

2023

Creative System Design 2D (MUZ-2-B2DCSD-17)

General information

Course ID

MUZ-2-B2DCSD-17

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)

42

Self-tuition (hours)

98

Course information

Content 1

- *Applying advanced concepts of programming languages and digital signal processing/analysis in an individual project formulated by the student. Possible combination with hardware and graphical programming environments.*

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 making process;
- Analysis: Students are able to systematically explore and relate knowledge and experience about the collaborative activities;
- Evaluation: Students are able to assess knowledge and experience about the collaboration and formulate a point of view;
- 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/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. Design and prototyping
Technological competences
- 03. Contextual awareness
The student identifies developments in the national and international professional world and in society at large, positioning himself/herself and his/her work in relation to these.
- 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.
- 05. Communication skills

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

- 05. Conceptualisation
Designing competences

Education forms

Information Instructional modes

Classes, weekly progress presentations of the individual projects.

Attendance / Participation requirement

Students failing to attend 20% or more of the lessons may forfeit the right to take the final examination. Exceptions will be made in the case of illness or other plausible circumstances. If a student is unable to attend a lesson, it is his/her own responsibility to catch up on the knowledge missed. Should students miss an examination or a deadline for an assignment due to illness or other circumstances, they should contact the lecturer to find a solution.

Instructional modes

- Group lesson
- Practical

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;
Students demonstrate how they planned and went through their creative process.

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

Professional attitude: Students demonstrate insight into their own creative process and the collaboration and communication with fellow students and/or other disciplines/clients/stakeholders;

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

- System Design Block 2D
Assignment

Test weight
100

Minimum grade
A satisfactory result

Credits
5

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

Lecturers

Lecturer

- M Groenewegen

Contact person

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