

MUSI2702: Music Sound and Visual Media

Newcastle City Precinct
Semester 2 - 2023



THE UNIVERSITY OF
NEWCASTLE
AUSTRALIA

The School of Humanities, Creative Industries and Social Sciences is committed to providing an inclusive environment in which all cultures are accorded respect and all students and staff are expected to act with honesty, fairness, trustworthiness and accountability in dealings with others. The School recognises and respects the unique histories and cultures of Aboriginal and Torres Strait Islander peoples, their unbroken relationship with the lands and the waters of Australia over millennia, and the validity of Aboriginal ways of knowing. We are dedicated to reconciliation and to offering opportunities for Aboriginal and Torres Strait Islander peoples to access and succeed in higher education.

OVERVIEW

Course Description

Explores the creative and technical aspects, aesthetics, and psychology of combining sound design and music for use with film, video, VR and other visual media. The course examines the interaction of sound and vision in a collaborative creative performance project that combines visual media and original music.

Contact Hours

Newcastle City Precinct

Lectorial

Face to Face On Campus

1 hour(s) per Week for 6 Weeks starting Week 1

Tutorial

Face to Face On Campus

1 hour(s) per Week for 6 Weeks starting Week 1

Workshop

Face to Face On Campus

2 hour(s) per Week for 6 Weeks starting Week 7

Unit Weighting Workload

10

Students are required to spend on average 120-140 hours of effort (contact and non-contact) including assessments per 10 unit course.

COURSE OUTLINE

www.newcastle.edu.au

CRICOS Provider 00109J

CONTACTS

Course Coordinator	Newcastle City Precinct A/Pr Jon Drummond Jon.Drummond@newcastle.edu.au Consultation: by appointment
Teaching Staff	Other teaching staff will be advised on the course Canvas site.
School Office	School of Humanities Creative Industries and Social Sciences NU Space, Level 4 409 Hunter Street Newcastle HCISS@newcastle.edu.au +61 4985 4500

SYLLABUS

Course Content	Course content will include: <ul style="list-style-type: none">• examples of music performance, sound and visual media• elements of music sound and image interaction• skills for multimedia production• interplay between music performance, sound and vision• creative and technical skills in multimedia production
Course Learning Outcomes	On successful completion of this course, students will be able to: <ol style="list-style-type: none">1. Identify and analyse a range of diverse applications of sound in visual media.2. Recognise the terminology and aesthetics associated with film and multimedia production.3. Implement technical skills of music creation, synchronisation and editing in creative projects.4. Plan and produce a creative project with an intended audio-visual application.5. Collaborate with co-workers.
Course Materials	Multi-Media Resource: <ul style="list-style-type: none">- See Canvas for links to required viewing. Required Reading: <ul style="list-style-type: none">- See Canvas for links to required reading. <p>No textbook purchase required.</p>

SCHEDULE

Week	Week Begins	Topic	Learning Activity	Assessment Due
1	17 Jul	Lecture: Introduction to Music Sound and Visual Media	Tutorial: Overview of course, Q&A, intro to resources, project management, collaboration and workflow.	
2	24 Jul	Lecture: Live and Experimental Mediums / Cultural Implications of Sound	Tutorial: 15 second video project: intro to video and sound editing tools	
3	31 Jul	Lecture: Visual Considerations for Live Performance: Real -Time and Generative Mixed Media	Tutorial: 30 second live video demo: intro to live performance tools	
4	7 Aug	Lecture: Sound Art, Abstraction, Interaction and Multi-Channel Installation	Surround sound techniques, recording and blending mediums	
5	14 Aug	Lecture: Live cinema, Dance, Virtual Bodies and Telematic Performance	Storyboarding, project planning and organizing resources as individuals and in teams	Sound Design Study/Assessment 1: DUE
6	21 Aug	Lecture: Sound in Augmented, Virtual and Extended Reality Environments. Games and Web-Based mediums.	Tutorial: Produce a sound pack for gaming environment	
7	28 Aug	Workshop: Choose Medium / Concept Scope		
8	4 Sep	Workshop: Research tools		Proposal of Audiovisual Project/ Assessment 2: DUE
9	11 Sep	Workshop: Develop Detailed Concept		
10	18 Sep	Workshop: Build Concept		
Mid Term Break				
Mid Term Break				
11	9 Oct	Workshop: Test Concept		
12	16 Oct	Workshop: Demo / Perform /		

		Present		
13	23 Oct	No Class	No Class	Final Project: Music Video/Assessment 3: DUE
Examination Period				
Examination Period				

ASSESSMENTS

This course has 3 assessments. Each assessment is described in more detail in the sections below.

	Assessment Name	Due Date	Involvement	Weighting	Learning Outcomes
1	Sound Design Study 35%	Week 5	Individual	35%	1, 2
2	Proposal of Audiovisual Project 25%	Week 8	Individual	25%	1, 2
3	Production of Music Video 40%	Week 13	Group	40%	2, 3, 4, 5

Late Submissions

The mark for an assessment item submitted after the designated time on the due date, without an approved extension of time, will be reduced by 10% of the possible maximum mark for that assessment item for each day or part day that the assessment item is late. Note: this applies equally to week and weekend days.

Assessment 1 - Sound Design Study 35%

Assessment Type

Case Study / Problem Based Learning

Purpose

This task assesses the ability to analyse an audio-visual work and communicate the pertinent elements of the work via written analysis.

Description

An analytical and reflective paper on a seminal audiovisual work: The student will select a work from the course recommended viewing list or an otherwise approved work. The work may be a feature film, music video of any genre, or experimental fixed media or live performance work. It must contain music, sound effects, and a visual component. The student will select a scene or selection to analyse, providing commentary and reflection on the integration of music and sound effects with the visual media. Academic referencing to artistic and technical concepts and theories will be required. 1200 words plus reference list.

Weighting

35%

Length

1200 words plus reference list.

Due Date

Week 5

Submission Method

Online

Canvas utilising Turnitin

Assessment Criteria

See Canvas for criteria and rubric.

Return Method

Not Returned

Feedback Provided

Online - .

Assessment 2 - Proposal of Audiovisual Project 25%

Assessment Type

Proposal / Plan

Purpose

This task assesses the ability to plan and communicate the implementation of creative goals and technical knowledge towards the production of an audio-visual work via a written document.

Description

The student will prepare a written plan describing the aesthetic goals of the final project and the technological skills needed to realise the work. Images must be included, which may take the form of score samples, storyboards, or project workflows. Artistic inspiration must be noted with appropriate academic references to artists, concepts, and theories. This is a work-in-progress, so there are expectations that the plan will evolve through the semester as new knowledge is acquired. 1000 words plus reference list. Students working in groups on the

Weighting	final project will submit unique project proposals. 25%
Length	1000 words plus reference list
Due Date	Week 8
Submission Method	Online Canvas utilising Turnitin
Assessment Criteria	See Canvas for criteria and rubric.
Return Method	Not Returned
Feedback Provided	In Class - . Feedback given In Class and Online.

Assessment 3 - Production of Music Video 40%

Assessment Type	Project
Purpose	This task assesses the ability to produce, analyse, and present a creative work given the methods and concepts learned throughout the semester.
Description	The final project must be an original creative work incorporating sound and visual components. This work may be a fixed media piece, documented live performance, live performance, installation, or other format that integrates audio and visual elements. The form and genre are open to the student's preference, and students may use any techniques covered through the course in preparation, performance, or distribution. Length of project will be determined by the form and in consultation with the lecturer or course coordinator. The work will be presented to the public. Students have the option to work in groups. If working in a group, each member of the group will also submit a short report (250 words max) describing the role of each group member and their overall contribution to the project. Each member will submit a unique report.
Weighting	40%
Length	Determined in consultation with the teaching staff
Due Date	Week 13
Submission Method	Online
Assessment Criteria	See Canvas for criteria and rubric.
Return Method	Not Returned
Feedback Provided	In Class - . Feedback given In Class and Online. Feedback on project development given during workshop sessions.

ADDITIONAL INFORMATION

Grading Scheme

This course is graded as follows:

Range of Marks	Grade	Description
85-100	High Distinction (HD)	Outstanding standard indicating comprehensive knowledge and understanding of the relevant materials; demonstration of an outstanding level of academic achievement; mastery of skills*; and achievement of all assessment objectives.
75-84	Distinction (D)	Excellent standard indicating a very high level of knowledge and understanding of the relevant materials; demonstration of a very high level of academic ability; sound development of skills*; and achievement of all assessment objectives.
65-74	Credit (C)	Good standard indicating a high level of knowledge and understanding of the relevant materials; demonstration of a high level of academic achievement; reasonable development of skills*; and achievement of all learning outcomes.
50-64	Pass (P)	Satisfactory standard indicating an adequate knowledge and understanding of the relevant materials; demonstration of an adequate level of academic achievement; satisfactory development of skills*; and achievement of all learning outcomes.
0-49	Fail (FF)	Failure to satisfactorily achieve learning outcomes. If all compulsory course components are not completed the mark will be zero. A fail grade may also be awarded following disciplinary action.

*Skills are those identified for the purposes of assessment task(s).

**Communication
Methods**

Communication methods used in this course include:

- Canvas Course Site: Students will receive communications via the posting of content or announcements on the Canvas course site.
- Email: Students will receive communications via their student email account.
- Face to Face: Communication will be provided via face to face meetings or supervision.

Course Evaluation

Each year feedback is sought from students and other stakeholders about the courses offered in the University for the purposes of identifying areas of excellence and potential improvement.

Oral Interviews (Vivas)

As part of the evaluation process of any assessment item in this course an oral examination (viva) may be conducted. The purpose of the oral examination is to verify the authorship of the material submitted in response to the assessment task. The oral examination will be conducted in accordance with the principles set out in the [Oral Examination \(viva\) Procedure](#). In cases where the oral examination reveals the assessment item may not be the student's own work the case will be dealt with under the [Student Conduct Rule](#).

Academic Misconduct

All students are required to meet the academic integrity standards of the University. These standards reinforce the importance of integrity and honesty in an academic environment. Academic Integrity policies apply to all students of the University in all modes of study and in all locations. For the Student Academic Integrity Policy, refer to <https://policies.newcastle.edu.au/document/view-current.php?id=35>.

**Adverse
Circumstances**

The University acknowledges the right of students to seek consideration for the impact of allowable adverse circumstances that may affect their performance in assessment item(s). Applications for special consideration due to adverse circumstances will be made using the online Adverse Circumstances system where:

1. the assessment item is a major assessment item; or
2. the assessment item is a minor assessment item and the Course Co-ordinator has specified in the Course Outline that students may apply the online Adverse Circumstances system;
3. you are requesting a change of placement; or
4. the course has a compulsory attendance requirement.

Before applying you must refer to the Adverse Circumstance Affecting Assessment Items Procedure available at:

<https://policies.newcastle.edu.au/document/view-current.php?id=236>

**Important Policy
Information**

The Help button in the Canvas Navigation menu contains helpful information for using the Learning Management System. Students should familiarise themselves with the policies and procedures at <https://www.newcastle.edu.au/current-students/no-room-for/policies-and-procedures> that support a safe and respectful environment at the University.

Other Information

To adhere to the WH&S policy for the School of Humanities, Creative Industries and Social Sciences (HCISS), and to access resources and specialist facilities, inductions are required as part of coursework and research activities.

This course requires you to complete the General Induction BY WEEK 1 of SEMESTER
<https://hciiss.newcastle.edu.au/technical/knowledge-base/general-induction/>

How to Guide

<https://hciiss.newcastle.edu.au/technical/knowledge-base/booking-system-access/>

Induction Catalogue

<https://hciiss.newcastle.edu.au/technical/inductions/>

The general induction must be completed by all staff and students within the School of Creative Industries. This induction covers WHS, General information, Technical support and University operations. This general induction (Level 0) is Mandatory and is required to access general facilities and equipment.

By completing the general induction (level 0) you are given access to:

- General facilities within the city precinct (includes after hours access)
- Access to book facilities and equipment (Booking point)

This course outline was approved by the Head of School. No alteration of this course outline is permitted without Head of School approval. If a change is approved, students will be notified and an amended course outline will be provided in the same manner as the original.

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