Liverpool John Moores University

Title:	DIGITAL AUDIO DESIGN
Status:	Definitive
Code:	**5504DIGMED** (108420)
Version Start Date:	01-08-2011

Owning School/Faculty: Liverpool Screen School
Teaching School/Faculty: Liverpool Community College

Team	emplid	Leader
Sarah Haynes		Y

Academic Level:	FHEQ5	**Credit Value:**	12.00	**Total Delivered Hours:**	36.00
Total Learning Hours:	120	**Private Study:**	84		

Delivery Options
Course typically offered: Semester 2

Component	Contact Hours
Lecture	8.000
Tutorial	4.000
Workshop	24.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Essay	AS1	Coursework Component 1 20% Research assignment	20.0	
Reflection	AS2	Coursework component 2 80% Project including working notes, logs and evaluation in the specific area of interest	80.0	

Aims

1. To provide students with a critical and structural understanding of sound and its use within a range of visual media.

2. To demonstrate current trends in audio software and hardware.

3. To encourage students to develop a specialist understanding in one of the areas of their own choice.

Learning Outcomes

After completing the module the student should be able to:

1   Identify and evaluate (a) specific area(s) of sonic interest.
2   Demonstrate an awareness of current technological developments in audio.
3   Employ a variety of simple, creative, audio based techniques.

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Research assignment   1   2

Project   1   2   3

Outline Syllabus

Sound signification in audio-visual media.
Adaptive audio
Music sound tracking
New Technologies

Learning Activities

Lectures, tutorials, technical workshops.

References

Course Material	Book
Author	Chion, M. & Gorbman , C
Publishing Year	1999
Title	The Cinematic Voice
Subtitle	
Edition	
Publisher	Columbia University Press
ISBN	0231108222

Course Material	Book
Author	Sider, J.

Publishing Year	2003
Title	Soundscape: The School of Sound Lectures
Subtitle	
Edition	
Publisher	Wallflower Press
ISBN	031222530X

Course Material	Book
Author	Leeuwen, T.V.
Publishing Year	1999
Title	Speech, Music, Sound
Subtitle	
Edition	
Publisher	St. Martin's Press
ISBN	031222530X

Notes

This module will allow students to develop a deeper understanding of sound and music through the new technology tools, interfaces and environments. A variety of technologies will be studied.

With such topics as Sound signification in audio-visual media, students will see how audio in multi-modal media operates on a set of codes and conventions. Contemporary media will be deconstructed with regard to speech, music and sound. The latest developments with New technologies will be demonstrated and their impact on media and entertainment evaluated. Examples of Adaptive Audio, now an essential part of computer gaming, will be shown and analysed.

Although underpinned by theory, this is very much a practical module and students will experiment with the technologies to create such entities as film and animation soundtracks, adaptive audio game soundtracks, generative audio application, surround sound tracks, mobile device tone/audio effects, or an audio installation.

The assessment for this module will consist of a final project or an essay in which students will devise and deliver a piece of work based on an area of specific interest from the topics covered.