

2023

---

## Sonic Interaction Design 2B (MUZ-2-B2BSID-15)

### General information

---

Course ID

MUZ-2-B2BSID-15

Course type

Module

Credits (ECTS)

6 ECTS

Language of instruction

Dutch, English

Study Year

Year 2

Offered by

HKU Music and Technology

Contact time (hours)

24

Self-tuition (hours)

144

### Course information

---

Content 1

Learning to design, analyse and represent systems is central to the lessons and the focus is on theory and discussion from a philosophical point of view. This includes assignments where students generate artefacts that are discussed within the context of the lesson.

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;
- Creation: Students are able to develop a musical and/or sonic and/or technological concept and integrate it into a new whole.

### Competences

---

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. Design and prototyping  
Technological competences
- 03. Testing and implementing  
Technological competences
- 04. Research and analysis  
Designing 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.

## Education forms

---

Information Instructional modes

Working on small-scale assignments prompted by a lecture

Attendance / Participation requirement

80% attendance required

Instructional modes

- Group lesson
- Working group

## Assessment criteria

---

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;

2. Knowledge & Understanding: Reflection on the process and the final product

Conceptual performance: students articulate the idea and a concept;

Artistic and technical performance: Students demonstrate that the creative and technical level of the final product and making process meets the musical and/or sonic and/or technological standards and possibilities that are relevant in the given context.

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

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

---

Lecturer / Committee Assessment

Lecturer Assessment

Tests

- Sonic Interaction Design blok 2B  
Assignment

Test weight

100

Minimum grade

A satisfactory result

Credits

6

Grading scale

Differentiated (VG, G, PASS, FAIL)

## Lecturers

---

Lecturer

- T van Nispentotpannerden

## Contact person

---

K Buijsman

[kitty.buijsman@hku.nl](mailto:kitty.buijsman@hku.nl)