EASTERN ARIZONA COLLEGE
Music Notation/Finale
Course Design
2015-2016

Course Information
Division Fine Arts
Course Number MUS 203
Title Music Notation/Finale
Credits 2
Developed by Bruce Bishop
Lecture/Lab Ratio 1 Lecture/2 Lab
Transfer Status

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<th>ASU</th>
<th>NAU</th>
<th>UA</th>
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<td>MTC Dept Elective</td>
<td>Elective Credit</td>
<td>MUS Departmental Elective</td>
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Activity Course Yes
CIP Code 50.0900
Assessment Mode Portfolio
Semester Taught Upon Request
GE Category None
Separate Lab No
Awareness Course No
Intensive Writing Course No

Prerequisites
None

Educational Value
A. To General Population
1. Through the use of the computer for this program, students become more skilled with the computer and increase their computer literacy for general usage as well.
B. To Major/Program
1. The mastery of this program will be invaluable to the student in composing and presenting their own musical compositions as well as in completing assignments for other courses in their major field.

Description
This course covers the basic techniques of using Finale, a professional-level computer music notation program. Basic knowledge of music theory and computer literacy are recommended.

Supplies
None
Competencies and Performance Standards

1. Demonstrate a familiarity with Finale tools and their capabilities.
   **Learning objectives**
   What you will learn as you master the competency:
   a. Create a staff
   b. Master speedy entry articulation.
   c. Create measures and their elements.
   **Performance Standards**
   Competence will be demonstrated:
   o in class assignments and activities
   Performance will be satisfactory when:
   o learner creates a staff
   o learner masters speedy entry articulation
   o learner creates measures and their elements

2. Demonstrate competency in using Finale tools to replicate printing music.
   **Learning objectives**
   What you will learn as you master the competency:
   a. Enter notes to replicate examples.
   b. Enter notation to replicate examples.
   **Performance Standards**
   Competence will be demonstrated:
   o in class activities and assignments.
   Performance will be satisfactory when:
   o learner enters notes to replicate examples
   o learner enters notation to replicate examples

3. Demonstrate competency in producing professional-looking music copies and originals with Finale software.
   **Learning objectives**
   What you will learn as you master the competency:
   a. Create original music with the Finale software.
   **Performance Standards**
   Competence will be demonstrated:
   o in class activities and assignments
   Performance will be satisfactory when:
   o learner creates original music with the Finale software

**Types of Instruction**
Classroom Presentation
Grading Information

Grading Rationale
Attendance
Attitude
Performance
Preparation

Grading Scale
A  100-90%
B  89-80%
C  79-70%
D  69-60%
F  59% and below