Sound Design 2A (MUZ-2-B2ASD-15)

General information

Course ID

MUZ-2-B2ASD-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)

23

Self-tuition (hours)

117

Course information

Content 1

This module focuses on the realisation of a sound performance and connects sound and image.
 This is realised by creating a performative design in which the integration of performance with its registration determines the sound image.

In addition, the subject of sound description is addressed, in which a logical arrangement of sound-making is investigated.

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;
- Evaluation: Students are able to evaluate knowledge and experience about the making process and formulate a point of view.

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.

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. Creative skills

The student can shape musical expression based on his/her own artistic vision and aims.

- 02. Design and prototyping 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.

• 05. Communication skills

The student interacts effectively in various professional contexts, using appropriate forms and means of communication.

- 05. Conceptualisation
 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

Information Instructional modes Sub-assignments in pairs.

Attendance / Participation requirement 80% attendance is required.

Instructional modes

- Group lesson
- Practical
- · 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;

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

• Sound Design Blok 2A

Assignment

Test weight

100

Minimum grade

A satisfactory result

Credits

5

Grading scale Differentiated (VG, G, PASS, FAIL)

Lecturers

Lecturer

• B Jilesen

Contact person

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