

2023

Sound Design 2C (MUZ-2-B2CSD-15)

General information

Course ID

MUZ-2-B2CSD-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)

35

Self-tuition (hours)

133

Course information

Content 1

"Sound Design & Reality" – this project focuses mainly on learning, investigating and experiencing the basic practical principles of SD for the Media.

Theory: concepts for sound design, interaction between sound and image.

In the practical work, attention is paid to foley effects recording and voice recording.

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 process;

- Evaluation: Students are able to evaluate knowledge and experience about the making process and formulate a point of view;
- Evaluation: Students are able to evaluate knowledge and experience about the collaboration efforts and formulate a point of view;
- Creation: Students are able to develop knowledge and experience about a 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. 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.
- 05. Conceptualisation
Designing competences
- 09. Project-based working
Organizing competences
- Collegial
The beginning professional demonstrates the ability to work productively with others within a (multidisciplinary) team, achieving a good balance between contributing his own expertise and trusting the complementary expertise of others
- 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

Lecture – working group – skills lessons

Attendance / Participation requirement
80% attendance 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;
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 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 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

- Sound Design Block 2C

Oral test

Test weight

100

Minimum grade

A satisfactory result

Credits

6

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

Lecturers

Lecturer

- B Jilesen

Contact person

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