

AUDI 415 Advanced Practicum in Sound Art

SP2024

Course Details

Credits: 3

Prerequisites: AUDI 122 DAW Production Techniques and Applications or MUSC 228 Digital Music Composition and Performance or GAME 235 Sound and Music for Interactive Visual Media or CINE 311 Post-Production Audio II

Time: Wednesday, 12:30-3:20 PM

Place: Building 33, LL18

Instructor: Teerath Majumder

Instructor Email: tmajumder@colum.edu

Office Hours: Wednesday and Thursday, 3:30-5:30 PM

Course Description

This course explores the aesthetics and techniques of sound art. A major component of the course is the ongoing analysis and critique of the students' work. In addition to readings, lecture, discussion, and analytical listening, students are expected to give and receive feedback and critiques, under the instructor's guidance. Students are expected to work independently on projects developed with the consent of the instructor.

Course Rationale

In this course, sound is considered as both an abstract and concrete art form with a variety of purposes, including, for example as cultural expression, documentation and pragmatic utility. Both recorded/produced sound and sound production that does not involve electronic reproduction will be explored. During the course, students can expect to engage with various sound-designing artists, authors, as well as topics of a contemporary and historical nature via active listening, recordings readings, class discussions, group activities, and by making and presenting their own sound work.

A major component of the course will be the ongoing analysis and discussion of works in progress, so all course participants should be prepared to give and receive constructive critiquing on their work, from both their peers and the instructor.

This Master Class is a capstone course for advanced sound students who are technically prepared to render major sound projects. The class will not cover production techniques: Students are expected to complete projects independently, outside of class, using skills already acquired during their time at Columbia and/or elsewhere.

Learning Outcomes

A student who has successfully completed this course will have:

- Used different approaches to create a body of new sound works.
- Listened to, analyzed, and discussed sound art using concepts presented through reading and in class discussion.
- Made work informed by major historical trends in sound art and contemporary composition and culture.
- Develop skills in critiquing their own and other work in various stages of production and presentation.

Activities

- Lectures on aesthetics and techniques used to create sound art
- Active listening and discussion of works of sound art
- Readings on artists' approaches towards using sound
- Discussion and feedback on student works
- Quizzes
- Creative projects
- Final project

Evaluation

Students will be evaluated on their performance in three quizzes, two creative projects, a proposal for the final project, and a final creative work accompanied by a short paper (1000-2000 words). The assignments will be weighted as follows:

- Quizzes - 30%
- Creative projects - 40%
- Final project - 30%
 - Proposal - 5%
 - Creative work - 15%
 - Paper - 10%

The grading rubric for the creative projects and the final creative work is as follows:

Meeting technical requirements	5
Creative intent	3
Presentation	2
Total	10

The grading rubric for the proposal is as follows:

Description of project	2
Timeline of realization	1
Research plan	1
Bibliography	1
Total	5

The grading rubric for the paper is as follows:

Statement of creative intent	1
Research findings	1
Process of realization	1
Evaluation of outcome	1
Difficulties faced	1
Total	5

If a student is unable to turn in their work by the posted deadline, they must inform the instructor in advance. Otherwise, 10% of the score will be deducted for every 24 hours beyond the posted deadline.

Grading Scale

93% ≤ A ≤ 100%	73% ≤ C < 77%
90% ≤ A- < 93%	70% ≤ C- < 73%
87% ≤ B+ < 90%	60% ≤ D < 70%
83% ≤ B < 87%	0% ≤ F < 60%
80% ≤ B- < 83%	I = Incomplete
77% ≤ C+ < 80%	

Texts

Students will be assigned weekly readings—journal articles, book chapters, reviews, etc.—that they should read before each weekly meeting and be prepared to talk about insightfully in class discussion. The assignments can be found under respective modules on Canvas.

Hardware Requirements

Students must bring their own laptop and a pair of headphones to the class to participate fruitfully in the classroom activities.

Software Requirements

Students are expected to install any software they require to complete the creative assignments in this class.

Communication

Students are encouraged to reach out to the instructor with any questions regarding the course through Canvas messages.

Academic Honesty

Collaboration between students in this course is strongly encouraged. Students are urged to exchange ideas, opinions, and information constantly, and to help each other with research and projects. However, each student is responsible for the completion of their own assignments.

In this class, you will be expected to attribute due credit to the originator of any ideas or words that you incorporate into your own work. **Any borrowed text, code, and sound must be cited.**

Disability

If there are conditions that prevent a student from attending classes or participating fully in academic activities, the student is encouraged to consult Services for Students with Disabilities as soon as such conditions present themselves.

General Reference

School of Media Arts: Tom Dowd, Interim Dean - tdowd@colum.edu

Department of Audio Arts and Acoustics: Ben Sutherland, Chair - bsutherland@colum.edu (department phone: 312-369-8820)

Semester Schedule

Week	Module	Lecture Topic	Reading	Assignment
1		What is "sound art?"	Licht	
2	Sources	Noise	Judkins, Brown	
3		Concrete sounds I	Bradley	Quiz 1
4		Concrete sounds II	Godøy	
5		The everyday	Mullane	Creative project 1
6		Soundscape	Chapman	
7		Methods	Chance	TBD
8	Spatialization		TBD	Quiz 2
9	Electronic manipulation		TBD	
10	Intermedia		TBD	Creative project 2
11	Guest appearance		TBD	
12	Social outcomes	Site specificity	TBD	
13		Interaction	TBD	Quiz 3
14		Participation	TBD	
15				Final project: program and paper