Sound Design 2D (MUZ-2-B2DKO-15)

General information

Course ID
MUZ-2-B2DKO-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)
48

Self-tuition (hours)
92

Course information

Content 1

- Within this module, the focus is on the interaction of sound through hardware and software.
  In addition, it deals with various advanced forms of sound processing, sound analysis and sound synthesis.

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;

- Evaluation: Students are able to evaluate knowledge and experience about the making 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.

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.

- 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.

- 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

Education forms

Information Instructional modes
In theory lessons, theory is dealt with in connection with the project; in the project, work-in-progress is dealt with, and in the working group, the students work with the equipment.

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

- 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 making process;
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

Tests

- Sound Design 2D
  Assignment

  Test weight
  100

  Minimum grade
  A satisfactory result

  Credits
  5

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

Lecturers

Lecturer

- J Tamminga

Contact person

K Buijsman

kitty.buijsman@hku.nl