

Full Title:	Sound Design & Implementation
Language of Instruction:	English
Module Code:	53166
Credits:	5
Valid From:	Semester 2 - 2013/14 (February 2014)
Module Delivered in	1 programme(s)
Module Description:	This module aims to give students the skills to create imaginative sound environments and objects through recording and signal processing techniques, incorporating an appreciation of the roles and requirements involved in sound design for media, including film, TV and interactive media.
Learning Outcomes:	
<i>On successful completion of this module the learner should be able to</i>	
<ol style="list-style-type: none"> 1. Effectively apply sound processing and editing techniques for production goals (i.e. TV, Film, Games). 2. Assess the audio requirements for a media project to include equipment, sound design, personnel. 3. Create believable 'sound worlds' for audio-visual and interactive media, using industry standard audio middleware. 	

Module Content & Assessment

Indicative Content
Location Recording Techniques involved in gathering on-location sound samples and effects and preparing them for use in media environments.
Audio Object Creation and Manipulation Foley, ADR, soundscapes, sound effects, layering samples
Creative Signal Processing Application of signal processors for creative purposes, including advanced processes such as phasing, flanging and pitch-shifting.
Interactive Audio Environments Considerations in dynamic audio playback environments including overviews of industry standard packages.
Surround Sound Considerations in recording and mixing for multi-channel playback systems.
Industry Overview Details of the differing roles and processes involved in the creation of soundtracks for media.

Assessment Breakdown	%
Course Work	100.00%

Full Time

Course Work							
<i>Assessment Type</i>	<i>Assessment Description</i>	<i>Outcome addressed</i>	<i>% of total</i>	<i>Marks Out Of</i>	<i>Pass Marks</i>	<i>Assessment Date</i>	<i>Duration</i>
Continuous Assessment	Students will be required to produce atmospheric ambiences (sound beds) and specific sound events to a brief on an on-going basis throughout the semester.	1,2,3	25.00	0	0	Every Second Week	0
Written Report	Students will produce an annotated audio narrative document indicating sound design elements and requirements.	2	25.00	0	0	Week 5	0
Project	Students will create an original sound design for visual media, to a brief specified by the lecturer. This will incorporate spotting, script markup and annotation, application of signal processing, export and application-specific formatting.	1,2,3	50.00	0	0	Week 12	0

No Project

No Practical

No End of Module Formal Examination

Reassessment Requirement
No repeat examination <i>Reassessment of this module will be offered solely on the basis of coursework and a repeat examination will not be offered.</i>

DKIT reserves the right to alter the nature and timings of assessment

Module Workload & Resources

Workload: Full Time

Workload Type	Workload Description	Hours	Frequency	Average Weekly Learner Workload
Lecture	Main content delivery, theory focused.	1.00	Every Week	1.00
Practical	No Description	1.00	Every Week	1.00
Tutorial	No Description	1.00	Every Week	1.00
Independent Study	No Description	3.00	Every Week	3.00
Directed Reading	No Description	4.42	Every Week	4.42
Total Weekly Learner Workload				10.42
Total Weekly Contact Hours				3.00

This course has no Part Time workload.

Resources

Recommended Book Resources

Viers, R. 2008, *The Sound Effects Bible: How to Create and Record Hollywood Style Sound Effects*, Michael Wiese Productions [ISBN: 9781932907483]

Collins, K. 2008, *Game Sound: An Introduction to the History, Theory, and Practice of Video Game Music and Sound Design*, MIT Press [ISBN: 9780262033787]

Chion, M. 1994, *Audio-Vision : Sound on Screen*, Columbia University Press [ISBN: 978023107899]

Marks, Aaron 2008, *The complete guide to game audio: for composers, musicians, sound designers, and game developers*, 2 Ed., Focal Press [ISBN: 1578200830]

This module does not have any article/paper resources

This module does not have any other resources

Module Delivered in

Programme Code	Programme	Semester	Delivery
DK_MMPAR_8	Bachelor of Arts (Hons) in the Production of Music and Audio	8	Mandatory