

Course Title: **Sound Production and Sonic Cultures**

Course Code: **DIGM660**

Descriptor Start Date: **01/01/2021**

POINTS: **15.00**

LEVEL: **6**

PREREQUISITE/S:

COREQUISITE/S:

RESTRICTION/S:

LEARNING HOURS

Hours may include lectures, tutorials, online forums, laboratories. Refer to your timetable and course information in Canvas for detailed information.

Total learning hours: 150

PRESCRIPTOR

This course builds upon core skills in the sound design and sound production of audio applications across a range of media applications such as film, television, gaming and music production. Students create a range of sound and music production related to their academic interests, culture and identity, build upon understandings of practice-led research and contemporary theories in sound and music production.

LEARNING OUTCOMES

1. Make assets of sound and music for their digital media projects using a range of devices and software tools.
2. Apply sound design and music production concepts to digital productions.
3. Demonstrate basic knowledge of practice-led research and theories of sound production and sonic cultures.

CONTENT

The practice-led research approach enables self-generation of content by students in the form of sound and music production created in assignments for the paper. This is supported by lectures and tutorials that draw on key theoretical perspectives to develop a basic critical understanding of the sound production and sonic practices in media such as film, television, music production and gaming.

LEARNING & TEACHING STRATEGIES

Disclaimer: Course descriptors may be amended between teaching periods/semesters

Students work on-campus and in online settings using sound production tools and collaboration spaces to communicate and develop projects. A blended approach informs:

- Short lectures
- Tutorials based on practical work with sound production applications
- Sound Design studio pedagogy – peer assessment and critique
- Self-directed learning

ASSESSMENT PLAN

Assessment Event	Weighting %	Learning Outcomes
Project Outline and Sonic Practice	40.00	1, 2
Project Based Production and Reflective Practice	60.00	1, 2, 3

Grade Map

MAP1

A+ A A- Pass with Distinction
B+ B B- Pass with Merit
C+ C C- Pass
D Fail

Overall requirement/s to pass the course:

Students must attempt all assessments and attain least 49.5% to pass this paper.

LEARNING RESOURCES

Learning material will be provided to students via Canvas.

For further information, contact: Te Ara Poutama - Faculty of Maori and Indigenous Development

Principal Programme: **AK3704, Bachelor of Arts**

Related Programme/s: **AK3453**

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