

## MUSI1705: Foundations in Digital Media

Newcastle City Precinct

Semester 1 - 2024



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

<b>Course Description</b>	Foundations in Digital Media explores the practical applications of digital technology in current music-making, performance-making and media-making practices. The course focuses on software-based approaches to media creation, content enhancement and creative production while providing fundamental skills in sound design, performance design, music creation and media production. Students will advance their level of digital media literacy, enhance their creative ability and broadening their understanding of media content development within the digital domain.
<b>Academic Progress Requirements</b>	Nil
<b>Contact Hours</b>	<b>Newcastle City Precinct</b>  <b>Lecture</b> Face to Face On Campus 1 hour(s) per week(s) for 13 week(s) starting Week 1  <b>Tutorial</b> Face to Face On Campus 1 hour(s) per week(s) for 13 week(s) starting Week 1
<b>Unit Weighting</b>	10
<b>Workload</b>	Students are required to spend on average 120-140 hours of effort (contact and non-contact) including assessments per 10 unit course.

# COURSE OUTLINE

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# CONTACTS

<b>Course Coordinator</b>	<b>Newcastle City Precinct</b> Mr Nathan Scott <a href="mailto:Nathan.Scott@newcastle.edu.au">Nathan.Scott@newcastle.edu.au</a> 02 4921 8922 Consultation: Via email, phone, zoom and face-to-face (by arrangement)
<b>Teaching Staff</b>	Other teaching staff will be advised on the course Canvas site.
<b>School Office</b>	<b>School of Humanities Creative Industries and Social Sciences</b> NU Space, Level 4 409 Hunter Street Newcastle <a href="mailto:HCISS@newcastle.edu.au">HCISS@newcastle.edu.au</a> +61 4985 4500

# SYLLABUS

<b>Course Content</b>	Course content includes (but is not limited to): <ul style="list-style-type: none"><li>• Methods of developing and arranging media content</li><li>• Digital media formats used in the performing arts</li><li>• Approaches used by media production software</li><li>• Fundamental digital editing and material enhancement</li><li>• Virtual studio technology and software plug-ins/processing</li><li>• Creative production techniques used in the performing arts</li><li>• Graphical representation of media content within software</li><li>• Digital cultures and the modern composer/performer</li></ul>
<b>Course Learning Outcomes</b>	On successful completion of this course, students will be able to: <ol style="list-style-type: none"><li>1. Describe and employ fundamental media production techniques in the digital domain;</li><li>2. Manipulate and combine media content in different digital formats;</li><li>3. Creatively arrange media material within a software environment;</li><li>4. Competently operate relevant media software and hardware technologies;</li><li>5. Recognise visual representations of media content through software.</li></ol>
<b>Course Materials</b>	Further resources are posted on Canvas course website.

# SCHEDULE

Week	Week Begins	Topic	Tutorial	Assessment Due
1	26 Feb	Welcome, Canvas site and online resources, course structure, course expectations, assessment items, introduction to digital music making.	Music creation activity using loop-based arrangement software and sample libraries	-
2	4 Mar	Performing artists using digital technology as part of their creative practice. Assessment One briefing.	Researching, discussing and developing content for Assessment One. Music creation activity.	-
3	11 Mar	Understanding music software and music hardware (keyboard and other MIDI controllers, etc),	Music creation activity using hardware (controllers), samplers and synthetic instruments. Workshop Assessment One ideas.	-
4	18 Mar	Creating a music arrangement within software. Plug-ins and virtual instruments. Creating new sounds.	Practical activity examining how projects are built up and structured within software. Questions about Assessment One.	Assessment 1 – Due 5pm Friday 22 March 2024 (Sydney time)
5	25 Mar	Digital music arranging and editing techniques. Linear vs non-linear arrangements. Stems vs tracks. Assessment Two briefing.	Locating, adjusting and creating material for Assessment Two.	-
6	1 Apr	<i>Online Lecture.</i> Exploring remixing and recontextualisation (including case studies)	Creating a new composition based on material from an existing work.	-
7	8 Apr	Digital audio - its nature and creative application	Activity identifying and matching tempo, key, etc. Editing audio content.	-
<b>Mid-Semester Recess</b>				
<b>Mid-Semester Recess</b>				
8	29 Apr	Digital audio capture and editing techniques	Activity capturing sound/music with recording devices. Workshop towards Assessment 2.	Assessment 2 – Due 5pm Friday 3 May 2024 (Sydney time)
9	6 May	Working with different layers of music. Using pan, effects, EQ and dynamics processing. Assessment Three briefing.	Sound task using multiple layers of existing content. Questions about Assessment Three.	-
10	13 May	Writing music and collaborating effectively. Developing and recording musical ideas (case studies).	Exercise capturing sound/music (audio). Overdubbing techniques.	-
11	20 May	Working collaboratively with a DAW. Creative music production techniques.	Workshop to develop collaboratively ideas for Assessment Three (studio techniques).	-
12	27 May	Editing and mixing your final work. Techniques to make your music more listenable.	Workshop finalising Assessment three (studio techniques). Mixdown and exporting tutorial. “Polishing” your project.	Assessment 3 – Due 5pm Friday 31 May 2024 (Sydney time)

13	3 Jun	Practical outworking of digitally-produced music/sound (video games, etc)	Mixed media sound composition activity (studio techniques).	-
<b>Examination Period</b>				-
<b>Examination Period</b>				-

## 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	Performance Production Research Task	Assessment 1 – Due 5pm Friday 22 March 2024	Individual	20%	1, 2, 4
2	Creative Production Task	Assessment 2 – Due 5pm Friday 3 May 2024	Individual	40%	2, 3, 4, 5
3	Collaborative Production Task	Assessment 3 – Due 5pm Friday 31 May 2024	Group	40%	1, 2, 3, 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 - Performance Production Research Task

<b>Assessment Type</b>	Written Assignment
<b>Purpose</b>	To broaden understanding of performing arts and the use of digital media technology
<b>Description</b>	This assessment item requires students to consider the use of digital technology in creative practice
<b>Weighting</b>	20%
<b>Length</b>	800-1000 words
<b>Due Date</b>	Assessment 1 – Due 5pm Friday 22 March 2024
<b>Submission Method</b>	Online (using Turnitin) in Canvas course website
<b>Assessment Criteria</b>	Refer to grading rubric available in Canvas
<b>Return Method</b>	Online via Canvas course website
<b>Feedback Provided</b>	Online via Canvas course website

### Assessment 2 - Creative Production Task

<b>Assessment Type</b>	Project
<b>Purpose</b>	To apply creative production skills in a practical context
<b>Description</b>	This task requires the production of a small creative work through software production showcasing creativity and technical aptitude by adapting content from existing audio material.
<b>Weighting</b>	40%
<b>Length</b>	Approximately 1-2 minutes in duration
<b>Due Date</b>	Assessment 2 – Due 5pm Friday 3 May 2024
<b>Submission Method</b>	Online
<b>Assessment Criteria</b>	Refer to grading rubric available in Canvas
<b>Return Method</b>	Online
<b>Feedback Provided</b>	Online

### Assessment 3 - Collaborative Production Task

<b>Assessment Type</b>	Project
<b>Purpose</b>	To experience collaborative creation of media content
<b>Description</b>	This task involves collaborating as a small group to produce a short piece of media material (e.g. music)
<b>Weighting</b>	40%

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<b>Length</b>	Approximately 2-3 minutes duration
<b>Due Date</b>	Assessment 3 – Due 5pm Friday 31 May 2024 (Sydney time)
<b>Submission Method</b>	Online
<b>Assessment Criteria</b>	Refer to grading rubric available in Canvas
<b>Return Method</b>	Online
<b>Feedback Provided</b>	Online

## 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**

The University acknowledges the right of students to seek consideration for the impact of

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**Circumstances**

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/respect-at-uni/policies-and-procedures> that support a safe and respectful environment at the University.

*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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