Composition 2D (MUZ-2-B2DCOMP-15)

General information

Course ID

MUZ-2-B2DCOMP-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)

6

Self-tuition (hours)

16

Course information

Content 1

- In the various working groups, work is done on composition assignments (within various contexts), in which a big role is played by layering. Also, attention is paid to the compositional means available for composing on the basis of layering.
- The series of 'Special Basics' lessons is about the composition process and the correlation with the maker.
- In the series of 'Composition Techniques' lessons, the focus is on acquiring knowledge and gaining experience in various composition techniques with regard to layering. Students also learn to look analytically at what results can be achieved through which means.

Learning objectives

The learning objectives below are applicable within the scope of the relevant academic year.

- 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;
- 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 process and formulate a point of view;
- Evaluation: Students are able to profile and position themselves;
- 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 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
- 03. Testing and implementing Technological 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. Design

Designing competences

06. Organisational skills

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

- 09. Project-based working Organizing competences
- 11. Learning and reflective skills Professional competences

Education forms

Information Instructional modes

Project, working group, group lesson, individual

Instructional modes

- Group lesson
- Project
- Skills
- · Working group

Assessment criteria

Assessment criteria

The assessment criteria below apply within the scope of the relevant academic year.

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;

Investigative attitude: Students show various activities undertaken to arrive at solutions;

Entrepreneurial attitude: Students demonstrate various activities in terms of profiling and positioning.

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

 Composition 2D Assignment

Test weight

100

Minimum grade
A satisfactory result

Credits
5

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

Lecturers

Lecturer

• F Boland

Contact person

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