2023

Sound Design 2B (MUZ-2-B2BKO-15)

General information

Course ID
MUZ-2-B2BKO-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)
72

Self-tuition (hours)
96

Course information

Content 1

- This module covers relevant sound processing techniques that can be used live on stage within an ensemble setting.

- Making music together with these live electronics is central. In addition, there is support in integrating software and hardware for sound design and various methods are discussed for designing from a sound perspective.

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 about the collaboration process;

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

- Creation: Students are able to develop a musical 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. Creative skills
  The student can shape musical expression based on his/her own artistic vision and aims.

- 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.

- 06. Design
  Designing competences

- 06. Organisational skills
  The student creates sustainable work situations and networks, enabling himself/herself to achieve his/her goals.

- 10. Communication
  Organizing competences

Education forms

Information Instructional modes
Most of the contact time is spent on playing sessions, in which the students use various forms of conduction, both physically and through the computer, in learning to improvise live with sound. This takes place both in the large group and in the smaller groups.
These lessons are supplemented by theory and context sessions, which are usually class-based.
The hardware support is separate from the project. These lessons are given as practical sessions.
Designing with sound is also a separate series of lessons, although it does complement the project lessons. These lessons are given as a tutorial with brief instructions at the beginning of the lesson and direct implementation in small working groups in the rest of the lesson.

Attendance / Participation requirement
100% attendance for the project (with regard to collaboration) and, in particular, good communication within the team for collaboration. 80% attendance for the rest.

Instructional modes

- Group lesson

- Practical

- Working group

Assessment criteria

Assessment criteria

Project: Three performances at various venues, both at the university and elsewhere. Assessment is based on quality and the ability to use feedback to improve performance. The points to be assessed are the project learning objectives and the theory learning objectives.

Theory: A report of a live concert in the field of live electronics, discussing both the use of DSP techniques and performative aspects.

Hardware: A working 'wonky sequencer' with an original implementation or implementation code.

Designing with sound: A serious attempt at interpreting a given concept or process in sound (executed and assessed per lesson).

Examiner: All lecturers assess their own component. The three project lecturers assess the project as a committee. The report of the live concert is assessed by the module lecturer. The hardware lessons and the designing with sound lessons are assessed by the lecturer giving the lessons. The module lecturer processes all these components in Osiris when each component has been passed.

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.

2. Knowledge & Understanding: Reflection on the process and the final product
Artistic and technical performance: Students demonstrate that the creative and technical level of the final product and making process meets the musical standards and technological possibilities that are relevant in the given context.

3. Analysis & Evaluation: Reflection on the process and the final product
Professional attitude: Students demonstrate insight into their own creative process and the collaboration and communication with fellow students;
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
Committee Assessment

Participation requirements for interim examinations
Attendance has been sufficient, and enough time has been spent on developing the instrument. The various sub-assignments for hardware support, designing with sound and the concert visit have been completed.

Tests

- Sound Design 2B
  Assignment

  Test weight

100

Minimum grade
A satisfactory result

Credits
6

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

Lecturers

Lecturer

- H Leeuw

- J Tamminga

Contact person

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