Music Era
Track:	A-Track
Language of instruction:	English
Contact hours:	72 (6 per day)
ECTS-Credits:	6

Course description

In many ways, Berlin is a center for contemporary electronic music. This is primarily due to the strong connection between technological and aesthetic developments. Nightclubs, such as the Berghain, have a worldwide reputation for their sound systems, which allow a specific acoustic experience and encourage nightlong dancing and partying. Berlin-based companies such as Ableton and Native Instruments are global leaders in their music software, especially in the context of techno, electronica and electronic dance music. Many DJs and musicians' market themselves or their tracks via blogs and streaming services. Particularly in the context of sound art, there are fairly strong parallels with media art.

Due to the key 'digital' aspects of such phenomena, we often speak of a 'Digital Age' in which Berlin plays a particular role in the field of music. However, the 'analog' phenomena are constantly growing, so that there is some debate over the beginning of a 'post-digital age'. This corresponds with an increasing focus both on the virtual and haptic dimension. Among other things, software companies have made strong efforts over the past years to develop their own hardware controllers for their computer programs in order to be able to better design musical processes manually.

Based on such phenomena, the course will explore the relationship between aesthetic trends and technological developments with the focus on the cultural and economic conditions in Berlin. Particular emphasis will be made on the past and present of techno, (experimental) electronica and electronic dance music. What makes Berlin a magnet not only for thrill-seeking club-goers, but also for DJs, musicians, producers and developers? How does this relate to the recent past of Berlin since the fall of the Berlin Wall, especially given the gentrification processes? To what extent is Berlin's creative scene at the same time internationally networked and can its conditions only be understood in a global context?

Beyond the Berlin perspective, the course examines the current conditions of production and consumption as well as the performance and distribution of music. How do legal/illegal file sharing and streaming services affect listening to music? What is changing in music culture through sampling, remixing, mashup and approaches to interactive music in video games? What opposing trends are out there?

In addition to the joint discussion of texts and film excerpts, excursions also provide an opportunity for an exchange with proven experts in the course subject areas.

At the end of the course, the participants can elaborate on and present a topic (either alone or in a group) of their choice in the context of the general list of topics on the course.

Student Profile

This course is intended for students of any disciplines. No prior music and technology background is required. The course aims to provide an insight into the relationship between aesthetic, social and technical developments regarding the topic 'Berlin and the Digital Music Age'. It also examines the conditions of the current production methods of electronic music, but does not teach the specific programming or composing of music.

Prerequisites

None

Required language skills

The language of instruction is English. Language proficiency on an advanced Intermediate level (Mittelstufe II) is a prerequisite for participation. For orientation purposes, you can assess your language skills here (Common European Framework of Reference for Languages (CEFR):

<https://rm.coe.int/CoERMPublicCommonSearchServices/DisplayDCTMContent?documentId=090000168045bb52>

Course requirements**1. Active participation**

The topics will be jointly developed within the course. Continuous involvement in the discussions is a prerequisite for successful participation in the course. Preparatory reading of texts between the course days is another important requirement.

2. Course schedule and excursions

The course will take place on Mondays and Thursdays and includes excursions within Berlin.

3. Presentation with handouts

Each student will prepare a topic for a discussion by critically presenting the core content of a text in a presentation (with a handout) and working out specific aspects for the joint discussion.

4. Course presentation

In the last week of the course, the students will present a topic of their choice in the context of the list of topics on the course (cooperation of several students presenting similar topics is possible, if individual parts are clear).

Grading

Active participation: 40%

Presentation of a text (lecture with handout): 25%

Presentation of a chosen topic with a written summary at the end of the course: 35%

List of References

The list of references will be made available in a Reader at the introductory lecture.

Course Schedule

Date	Program*
Monday, June 01, 2020	<p>An introduction into the main topic and the first discussion of fundamental aspects, which will be addressed in detail throughout the course:</p> <p>Term 'digital age'. – Distinction between analog/digital. – An inquiry into the debate over 'post-digital' trends</p> <p>Berlin as the center of electronic music and as a magnet for tourists and artists from all over the globe. – Significance of the recent past of Berlin since the fall of the Wall.</p> <p><i>Hands on: Modular Sound Synthesis – Software</i></p>
Thursday, June 04, 2020	<p>An inquiry into the variety of discourses about 'analog' and 'digital'. – Is there a 'digital beauty'? – Is there 'analog' aesthetics? – An inquiry into the correlation of ideas about 'analog' and 'digital' phenomena. – The technical distinction between 'analog' and 'digital' signal paths.</p> <p><i>Hands on: Modular Sound Synthesis – Hardware</i></p>
Monday, June 08, 2020	<p>Is there a 'sound of Berlin'? What are urban conditions for musical creativity and technical development? What role do processes of gentrification play in Berlin? – An inquiry into the past and present of techno, (experimental) electronica and electronic dance music in Berlin.</p> <p><i>– An excursion to a small dynamic company (on the edge of a gentrified neighborhood of Berlin) developing special hardware for the production of electronic music*</i></p>
Thursday, June 11, 2020	<p>The history of 'analog' and 'digital' music devices and sound-recording media. – Significance for the music culture.</p>
Monday, June 15, 2020	<p>Laptop music and the 'return' of hardware interface. On the importance of manual intervention in computer-based musical processes.</p> <p><i>— An excursion to a global manufacturer of software and dedicated hardware for the production of electronic music in Berlin *</i></p>
Thursday, June 18, 2020	<p>On the relationship between technical developments and new musical trends: From sampling, remixing and mashup through to interactive music in video games?</p>

Monday, June 22, 2020	<p>Developments in the distribution and consumption of music: legal/illegal file sharing, streaming services, blogs and self-promotion.</p> <p>— An <i>Excursion to a place of distribution and consumption of electronic music</i> *</p>
Thursday, June 25, 2020	<p>Discussion of the topics for the final papers of the course participants (free choice of topics in the context of the list of topics on the course). Preparing a paper in consultation with the instructor.</p>
Monday, June 29, 2020	<p>Music listening between cellphone headphones and club sound systems. On the meaning of mastering.</p>
Thursday, July 02, 2020	<p>What is sound art? How blurred are the boundaries of media art? On the past and current trends in Berlin</p> <p>— <i>An excursion to a sound art gallery</i> *</p>
Monday, July 06, 2020	<p>Final papers of the participants: Presentation and discussion</p>
Thursday, July 09, 2020	<p>Final papers of the participants: Presentation and discussion</p>

*Field trips may be subject to change depending on the availability of appointments and speakers. On field trip days, adaptation of class times is possible.