Sonic Interaction Design 2C (MUZ-2-B2CSID-15)

General information

Course ID
MUZ-2-B2CSID-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)
12

Self-tuition (hours)
156

Course information

Content 1
Students learn to base their design on user experience, to use parameters that are related to the behaviour and functioning of the user and to work with composite variables.

Learning objectives
Intended learning outcomes

- 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.

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/stakeholder.

Competences

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.

- 11. Learning and reflective skills
  Professional competences

Education forms

Information Instructional modes
The students work in groups on creating a system. Their progress is discussed in the lessons and the lecturers teach theory.

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
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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 2C
  Assignment

  Test weight
  100

  Minimum grade
  A satisfactory result

  Credits
  6

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

Lecturers

Lecturer

- S Huiberts

Contact person

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