



SWEETSONIC ACADEMY

DJ Performance & Music Mixing

From Your First Beat to Your First Live Set.

12 Weeks • 36 Hours • Hands-on Learning • Final DJ Performance

LEARN → PRACTICE → CREATE → PERFORM

Courseware

SWEETSONIC ACADEMY

DJ Performance & Music Mixing

From Your First Beat to Your First Live Set.

12 Weeks • 36 Hours • Hands-on Learning • Final DJ Performance

1. Course Vision

SweetSonic does not teach students merely to operate DJ technology. The course develops musical understanding, technical confidence, creative thinking, and performance ability so that students can prepare, mix, create and perform a complete DJ set.

Academy learning philosophy: LEARN → PRACTICE → CREATE → PERFORM

2. Course Outcomes

Understand beats, BPM, bars, phrases, groove and basic musical structure.

Confidently operate a DJ controller and a digital DJ workflow.

Use cueing, headphone monitoring, tempo control, beatmatching and Sync appropriately.

Perform clean transitions using levels, EQ, filters and phrasing.

Use hot cues, loops, samples and effects musically rather than mechanically.

Organise music, prepare playlists/crates and make informed track selections.

Build an energy-aware DJ set and adapt selections to context and audience.

Create a simple edit/remix using a DAW such as Ableton Live or Logic Pro.

Record, review and improve a performance.

Deliver a polished 20–30 minute final DJ set.

3. Recommended Delivery Model

Element	Recommendation	Purpose	Evidence
Weekly contact	3 hours	Concept + demo + guided practice	In-class performance
Individual practice	2–3 hours/week	Build muscle memory and musical judgement	Practice log
Primary hardware	Roland DJ-202	Hands-on classroom reference	Controller exercises
Software	DJ software + Ableton Live/Logic Pro	DJ workflow and creative extension	Prepared set/edit
Final project	20–30 minute DJ set	Demonstrate integrated skills	Recorded performance

4. 12-Week Curriculum

Week 1 — The DJ Mindset & Foundations

Core concepts:

What a DJ actually does; DJ vs producer vs remixer

Beat, BPM, bars, phrases, tempo and musical energy

DJ equipment ecosystem and signal-flow basics

Hands-on practice:

Identify BPM and phrase boundaries in 10 tracks

Count 4/4 beats, bars and 8/16/32-bar phrases

Prepare a 5-track beginner playlist

Assessment / milestone: Foundation checkpoint: explain a track's BPM and phrase structure.

Week 2 — Understanding the DJ Controller

Core concepts:

Decks, mixer, jog wheels, pitch faders, channel faders and crossfader

Play/Cue, headphone cueing and master monitoring

Basic DJ software library and deck workflow

Hands-on practice:

Reproduce a basic controller workflow without prompts

Load, play, cue and stop two tracks

Set monitor and master levels safely

Assessment / milestone: Practical check: controlled two-deck operation.

Week 3 — Beat, BPM, Cueing & Beatmatching

Core concepts:

Tempo matching and pitch control

Cue points and headphone monitoring

Manual beatmatching and Sync: when each is useful

Hands-on practice:

Beatmatch pairs at similar BPMs

Recover from drift

Start a track on the correct phrase

Assessment / milestone: Practical check: two clean manual beatmatches plus one assisted mix.

Week 4 — Mixing Fundamentals & EQ

Core concepts:

Gain staging and volume matching

High/Mid/Low EQ and frequency clashes

Phrase-aligned transitions

Hands-on practice:

Perform EQ-based transitions

Keep levels controlled

Avoid overlapping low-end unnecessarily

Assessment / milestone: Checkpoint mix: three consecutive clean transitions.

Week 5 — Transition Techniques

Core concepts:

Channel fader, crossfader, EQ, filter and fade transitions

Intro/outro mixing

Choosing the right transition for the music

Hands-on practice:

Perform at least five transition types

Match transition length to phrasing

Build a 10-minute mini-set

Assessment / milestone: 10-minute recorded transition exercise.

Week 6 — Hot Cues, Loops & Samples

Core concepts:

Hot cue planning and cue discipline

Beat loops, loop rolls and creative timing

Samples and performance features

Hands-on practice:

Create a cue map for three tracks

Use loops to extend an intro/outro

Use a sample without disrupting musical flow

Assessment / milestone: Performance drill using cues + one loop-based transition.

Week 7 — Effects & Creative DJing

Core concepts:

Filter, echo, reverb and timing

FX as musical punctuation

Avoiding over-processing

Hands-on practice:

Use FX on phrase endings

Combine FX with EQ/fader transitions

Perform one creative transition and one deliberately FX-free transition

Assessment / milestone: Instructor review: musicality and restraint.

Week 8 — Music Selection & Library Management

Core concepts:

Genre, BPM, key and musical compatibility

Energy levels and track sequencing

Playlists/crates, tags and preparation

Hands-on practice:

Build three themed crates

Prepare an opening, build and peak sequence

Explain why each transition pair works

Assessment / milestone: 15-track set plan with notes on energy and compatibility.

Week 9 — Building a DJ Set

Core concepts:

Opening a set; building tension and release

BPM progression and energy management

Reading context/audience and adapting selections

Hands-on practice:

Plan a 20-minute set

Create two alternate track choices

Practice recovering from an unsuitable transition

Assessment / milestone: 20-minute rehearsal plan + instructor feedback.

Week 10 — Advanced Performance & DJ Creativity

Core concepts:

Mashup fundamentals: vocal + instrumental

Live edits, loop-based arrangements and samples

Creative use of MIDI/controller performance concepts

Hands-on practice:

Create one simple mashup or live edit

Use cues/loops to create a repeatable performance moment

Record a creative 10-minute performance

Assessment / milestone: Creative performance assessment.

Week 11 — DJ + Music Production / Remix

Core concepts:

DJ edits and intro/outro versions

Basic workflow in Ableton Live or Logic Pro

MIDI, arrangement, stems and export

Hands-on practice:

Create a short DJ edit or intro/outro

Prepare it for DJ use

Test it in a live mix

Assessment / milestone: Original/edited track incorporated into rehearsal set.

Week 12 — Final DJ Performance

Core concepts:

Set preparation and technical check

Performance mindset and stage discipline

Recording, review and self-evaluation

Hands-on practice:

Deliver a 20–30 minute DJ set

Use prepared cues, transitions and at least one creative technique

Submit set recording and reflection

Assessment / milestone: Final performance + portfolio package.

5. Assessment Framework

Area	Weight	What is assessed
Technical DJ Skills	25%	Cueing, beatmatching, tempo control, monitoring and controller operation
Mixing & Transitions	20%	EQ, levels, phrasing and transition choice
Music Selection & Set Building	15%	Track preparation, sequencing, energy and adaptability
Creative Performance	15%	Cues, loops, samples, FX and creative decisions
DJ Edit / Remix Project	10%	Useful, musical edit prepared for performance
Final DJ Set	15%	20–30 minute coherent and confident performance

6. Final Performance Rubric

Preparation: library, cues, levels, equipment and set plan are ready.

Technical control: stable tempo, clean cueing and reliable deck control.

Musicality: transitions respect phrasing, energy and frequency balance.

Creativity: at least one purposeful creative technique or original edit.

Performance: confidence, continuity and recovery from mistakes.

Professionalism: safe levels, organised workflow and final recording quality.

7. Student Portfolio

Recorded 20–30 minute final DJ set

One original DJ edit / intro-outro / remix exercise

Set list with track and BPM information

Basic cue/loop preparation

Short self-evaluation and instructor feedback

8. Recommended Course Positioning

Course name: DJ Performance & Music Mixing

Tagline: From Your First Beat to Your First Live Set.

Duration: 12 weeks / 36 contact hours

Indicative launch pricing: ■29,999 Early Bird / ■39,999 Regular, subject to periodic India-market review.

SweetSonic differentiation: students progress beyond controller operation into music understanding, creative DJing, editing/remixing and real performance.

9. Instructor Notes

The Roland DJ-202 should be the primary classroom reference, but lessons should teach transferable concepts.

Students should understand Sync without becoming dependent on it, and effects should be taught as musical tools rather than a checklist. Every practical session should prioritise listening, phrasing, level control and recovery from mistakes.

Suggested instructor rhythm for each 3-hour session:

20–30 min — concept and listening examples

30–40 min — instructor demonstration

80–100 min — guided hands-on practice

20–30 min — student performance/checkpoint

10 min — feedback and practice assignment

10. SweetSonic Academy Philosophy

LEARN → PRACTICE → CREATE → PERFORM

The student should not finish the course merely knowing that they completed a DJ program. They should be able to demonstrate that they can prepare, mix, create and perform.