

## Liverpool John Moores University

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Title: MUSIC AND SOUND DESIGN FOR MULTIMEDIA  
Status: Definitive  
Code: **6502IABCMP** (128936)  
Version Start Date: 01-08-2021  
Owning School/Faculty: Liverpool Screen School  
Teaching School/Faculty: Institute of the Arts Barcelona

Team	Leader
Andrew Sherlock	Y

**Academic Level:** FHEQ6      **Credit Value:** 20      **Total Delivered Hours:** 92  
**Total Learning Hours:** 200      **Private Study:** 108

### Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	78
Tutorial	2
Workshop	12

**Grading Basis:** 40 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Practice	AS1	Creation of a work that combines music and/or sound design with another media/art form.	50	
Practice	AS2	Creation of a work that combines music and/or sound design with another media/art form different from AS1.	50	

### Aims

*The aim of the module is for the students to acquire specific competence and technical skills in the creation of original music/sound-based works in a multimedia context. This includes, but is not limited to, sound installations, theatre and dance performances, video games and film.*

## **Learning Outcomes**

After completing the module the student should be able to:

- 1 Explain the main techniques, including hardware and software solutions, in the creation of multimedia works.
- 2 Summarize the history, the repertoire and aesthetic principals of multimedia art forms.
- 3 Compose well-crafted and aesthetically developed multimedia works.
- 4 Manage and display the ability to work in a professional manner in collaboration with artists from other disciplines through the adoption of industry standard working processes and practices.

## **Learning Outcomes of Assessments**

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

Practice	1	2	3	4
Practice	1	2	3	4

## **Outline Syllabus**

*The module explores the creation of works that combine music and sound design with other art forms and media including radio, text, video, theatre, dance, video games and installations. Prominent works from the multimedia repertoire are used to expand and enhance the students frame of reference for the history and aesthetic principals of these art forms.*

*The students also study and analyse the theory and the techniques associated with interdisciplinary and multimedia art forms including the related software and hardware solutions. Throughout the module, the students gain practical experience in the creation of different multimedia works (e.g. radio drama, audiovisual works, sound installations, sound design for theatre, music for dance) which culminates in the creation of two original works for the assessments. The assessments can be realised in collaboration with artists from other disciplines with clear delineation and verification of the elements of work attributed to the student.*

## **Learning Activities**

The main delivery method is through lectures that cover the main topics of the module. The lectures are supported by guest lecturers, experts and professionals, and explored practically in collaborative group workshops. The students receive one-

to-one tutorials to guide them in the creation and execution of their multimedia projects.

### **Notes**

The module aims to provide students with music and sound design skills to equip them to work as an independent artist in a multi platform increasingly interdisciplinary industry. Assessment is via two practicals.

The Learning Outcomes are each assessed twice as each assessment task asks the students to make use of different media/art forms.