Music Technology is a modern science of sound recording of the original musical ideas of every musician - creator using computer system (DAW Hardware) and software (DAW Software). It enables a complete orchestration with a clear sound "image" of the pitch and the number of instruments within a musical work - piece. It is one of the specialties where graduates can work in the field of music and entertainment with their main fields as follows:

- Theater
- School
- Conservatory
- K.E.K.
- Recording Studio
- Concerts and live speech and music events
- TV and radio
- Music publications
- Multimedia applications

In particular, the graduate of Music Technology can be employed as:

- Head of music (schools, events, concerts)
- Technician in music productions and concerts
- Responsible for processing audio material with music data in the professional and amateur sector
- Instructor in music technology department
- Specialist in the music technology of the studio
- Production manager of radio and television programs

Study guide

The study guide of the subject of Music Technology is **divided into two different sections** based on the age range of the prospective students, offering all these necessary knowledge concerning the specific subject and not only , so that every prospective student can face the challenges of this area. **The first section concerns an extensive study guide that at the ages of 19 and above** while **the second section concerns a more abbreviated form and refers to the ages 15 - 19** taking into account the peculiarities of both the school and its students in relation to the time they could devote to that particular field of knowledge. The main concern of the compilation of this study guide is the substantive learning of the specific subject while keeping undiminished the interest of the prospective students in every age range.

First Section

It concerns the part of Audio Theory - Recording and analysis of analog and digital audio with all the processes - techniques - machines that surround it so that the student has a complete picture of the ways and techniques of sound recording, with special reference to microphone techniques - recording of folk & traditional instruments, the conversion of the analog signal to digital but also its reproduction from digital to analog. The largest field of knowledge of the study guide is occupied by the DAW Recording System with techniques that

are fully followed in terms of MIDI programming, Synthesizers in physical-software form, Samplers and of course with greater and main emphasis on Music Production Software (DAW Software) and specifically in learning and practicing the Cubase Music Production program so that the student has a complete knowledge and acquires all those skills to handle a professional music production program. In this section the study guide is divided into two grades:

- 50% Theoretical Training of the cognitive field
- 50% Practical training in the field of knowledge

Second Section

The second module of this study guide is an abbreviated form of the first section with the main purpose of the most direct involvement of the prospective student with the practical part of the cognitive field but without lacking basic knowledge about Theory of Audio - Recording - Digital Sound etc. In this section the study guide is divided into the following grades:

- 40% Theoretical Training of the cognitive field
- 60% Practical training in the field of knowledge

The syllabus is available from the Secretariat of the School

Duration of study

The duration of studies amounts to 2 years divided into winter & spring semesters (4 semesters) in the two basic sections.

Course Duration

For the complete of the above study guide but also for the complete assimilation of the material, the duration of the courses on a weekly basis for the first section amounts to 3 hours divided into 2 Sessions every 1 hour and 30 minutes and for the second section amounts to 2 hours in a Session. From the above, the following emerges:

First Section (19 years and over)

- 8 Sessions or 12 hours on a monthly basis *

Second Section (15 - 19 years old)

- 4 Sessions or 8 hours on a monthly basis *

* Proportional increase of hours on a weekly and monthly basis in months where they involve more Sessions due to calendar rotations.

Teaching method

The basic teaching will be done remotely which will be carried out under modern, professional and tested ways through communication platform used in e - learning, webinars, e - meeting etc. **The teaching will be done through the ZOOM** platform in the sense of the modern course but also with the possibility of asynchronous attendance (recorded course) for students who may be absent from a course, which will be done with the process of uploading to a specific electronic space that will have the school. Physical presence of the teacher (at regular intervals) will be defined in collaboration with the head of the school during the practical workshops and examinations.

Exam period

Promotional - Graduation:

At the end of each year, in the spring semester (June) with the possibility of repeating the same month on a different date for students who were not able to attend for serious reasons such as health, family obligations, etc.

Progress:

In the middle of each year, at the end of the Winter Semester (February) with the possibility of repeating the same month on a different date for students who could not attend due to serious reasons such as health, family obligations, etc.

Target of the Department

The main concern will be in-depth knowledge and not a superficial "update" of the basic concepts of Music Technology in relation to the first section, while for the second section is the essential learning of the specific subject while keeping the interest of the prospective students in combined with the basic music education courses that are already taught in the school or will be taught (if they were young students) such as Basic Music Theory, so that they have a generalized knowledge about music to be able to meet the challenges and requirements of the space in general of Music Production and Recording with modern means and techniques.