

Module Information

2022.01, Approved

Summary Information

Module Code	6502IABCMP
Formal Module Title	Music and Sound Design for Multimedia
Owning School	Liverpool Screen School
Career	Undergraduate
Credits	20
Academic level	FHEQ Level 6
Grading Schema	40

Teaching Responsibility

LJMU Schools involved in Delivery
LJMU Partner Taught

Partner Teaching Institution

Institution Name
Institute of the Arts Barcelona

Learning Methods

Learning Method Type	Hours
Lecture	78
Tutorial	2
Workshop	12

Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
SEP-PAR	PAR	September	28 Weeks

Aims and Outcomes

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.
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After completing the module the student should be able to:

Learning Outcomes

Code	Number	Description
MLO1	1	Explain the main techniques, including hardware and software solutions, in the creation of multimedia works.
MLO2	2	Summarize the history, the repertoire and aesthetic principals of multimedia art forms.
MLO3	3	Compose well-crafted and aesthetically developed multimedia works.
MLO4	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.

Module Content

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.
Module Overview	
Additional Information	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.

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Practice	Practice 1	50	0	MLO1, MLO2, MLO3, MLO4
Practice	Practice 2	50	0	MLO1, MLO2, MLO3, MLO4

Module Contacts

Module Leader

Contact Name	Applies to all offerings	Offerings
Andrew Sherlock	Yes	N/A

Partner Module Team

Contact Name	Applies to all offerings	Offerings
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