Module Specification

Sonic Art

Version: 2023-24, v1.0, 19 Jun 2020

Contents

Part 1: Information

Module title: Sonic Art

Module code: UFCFL6-15-3

Level: Level 6

For implementation from: 2023-24

UWE credit rating: 15

ECTS credit rating: 7.5

Faculty: Faculty of Environment & Technology

Department: FET Dept of Computer Sci & Creative Tech

Partner institutions: None

Delivery locations: Not in use for Modules

Field: Computer Science and Creative Technologies

Module type: Module

Pre-requisites: Applied Audio Systems 2023-24

Excluded combinations: None

Co-requisites: None

Continuing professional development: No

Professional, statutory or regulatory body requirements: None

Part 2: Description

Overview: Pre-requisites Applied Audio Systems UFCFA4-30-2 or Audio Recording UFCFG4-30-2

Features: Not applicable

Educational aims: See learning outcomes

Outline syllabus: Techniques, technologies and frameworks

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.

Acousmatic music

History and context: musique concrète and elektronische musik. Electroacoustic music: 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.

Part 3: Teaching and learning methods

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.

Module Learning outcomes: On successful completion of this module students will achieve the following 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

Hours to be allocated: 150

Contact hours:

Independent study/self-guided study = 114 hours

Face-to-face learning = 36 hours

Total = 150

Reading list: The reading list for this module can be accessed at readinglists.uwe.ac.uk via the following link https://uwe.rl.talis.com/modules/ufcfl6-15-3.html

Part 4: Assessment

Assessment strategy: 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.

Assessment components:

Portfolio - Component B (First Sit)

Description: Portfolio

Weighting: 75 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4, MO5

Presentation - Component A (First Sit)

Description: Oral presentation

Weighting: 25 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1, MO3, MO4, MO5

Portfolio - Component B (Resit)

Description: Portfolio

Weighting: 75 %

Final assessment: Yes

Group work: No

Learning outcomes tested:

Presentation - Component A (Resit)

Description: Oral presentation

Weighting: 25 %

Final assessment: No

Group work: No

Learning outcomes tested:

Part 5: Contributes towards

This module contributes towards the following programmes of study: