

Syllabus

<p>Course title: Sound design Language of instruction: English Study year and semester: Autumn 2021/22</p>				
<p>Course coordinator(s) / lecturer(s): Csaba Hajnóczy Contact details: hajnoczy.zene@gmail.com; +36205889892</p>				
<p>Level and Code: ER-MEDI-BA- 20212201-05</p>	<p>Position in the Curriculum:</p>	<p>Recommended semester: 1st</p>	<p>Credits: 5</p>	<p>Teaching hours: 24 Student workload: 24</p>
<p>Related codes:</p>	<p>Type: combined</p>	<p>Is it open to sign- up as an elective? YES</p>	<p>Specific pre-conditions to sign-up as an elective: NO</p>	
<p>Interlinkages: (prerequisites, parallel units)</p>				
<p>Aims and Principles: The course aims to transfer theoretical and practical foundational knowledge in the field of sound design, meeting interrelated knowledge in its various usages. During the theoretical occasions, the participants will get an insight into the history, principles and activities of sound design. The practical side of the course is the planning and implementation of work in a chosen contexts.</p>				
<p>Intended learning outcomes (professional and transitive competencies):</p> <p>Knowledge: The participant gets to know the basics and phenomena of sound design.</p> <p>Ability: The participant is able to understand and use the basic working methods of sound design, the interrelation between audio and visuals. Able to implement practical work and projects in a creative way.</p> <p>Attitude: The participant is sensitive to the content of sonic information. He/she strives to interpret the knowledge and knowledge he has acquired in the form of projects or works. He/she listens consciously, critically and with the intention of improvement, and is ready to implement and develop creative ideas.</p> <p>Autonomy and Responsibility: The participant is able to work independently and/or in a team. He/she makes his decisions responsibly, using the acquired knowledge.</p>				
<p>Course content (topics and themes): Basic knowledge about sound; sound as a physical phenomenon; its parameters and artistic implementations Tools of sound design Fields of sound design: sound tracks for moving images/films/animation; podcasts; sound art; theatre; ecology and sound Field recording; studio recording; use of virtual instruments Use of a DAW, preferably Ableton Live; editing, processing</p>				
<p>Specificity of the learning process: Teaching method: presentations and practical work Schedule: 1-6. week: theoretical lectures; Digital Audio Workstation (Ableton Live) basic and advanced</p>				

<p>knowledge; sound walking and field recording.</p> <p>7-12. week: choosing individual themes; processing, editing finalizing of recordings.</p>
<p>Assessment: by assignments</p> <p>Assignments: Design of a sound composition based on field recordings and/or via virtual instruments.</p> <p>Assessment method: the quality of the approach and processing of the chosen topic.</p> <p>Assessment criteria: creative, demanding performance of the chosen task within the available framework</p>
<p>Calculation of grade: (weights of the achievements, assignments; ranges of rates or points): participation in group work, communication, interactive presence - 30%; the dissertation: 35%; practical work: 35%.</p>
<p>Recommended readings:</p> <p>Schafer, R. Murray The Soundscape - Our Sonic Environment and the Tuning of the World. Destiny Books, Rochester, Vermont, 1977</p> <p>Thompson, Emily: The Soundscape of Modernity. Architectural Acoustics and the Culture of Listening in America, 1900-1933. The MIT Press Cambridge, Massachusetts; London, England. 2002</p> <p>Truax, Berry: Acoustic Communication. Ablex Publishing Corporation, Norwood, New Jersey 1984</p>
<p>Additional information:</p>
<p>Prior learning recognition (based on application):</p> <p><i>none</i></p>
<p>Schedule and venue for personal consultation:</p> <p>Thursday 10 am - 11.20 am, Sound Recording Studio</p>