

2023

Sonic Interaction Design 2A (MUZ-2-B2ASID-15)

General information

Course ID

MUZ-2-B2ASID-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)

11

Self-tuition (hours)

129

Course information

Content 1

In this block, students explore the possibilities of designing an adaptive system without images.

Learning objectives

Intended learning outcomes

- 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.

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 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
- 06. Design
Designing competences
- 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

Working groups (the students work in pairs)

Attendance / Participation requirement

Students must attend at least 80% of the activities and gives weekly insight into their progress. If students are ill or cannot attend, they must inform the lecturers by e-mail in advance, giving the reason.

Instructional modes

- Group lesson
- Lecture
- 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 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

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

- Sonic Interaction Design blok 2A
Assignment

Test weight
100

Minimum grade
A satisfactory result

Credits
5

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

Lecturers

Lecturer

- S Huiberts

Contact person

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