



MODULE SPECIFICATION

Part 1: Information			
Module Title	Sonic Art		
Module Code	UFCFL6-15-3	Level	Level 6
For implementation from	2018-19		
UWE Credit Rating	15	ECTS Credit Rating	7.5
Faculty	Faculty of Environment & Technology	Field	Computer Science and Creative Technologies
Department	FET Dept of Computer Sci & Creative Tech		
Contributes towards	Creative Technology [Sep][PT][Frenchay][2yrs] MSc 2018-19 Creative Technology [Sep][FT][Frenchay][1yr] MSc 2018-19		
Module type:	Standard		
Pre-requisites	Applied Audio Systems 2018-19, Audio Recording 2018-19		
Excluded Combinations	None		
Co- requisites	None		
Module Entry requirements	None		

Part 2: Description
<p>Overview: Pre-requisites Applied Audio Systems UFCFA4-30-2 or Audio Recording UFCFG4-30-2</p> <p>Educational Aims: See learning outcomes</p> <p>Outline Syllabus: Techniques, technologies and frameworks</p> <p>Sound recording, processing and editing. Generative, algorithmic, interactive and stochastic systems. Indeterminacy and improvisation. Feedback and iteration. Sensors and control systems. Playback systems. Loudspeaker and microphone systems.</p> <p>Acousmatic music</p> <p>History and context: musique concrète and elektronische musik. Electroacoustic music:</p>

STUDENT AND ACADEMIC SERVICES

composition, performance and sound diffusion. Radio art. Soundscapes.

Sound art and installations

Sound in art and sound as art. Interactive and passive installations.

Live electronics and performance

Analogue and digital “live electronics” systems. Live sampling and processing. Interactive music.

Acoustic ecology

Sound walks. Sound maps. Noise control. Soundscapes. Types of listening and listening modes.

Teaching and Learning Methods: Theoretical and conceptual aspects of the module will be introduced by lecture on a weekly basis and, where appropriate, contextualised with practical demonstrations of application. Relevant reading material and sections from the course text should be read in preparation for each lecture. On average this will require a total of 1.5 hours study each week.

Learners will apply the conceptual elements of taught material in weekly practical sessions where abilities in problem solving and implementation surrounding audio technology concepts will be developed. Learners are required to complete exercises, extend ideas, and develop further understanding independently of the timetabled sessions. On average this will require a total of 2 hours study each week.

Assignments will be staged throughout the year which will require students to complete additional unsupervised learning. Typically this will require 2 hours study each week although it should be anticipated that the majority of this time will be biased towards the assignment deadlines.

Part 3: Assessment

The assignments and presentation will be used to assess learners’ practical skills in the application of music and audio technology systems. This will involve demonstrating an ability to create an extended piece of work beyond the examples seen in lectures and practicals. The assignment activities will be staged in order to allow progressive development of skills and understanding.

Formative assessment will be provided as part of the practical sessions. Individual feedback will be provided on the assignment and presentation.

Assessment criteria will be supplied with the assignment specification and in example exam papers.

First Sit Components	Final Assessment	Element weighting	Description
Portfolio - Component B	✓	75 %	Portfolio
Presentation - Component A		25 %	Oral presentation
Resit Components	Final Assessment	Element weighting	Description
Portfolio - Component B	✓	75 %	Portfolio
Presentation - Component A		25 %	Oral presentation

STUDENT AND ACADEMIC SERVICES

Part 4: Teaching and Learning Methods																			
Learning Outcomes	<p>On successful completion of this module students will be able to:</p> <table border="1"> <thead> <tr> <th colspan="2" style="text-align: center;">Module Learning Outcomes</th> </tr> </thead> <tbody> <tr> <td>MO1</td> <td>Explain theories of technological mediated art through its history and context and evaluate works of sonic art</td> </tr> <tr> <td>MO2</td> <td>Record and produce sounds and or speech for sonic art production</td> </tr> <tr> <td>MO3</td> <td>Apply theoretical methods in a practical context and use creative thinking to solve technical and aesthetic problems</td> </tr> <tr> <td>MO4</td> <td>Identify technologies for sonic art production and performance and recognise issues involved in sonic art event planning</td> </tr> <tr> <td>MO5</td> <td>Design systems for the production of adaptive music and or adaptive soundscapes</td> </tr> </tbody> </table>	Module Learning Outcomes		MO1	Explain theories of technological mediated art through its history and context and evaluate works of sonic art	MO2	Record and produce sounds and or speech for sonic art production	MO3	Apply theoretical methods in a practical context and use creative thinking to solve technical and aesthetic problems	MO4	Identify technologies for sonic art production and performance and recognise issues involved in sonic art event planning	MO5	Design systems for the production of adaptive music and or adaptive soundscapes						
Module Learning Outcomes																			
MO1	Explain theories of technological mediated art through its history and context and evaluate works of sonic art																		
MO2	Record and produce sounds and or speech for sonic art production																		
MO3	Apply theoretical methods in a practical context and use creative thinking to solve technical and aesthetic problems																		
MO4	Identify technologies for sonic art production and performance and recognise issues involved in sonic art event planning																		
MO5	Design systems for the production of adaptive music and or adaptive soundscapes																		
Contact Hours	<table border="1"> <thead> <tr> <th colspan="2" style="text-align: center;">Contact Hours</th> </tr> </thead> <tbody> <tr> <td colspan="2" style="text-align: center;">Independent Study Hours:</td> </tr> <tr> <td style="text-align: center;">Independent study/self-guided study</td> <td style="text-align: center;">114</td> </tr> <tr> <td style="text-align: center;">Total Independent Study Hours:</td> <td style="text-align: center;">114</td> </tr> <tr> <td colspan="2" style="text-align: center;">Scheduled Learning and Teaching Hours:</td> </tr> <tr> <td style="text-align: center;">Face-to-face learning</td> <td style="text-align: center;">36</td> </tr> <tr> <td style="text-align: center;">Total Scheduled Learning and Teaching Hours:</td> <td style="text-align: center;">36</td> </tr> <tr> <td style="text-align: center;">Hours to be allocated</td> <td style="text-align: center;">150</td> </tr> <tr> <td style="text-align: center;">Allocated Hours</td> <td style="text-align: center;">150</td> </tr> </tbody> </table>	Contact Hours		Independent Study Hours:		Independent study/self-guided study	114	Total Independent Study Hours:	114	Scheduled Learning and Teaching Hours:		Face-to-face learning	36	Total Scheduled Learning and Teaching Hours:	36	Hours to be allocated	150	Allocated Hours	150
Contact Hours																			
Independent Study Hours:																			
Independent study/self-guided study	114																		
Total Independent Study Hours:	114																		
Scheduled Learning and Teaching Hours:																			
Face-to-face learning	36																		
Total Scheduled Learning and Teaching Hours:	36																		
Hours to be allocated	150																		
Allocated Hours	150																		
Reading List	<p><i>The reading list for this module can be accessed via the following link:</i></p> <p>https://uwe.rl.talis.com/modules/ufcfl6-15-3.html</p>																		