|  | **POSITION TITLE:** Director of Music  **CAMPUS OR TEAM:** Central Support – Service Programming  **REPORTS TO:** CS Director of Arts **SALARY** **HRS PER WEEK:** 40+Position summaryThe Director of Music accelerates the mission of CedarCreek by helping guests connect with God through music and service programming. This includes equipping for musical experiences for weekend services and events. The Director of Music plays a key role in building worship sets for each weekend, with a specific focus on weekly campus equipping, including keys expertise. The focus for this role is Wonder & Invention with specialties of video and scoring, songwriting, arranging, and music technology. The focus for this role is Enablement and Tenacity with specialties of equipping the Arts Directors, keys and teams.POSITION RESPONSIBILITIES:  * Oversees bridging the vision for the weekend musically to the execution including management and updating of files needed for services and events (Ableton files, Planning Center charts, lyrics and files, etc.) * Work in tandem with the Director of Creative Music to develop what is needed for execution on special musical elements or stand-alone weekends. * Bring music theory and keys expertise to the music and worship teams. * Resource, and support Campus Music Teams to execute weekend services including equipping, resourcing, and supporting Campus Arts/Music Directors in developing DreamTeam Members. * In collaboration with the Central Director of Arts, provide resources and training to Campus Arts/Music Directors. * Collaborate with the Central Director of Arts in the setting and maintaining of musical standards for Campus Music Teams * Participate in Service Programming meetings for the weekend experience. * Lead Service Programming for students including camps and Student Worship Night. * Oversee inventory and upkeep of Central and Campus music gear. * Collaborate with the Production and Visual Media Teams to achieve mutual goals and objectives for drawing guests closer to God through worship music. * Serve on weekends and fill a Music or Production role as needed for Campus or Central Events. Provide feedback to Central Arts Director on training needs of team, etc. from those experiences.  POSITioN REQUIREMENTS:  * Being a tithing Missional Member in good standing at CedarCreek Church * Attendance at a weekend service and in a Group or on the DreamTeam * Modeling and championing the Mission, Vision, and Core Values of CedarCreek Church * Honoring the CedarCreek Church Staff 10 Points of Accountability * Fluent in organizational systems and applications (Planning Center, Teamwork, etc.) * Innovative in current music software such as Ableton, Logic, ProTools, etc. * Basic understanding of Music Theory * Ability to lead Music DreamTeams and fill a Music Team position with excellence  MEASUREMENTS: The position will be evaluated by the following quantifiable measurements:   * Ableton sets are built accurately and distributed (to Campus computers) on or before requested deadlines. * Charts and reference packages are built accurately and distributed (to Planning Center) on or before requested deadlines. * Campus Arts/Music Directors are equipped with tools and standards to help their DreamTeams grow and develop in musical skill.  ACCOUNTABILITIES: The position will also be held accountable for the following:   * Ensuring that Staff, Church, Campus, and Ministry values are upheld personally and among the DreamTeam * Maintaining good fiscal responsibility, stewarding resources with excellence * Maintaining unity within all Departments, Campuses, and Ministry Areas * Maintaining a positive mental attitude regarding the Church and its Leadership and Ministry Services in the presence of Guests, DreamTeam Members, and Staff at all times  Disclaimer Nothing in this job description restricts the right of the Position’s Direct Report to  assign or reassign duties and responsibilities to this job at any time. This is an at-will  position and can be terminated at any time.  **ADA List for Physical Activities and Requirements, Visual Acuity, and Working Conditions of the Position:**   * **Climbing**. Ascending or descending ladders, stairs, scaffolding, ramps, poles and the like, using feet and legs and/or hands and arms. Body agility is emphasized. **This factor is important if the amount and kind of climbing required exceeds that required for ordinary locomotion.** * **Stooping.** Bending body downward and forward by bending spine at the waist. This factor is important if it occurs to a considerable degree and requires full motion of the lower extremities and back muscles. * **Kneeling.** Bending legs at knee to come to a rest on knee or knees. * **Crouching.** Bending the body downward and forward by bending leg and spine. * **Crawling.** Moving about on hands and knees or hands and feet. * **Reaching.** Extending hand(s) and arm(s) in any direction. * **Standing.** Particularly for sustained periods of time. * **Walking.** Moving about on foot to accomplish tasks, particularly for long distances or moving from one work site to another. * **Pushing.** Using upper extremities to press against something with steady force in order to thrust forward, downward or outward. * **Pulling.** Using upper extremities to exert force in order to draw, haul or tug objects in a sustained motion. * **Lifting.** Raising objects from a lower to a higher position or moving objects horizontally from position-to-position. This factor is important if it occurs to a considerable degree and requires substantial use of upper extremities and back muscles. * **Fingering.** Picking, pinching, typing or otherwise working, primarily with fingers rather than with the whole hand as in handling. * **Grasping.** Applying pressure to an object with the fingers and palm. * **Feeling.** Perceiving attributes of objects, such as size, shape, temperature or texture by touching with skin, particularly that of fingertips. * **Talking.** Expressing or exchanging ideas by means of the spoken word. Those activities in which they must convey detailed or important spoken instructions to other workers accurately, loudly, or quickly. * **Hearing.** Perceiving the nature of sounds at normal speaking levels with or without correction. Ability to receive detailed information through oral communication, and to make the discriminations in sound. * **Repetitive motion.** Substantial movements (motions) of the wrists, hands, and/or fingers.   **Physical requirements of this position.**   * **Medium work.** Exerting up to 50 pounds of force occasionally, and/or up to 30 pounds of force frequently, and/or up to 10 pounds of force constantly to move objects.   **The visual acuity requirements including color, depth perception, and field vision.**   * The worker is required to have close visual acuity to perform an activity such as: preparing and analyzing data and figures; transcribing; viewing a computer terminal; extensive reading; visual inspection involving small defects, small parts, and/or operation of machines (including inspection); using measurement devices; and/or assembly or fabrication parts at distances close to the eyes.   **The conditions the worker will be subject to in this position.**   * The worker is subject to environmental conditions. Protection from weather conditions but not necessarily from temperature changes. * The worker is subject to outside environmental conditions. No effective protection from the weather. * The worker is subject to noise. There is sufficient noise to cause the worker to shout in order to be heard above ambient noise level. * The worker is subject to vibration. Exposure to oscillating movements of the extremities or whole body. * The worker is subject to hazards. Includes a variety of physical conditions, such as proximity to moving mechanical parts, moving vehicles, electrical current, working on scaffolding and high places, exposure to high heat or exposure to chemicals. * The worker is subject to atmospheric conditions. One or more of the following conditions that affect the respiratory system of the skin: fumes, odors, dust, mists, gases, or poor ventilation. |
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