# Sound Design 2D (MUZ-2-B2DSD-15)

## General information

Course ID
MUZ-2-B2DSD-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)
36

Self-tuition (hours)
104

## Course information

Content 1
"Sound Design & Fiction" – this block focuses mainly on learning to work with AVM students and gaining insight into the basic conceptual principles of SD for fictive worlds, through practical work and research.
Design principles of SD, development from idea to concept to end product, working with a clear vocabulary, consistency in design concept, relationships between sound and image.

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 collaboration efforts;

- 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;

- 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

- 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.

- 07. Organizing attitude
  Organizing competences

- 08. Organizing skills
  Organizing competences

- 11. Learning and reflective skills
  Professional 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 – practical – skills lessons – working on a project.
Working with students from audio-visual media and animation.

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.

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 2D
  Assignment

  Test weight
  100

  Minimum grade
  A satisfactory result

  Credits
  5

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

## Lecturers

Lecturer

- B Jilesen

## Contact person

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