

<b>Module Title</b>		<b>Sonic Arts 1</b>		
<b>Brief Description</b> <i>(Max 100 word count)</i>				
<b>SCQF Level</b>		8		
<b>Credit Rating</b>		10 SCQF Credits / 5 ECTS credits		
<b>Status (Core/Elective/Options)</b>		Options		
<b>Pre-requisites</b>		None		
<b>Co-requisites</b>		None		
<b>Anti-Requisites</b>		Sonic Arts 2, Sonic Arts 3, Interactive Composition, Principal Study Composition		
<b>Maximum number of Students</b>	6 per group	<b>Minimum number of Students</b>	4	
<b>Learning Modes</b>		Hours per week/task	No. of Weeks	Total (hours)
<b>Small group tutorials</b>		1	19	19
<b>Independent learning</b>		3.25	25	81
Total Notional Student Effort				<b>100</b>
<b>Module Co-ordinator</b>		Dr Alistair MacDonald		
<b>Module Aims</b>		<p>This module is designed primarily to develop creative practice with sound, and whilst it grows out of electroacoustic music, it is based around transferrable skills appropriate to any artistic practice involving sound (e.g. film sound, theatre sound design, sound art...)</p> <p>It introduces important core skills and ideas to do with technology and encourages students to explore the boundaries of their own practice through a creative use of studio technology</p>		
		<p>This module aims to:</p> <ul style="list-style-type: none"> <li>• enable students to develop creative practice in sound in a number of contexts using technology</li> <li>• enable students to develop advanced listening skills</li> <li>• develop transferrable skills including sound recording, and a more radical interaction with the material of sound</li> <li>• foster collaboration through the development of a shared language of sound</li> </ul>		

<b>Module Content</b>	<p>In support of the development of a creative practice, students will learn how to record, edit, transform and mix pre-recorded sound materials and structure them using Pro Tools and associated software. Techniques will be introduced gradually and tutorials will cover basics of audio editing, creative application of audio processing &amp; mixing, sound recording, composition/sound design, critical listening and spatialisation.</p> <p>The module will also include regular listening to and analysis of existing work to support the development of these skills.</p>		
<b>Learning Outcomes</b>	On successful completion of this module you will be able to:		
<b>LO1</b>	create short sound compositions with a wide range of sonic materials and digital tools		
<b>LO2</b>	show an awareness and basic understanding of the creative application of technology to sound in a number of artistic contexts		
<b>LO3</b>	demonstrate a good level of critical listening applied to your creative work		
<b>Assessment 1, Type and Weighting</b>	<p>You will be assessed through:</p> <ul style="list-style-type: none"> <li>• a portfolio of short compositions (total duration ca. 8 minutes) and written documentation</li> <li>• 100%</li> </ul>		
<b>Assessment Criteria for Assessment 1</b>	<p>In this assessment mode your assessors will be looking for:</p> <ul style="list-style-type: none"> <li>• a creative approach to the materials and techniques of the medium</li> <li>• sound basic technical facility and understanding</li> <li>• clear time structure</li> <li>• informative documentation demonstrating clear artistic intent</li> </ul>		
<b>Alignment of Assessment and Learning Outcome</b>		Assessment 1	
	LO1	X	
	LO2	X	
	LO3	X	
<b>Feedback</b>	<ul style="list-style-type: none"> <li>• tutor and peer oral feedback on progress in tutorials</li> <li>• grade and written feedback on each submitted work</li> </ul>		
<b>Recommended Resources</b>			

<b>Other Relevant Details</b>	
<b>Next Steps</b>	On successful completion of this module, you may consider taking the following module(s):  Sonic Arts 2; Interactive  Composition