# Creative System Design 2A (MUZ-2-B2ACSD-17)

### General information

Course ID MUZ-2-B2ACSD-17

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) 52,5

Self-tuition (hours) 87,5

## Course information

#### Content 1

• Understand and apply some fundamental concepts of scripting languages and digital signal processing/analysis.

#### Learning objectives

- 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.

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. 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. 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.

# Education forms

Information Instructional modes Classes

#### Attendance / Participation requirement

Students failing to attend 20% or more of the lessons may forfeit the right to take the final examination. Exceptions will be made in the case of illness or other plausible circumstances. If a student is unable to attend a lesson, it is their own responsibility to catch up on the knowledge missed. Should students miss an examination or a deadline for an assignment due to illness or other circumstances, they should contact the lecturer to find a solution.

Instructional modes

- Group lesson
- Practical

# 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.

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

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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

System Design Block 2A
 Assignment

Test weight 100

Minimum grade A satisfactory result

Credits 5

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

## Lecturers

Lecturer

• M Groenewegen

## Contact person

K Buijsman kitty.buijsman@hku.nl