

Fundamentals Course Specifics

Course: DJ Intro

Date: TBD

Time: TBD

Duration: 1 night/week
3 weeks, Total of 6 hours

Minimum Required: 4



Curriculum: Brief

- The objective of DJ Intro is to apply the same methods used by professional DJs and have the students learn how to begin to put together a top quality DJ mix.
- We will use industry standard tools to find and categorize songs (or tracks) then use professional DJ techniques to get you started in creating your first mix
- Skills/Concepts Learned:
 - Hardware/Software Orientation
 - Music Discovery/Organization
 - Beatmatching
 - Cue Point Setting
 - Fundamental Mixing Techniques

Prerequisites: Skills Needed For Course (N/A)

What To Bring

- We teach on Serato DJ software (comes free with more intermediate - advanced controllers E.G. Pioneer DDJ-SR). **We do not teach "Traktor", "Serato DJ Intro" or any other DJ software.** Please have the most updated version of "Serato DJ" downloaded on your laptop prior to your first class.
- You will need a fairly powerful laptop computer (3 years old or newer) Mac is recommended. Chances are, if you have a PC, you will run into troubleshooting issues with Serato DJ.
- Bring your own headphones if you own a pair. Studio quality headphones are recommended.
- Fundamentals instructors begin teaching on Pioneer DJ controllers. *If you have equipment already, please contact us for how to proceed.* The concepts learned are easily transferable between different equipment setups. We highly recommend students purchase a Pioneer DDJ - SR. This is the least expensive professional level controller and the best price can be found online.
- In order to get the most out of the class students should bring their laptops and controllers on the first day of class. Purchasing your own equipment will speed up the learning curve and provide for practice anytime in the comfort of your home.

How to RSVP: Reserve Your Spot!

To reserve a spot (aka RSVP) in one of our courses or multiple courses you must:

1. Provide a deposit of \$100 at least 2 weeks prior to the start date of the class. This deposit will count towards your total payment.
Example: DJ Intro costs \$199, you pay \$100 deposit, the remainder you will owe is \$99
2. Deposits can be paid via any one of the methods listed below in the “Course Rates & Methods of Payment” section.
3. Sign and return the document named “Fundamentals Student Agreement” at least one week prior to your course beginning. This document states that you have read and also abide to all procedures and recommendations listed in this course specifics document.

Course Rates & Methods of Payment

(Please see “Fundamentals Student Agreement” document for payment plan details)

- **DJ Intro Course** = \$199 (**save \$0**).
- **DJ Pro Course** = \$699 (**save \$0**)
- **DJ Bundle:** Intro + Pro = \$799 (**save \$100**)
- Credit Card (Visa or Mastercard)
- Cash or Check (made out to “SOS Entertainment”)
- Paypal: send to “sosdjing@gmail.com”
- ****IMPORTANT**:** Please confirm you have sufficient funds in your bank account and or sufficient credit to be able to pay for your course(s) prior to when payment is due. **FAILURE TO DO SO WILL CAUSE A DELAY OR CANCELLATION OF YOUR ENROLLMENT.**
- **If you are paying with a credit/debit card or check, you must provide payment 1 week prior to class. Cash or Paypal payments can be made on-site the day of your first class.**

Location

- 5070 Santa Fe St, Suite C - San Diego, CA 92109
> About a mile past the In-N-Out in Pacific Beach and right past Kids Party Rentals.

Parking and Arrival to Class

Please make sure you have proper transportation to class, check traffic and plan accordingly so that you can arrive at least 10 minutes before class begins. This way you will have enough time to find our building and give you time to get set up for class. You will need to bring your equipment to and from class (controller/laptop/headphones) and set up can take up to 10 minutes.

It is in your best interest to come prepared with all of your gear with enough time to set up so that class is not delayed and you get the most out of your classes.

