ROSE STATE COLLEGE

Division Course Syllabus

Division: Humanities
Course Prefix and Number: MUS 2372
Course Title: Computers and Music III
Semester and Year Submitted: Spring 2016
Credit Hours: 2-1-2
Prepared by: Dr. David Gedosh

Hours Per Week: Class 2 Lab 1

Course Description (as it appears in Catalog)
This course is designed for the student who desires an advanced level of understanding of the use of computers and related technologies in the field of audio production. Topics include working with visual media in the digital audio workstation environment, sound design for visual media, and advanced audio editing and production techniques. Software includes the use of Logic, Reason, and Pro Tools. Students will learn the technical and artistic techniques for creating sound for visual media through theoretical discussion of the relationship between visual media and sound, analysis of media examples, and practical sound design projects. Prerequisite: MUS 2312 and MUS 2342

Prerequisites
MUS 2312 Computers and Music I and MUS 2342 Computers and Music II

Text(s):
Title: Sound Design: The Expressive Power of Music, Voice,…
Author: David Sonnenschein
Publisher: Michael Wiese Productions
Copyright Date: 2002
ISBN #: 978-0941188265
Reading Level: Intermediate

Supplemental Materials:
(Other books, audio visual aids, etc.)
Recommended Text: Sound Effects Bible, by Ric Viers
Required: External HDD or Flash Drive (max GB), Headphones with 3.5mm connector and 1/4 inch adapter

Supplemental course materials for this course can be found in the course materials accompanying this syllabus. Media files include film and t.v. clips, video files, audio files, sound design elements, and links to online resources.
Outline for Remainder of Syllabus:

Rationale: This course completes the series of three Computer and Music courses. Given the variance of potential opportunities within the field of audio production this course gives the student an opportunity for engagement in the field of sound and audio production for media. This course is an introduction to the technical and creative aspects of working with visual media within the digital audio workstation environment, and an advanced practical application of audio editing and production techniques used in the field of sound design and mixing for visual media. This course makes use of media examples from Film and T.V. for the analysis of and practical application of sound design techniques.

Expected Outcomes: Upon completion of this course students should be able to:

1) Demonstrate a practical understanding of video formats, synchronization, and intergrating visual media within the DAW environment
2) Demonstrate a practical understanding of the fundamental relationship between sound and music, and visual media
3) Demonstrate a practical knowledge of analysis of visual media culminating in a sound design map
4) Demonstrate a practical knowledge of advanced audio editing techniques within the DAW environment
5) Demonstrate a practical knowledge of advanced audio production techniques used in sound design for visual media
6) Demonstrate developed skills for critical listening and analysis of sound design production techniques
7) Effectively communicate their knowledge of the artistic and technical elements of sound design techniques and their use with visual media
8) Continue to develop a portfolio of creative work

Methods of Instruction: This course includes a high degree of practical hands-on demonstrations, exercises, and practical projects, supported by discussions of technical and theoretical information. The following methods of instruction are to be used:

Reading assignments from text
Reading assignments and quizzes from handouts - distributed online through D2L
Online videos and articles pertaining to specific topics
Class lectures and theoretical and artistic discussion
Class demonstration and practical exercises
Written quizzes
Software-based assignments
Practical projects

Assessment (Including Critical Thinking measurements): Assessment of students' understanding is varied across written quizzes and tests, practical in-class exercises, practical software assignments, and practical projects, as well as class participation and the ability to clearly articulate the technical and artistic elements of the course material.
Students' work will receive a numerical grade in the form of points received out of total points possible. The final grade will be calculated by converting the total points received into a percentage as follows:

A=100-90, B=89.9-80, C=79.9-70, D=69.9-60, F=59.9-0

Learning Objectives: The following section defines the major units of the course along with learning objectives for that section. Supplemental materials, including media files, reading assignments and quizzes, and tests can be found in the supplemental materials folder accompanying this course syllabus.

Unit I Conceptual and Artistic Elements of Sound Design for Visual Media (Outcomes 2, 7)

On written and practical assignments the student will be expected to demonstrate the following:

1. Terminology associated with the creation of sound design for visual media
2. Demonstrate the conceptual and artistic elements of sound design for visual media
3. The ability to analyze visual media and create a sound map for sound design

Unit II Technical Elements of Working With Visual Media in the DAW (Outcomes 1, 2)

On written and practical assignments the student will be expected to demonstrate the following:

1. Terminology associated with video formats, media files, and synchronization
2. Technical considerations and settings for working with media in Pro Tools and Logic
3. Practical application of using visual media within the DAW

Unit III Sound Design and Audio Editing (Outcomes 2, 4, 5, 6, 8)

Through a multi-stage practical project consisting of creating an original acousmatic or ambient soundscape composition the student will be expected to demonstrate the following:

1. Recording, editing, processing, and mixing sound design elements
2. Organization of sound design project materials

Unit IV Designing Sound for Visual Media (Outcomes 1, 2, 3, 4, 5, 6, 7, 8)

Through multiple practical sound design projects the student will be expected to demonstrate the following
1) Technical considerations and settings for working with media in Pro Tools and Logic
2) Organization of sound design project materials
3) Analyze visual media and create a sound map for sound design
4) Recording, editing, processing, and mixing sound design elements