2023

Adaptive Music Systems 2D (MUZ-2-B2DSID-15)

General information

Course ID
MUZ-2-B2DSID-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)
12

Self-tuition (hours)
128

Course information

Content 1

- This block focuses on producing audio for a game. The student will work together with students from the School of Games & Interaction.

Learning objectives

- Intended learning outcomes

- 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 process and formulate a point of view;

- Creation: Students are able to develop a musical and/or sonic and/or technological concept and integrate it into a new whole.

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  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

- 02. Creative skills
  The student can shape musical expression based on his/her own artistic vision and aims.

- 02. Design and prototyping
  Technological competences

- 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

- 10. Communication
  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

Education forms

Information Instructional modes
Design

Attendance / Participation requirement
80% attendance required.

Instructional modes

- 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
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
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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

- Adaptive Music Systems Block 2D
  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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