

2023

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## Sound Design 2A (MUZ-2-B2AKO-15)

### General information

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Course ID

MUZ-2-B2AKO-15

Course type

Module

Credits (ECTS)

5 ECTS

Language of instruction

Dutch, English

Study Year

Year 2

Offered by

HKU Music and Technology

Contact time (hours)

21

Self-tuition (hours)

119

### Course information

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Content 1

Within this module, the sound transformation techniques and modular synthesis techniques relevant to the field are covered. In addition, the sound description part of the module deals with describing sound from different perspectives.

Learning objectives

#### **Intended learning outcomes**

- Knowledge: Students are able to recall / reproduce knowledge and experience of the material covered;
- Comprehension: Students are able to summarise and explain knowledge and experience about the material covered;
- Application: Students are able to use their knowledge and experience to solve a problem;
- Analysis: Students are able to systematically explore and relate knowledge and experience;
- Evaluation: Students are able to evaluate knowledge and experience about the making process and formulate a point of view;
- Creation: Students are able to develop knowledge and experience about a musical and/or technological concept and integrate it into a new whole.

## Competences

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### Competences

- 01. Technical expertise and analysis  
Technological competences
- 01. Technical skills  
The student has a wide range of professional knowledge and skills, and applies them in different musical contexts.
- 02. Creative skills  
The student can shape musical expression based on his/her own artistic vision and aims.
- 02. Design and prototyping  
Technological competences
- 03. Testing and implementing  
Technological competences
- 04. Research and development skills  
The student evaluates his/her own artistic performance by reflecting on and exploring the development of his/her own identity, personal actions and work, and those of others, with the aim of continuously improving that performance.
- 05. Communication skills  
The student interacts effectively in various professional contexts, using appropriate forms and means of communication.
- 05. Conceptualisation  
Designing competences
- 06. Design  
Designing competences
- 06. Organisational skills  
The student creates sustainable work situations and networks, enabling himself/herself to achieve his/her goals.
- Design  
The beginning professional possesses thorough basic skills in the relevant software applications within that part of the professional field to which his course is geared
- Reflective  
The beginning professional proves to be a reflective practitioner by continually analysing and adjusting his own actions, prompted by feedback from others

## Education forms

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### Information Instructional modes

Feedback on the student's work is given in the lessons. The lecturer demonstrates both theoretical and practical techniques. In the lessons, the lecturer also demonstrates various forms of sound description. The students work with various forms of sound description.

### Instructional modes

- Group lesson

## Assessment criteria

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## Assessment criteria

### 1. Application & Creation: The process and the final product

The creative level of the final product meets the standards and technical challenges relevant in the given context;  
The technical level of the final product meets the standards and technical challenges relevant in the given context;  
Students demonstrate how they planned and went through their creative process.

### 3. Analysis & Evaluation: Reflection on the process and the final product

Professional attitude: Students demonstrate insight into their own creative process.

Investigative attitude: Students show various activities undertaken to arrive at solutions.

## Scope of given contexts:

Year 1 - classroom

Year 2 - local collaboration, the others are fellow students

Year 3 - outside world; the others are another discipline or (fictional) clients

Year 4 - own position within professional field; the others are clients/stakeholders

## Pass mark

Students deliver the artefact(s) requested according to the assignment(s).

Students reflect on the points as stated in the assessment criteria.

## Tests

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### Lecturer / Committee Assessment

#### Lecturer Assessment

#### Tests

- Sound Design 2A

Performance

Test weight

100

Minimum grade

A satisfactory result

Credits

5

Grading scale

Differentiated (VG, G, PASS, FAIL)

## Lecturers

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#### Lecturer

- J Tamminga

## Contact person

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