



## MODULE SPECIFICATION

Part 1: Information			
Module Title	Sonic Art		
Module Code	UFCFL6-15-3	Level	Level 6
For implementation from	2019-20		
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		
Module type:	Standard		
Pre-requisites	Applied Audio Systems 2019-20		
Excluded Combinations	None		
Co- requisites	None		
Module Entry requirements	None		

Part 2: Description
<p><b>Overview:</b> Pre-requisites Applied Audio Systems UFCFA4-30-2 or Audio Recording UFCFG4-30-2</p> <p><b>Educational Aims:</b> See learning outcomes</p> <p><b>Outline Syllabus:</b> 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: composition, performance and sound diffusion. Radio art. Soundscapes.</p> <p>Sound art and installations</p> <p>Sound in art and sound as art. Interactive and passive installations.</p>

## STUDENT AND ACADEMIC SERVICES

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

<b>Part 4: Teaching and Learning Methods</b>																	
Learning Outcomes	<p>On successful completion of this module students will achieve the following learning outcomes:</p> <table border="1"> <thead> <tr> <th style="text-align: left;"><b>Module Learning Outcomes</b></th> <th style="text-align: left;"><b>Reference</b></th> </tr> </thead> <tbody> <tr> <td>Explain theories of technological mediated art through its history and context and evaluate works of sonic art</td> <td>MO1</td> </tr> <tr> <td>Record and produce sounds and or speech for sonic art production</td> <td>MO2</td> </tr> <tr> <td>Apply theoretical methods in a practical context and use creative thinking to solve technical and aesthetic problems</td> <td>MO3</td> </tr> <tr> <td>Identify technologies for sonic art production and performance and recognise issues involved in sonic art event planning</td> <td>MO4</td> </tr> <tr> <td>Design systems for the production of adaptive music and or adaptive soundscapes</td> <td>MO5</td> </tr> </tbody> </table>	<b>Module Learning Outcomes</b>	<b>Reference</b>	Explain theories of technological mediated art through its history and context and evaluate works of sonic art	MO1	Record and produce sounds and or speech for sonic art production	MO2	Apply theoretical methods in a practical context and use creative thinking to solve technical and aesthetic problems	MO3	Identify technologies for sonic art production and performance and recognise issues involved in sonic art event planning	MO4	Design systems for the production of adaptive music and or adaptive soundscapes	MO5				
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Reading List	<p><i>The reading list for this module can be accessed via the following link:</i></p> <p><a href="https://uwe.rl.talis.com/modules/ufcf16-15-3.html">https://uwe.rl.talis.com/modules/ufcf16-15-3.html</a></p>																

<b>Part 5: Contributes Towards</b>	
This module contributes towards the following programmes of study:	