

# Intro to Studio One: Training Needs Analysis (TNA)

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Date: 11/26/2025

Subject Area / Topic

**Determine a subject area, or topic, from your current or future learning environment.**

Introduction to the Studio One DAW

Subject Matter Expert(s)

**Identify one or more subject matter experts (SMEs) and the resources from the SME(s) that you will use for developing the instructional materials. Note: Each SME must be someone other than yourself.**

Feyzi Kaysi

Kaysi, F. (2025). Investigating the impact of simulation software on students' learning processes.

*International Journal of Technology in Education and Science (IJTES)*, 9(1), 35-53.

<https://doi.org/10.46328/ijtes.606>

Paul Wilson

Wilson, P. (2023, August 31) *All-New Adobe Captivate Software Simulations* [Video]. YouTube.

<https://www.youtube.com/watch?v=KbYzN1KjhUs>

Target Audience

**Define the specific segment of the target audience:** Beginner users of the Studio One DAW familiar with the concept of a DAW; Beginner home studio producers

Desired State

**Identify the knowledge or skills required for the target audience to achieve success in the subject area.**

Learners will be able to create a multitrack session in Studio One from a blank project, complete with common processing plug-ins and FX busses.

Current State

**Identify the target audience's current knowledge or skills and the gap between the current state and the desired state.**

Learners should be familiar with what a DAW is and have used a free DAW like Audacity. They will have a passion for music and could be an aspiring songwriter or producer.

## Learning Objectives and Outcomes

### **List the learning objective and at least three learning outcomes**

**Objective:** Set up a multitrack mixing session in Studio One utilizing FX plugins, FX buses using a given set of audio files to import.

**Outcomes:**

Demonstrate the process of adding tracks, plugins, and FX/mix buses

Compare and contrast FX buses and mix buses and how they are routed

Create a multitrack session to accommodate a given set of audio track files

Be more confident in their skills and knowledge with Studio One, allowing them to integrate their newly learned workflow into their own recording projects

## Media Assets that Address the Learning Outcomes

### **Describe the Media Assets that you will create to help your learners meet the learning outcomes**

I will create an interactive eLearning in Adobe Captivate. I plan to use Screenflow to make short step-by-step tutorial videos followed up with interactive software simulations to increase retention. The tutorial videos will have periodic in-video questions and reflection points.

## Instruments/Analysis Methods

### **Describe the Instruments and/or Methods for Analysis, and why and how you would use them (e.g., surveys, observations, data/reports, etc.)**

Periodic checks on learning: Reinforcing retention on DAW terminology, processes and routing/signal flow

Final software simulation assessment: Learners will be assessed/graded on a final software simulation that includes creating a track, adding plugins, and creating an FX bus and mix bus with proper routing.