

MEDI 105 Sound in Media and Performing Arts

FA2024

Course Details

Credits: 3

Prerequisites: None

Requirements: None

Time: Monday, 9:00-11:50 AM

Place: Building 33, 618

Instructor: Teerath Majumder

Instructor Email: tmajumder@colum.edu

Office Hours: Wednesday and Thursday, 10:00-12:00 PM

Course Description

This course explores sound and sound design in contemporary media and performing arts. Through lecture/discussion, experiential engagement and reflection, and creative exercises, students will learn about the forms and structures, relationships and processes, and production workflows employed to contextualize and integrate sound and sound design into media and performing arts forms. This course complements but is independent of introductory audio theory and production courses.

Learning Outcomes

Students who successfully complete this course will have demonstrated

- an understanding of the relevance of sound design in linear and non-linear media and performance as well as pertinent workflows,
- an ability to employ relevant sound design techniques purposefully in specific media and performance practices,
- an ability to analyze the role of sound design in storytelling, world building, and interaction, and
- a critical awareness of early, contemporary and emerging sound design practices.

Activities

- Lectures on the history, theory, and techniques of sound design
- Practical demonstrations and exercises
- Critical listening/viewing
- Creative projects
- Discussion and feedback on student works
- Quizzes

Evaluation

Students will be evaluated on their performance in three quizzes, a research project, a creative project, and a final project that has three components: proposal, creative work or paper, and presentation. The assignments will be weighted as follows:

- Quizzes - 30%
- Research project - 20%
- Creative project - 20%
- Final project - 30%
 - Proposal - 5%
 - Creative work/paper - 20%
 - Presentation - 5%

The grading rubric for creative project/work is as follows:

Meeting technical requirements	5
Purposeful application of techniques	3
Creative intent	2
Total	10

The grading rubric for research project/paper is as follows:

Clearly stated goal of the research	2
Range, depth and relevance of information	3
Validity of and evidential support for arguments	3
Bibliography	2
Total	10

The grading rubric for the proposal is as follows:

Description of project	2
Outline of tasks to be completed	1
Timeline of realization	1
References	1
Total	5

The grading rubric for the presentation is as follows:

Description of project	1
Statement of goals	1
Process of realization	1
Tools/resources used, how, and why	1
Evaluation of result	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%	

Recommended Texts

- Murray, Leo. *Sound Design Theory and Practice: Working with Sound*. Routledge, 2019.
- Filimowicz, Michael. *Foundations in Sound Design for Linear Media: A Multidisciplinary Approach*. Routledge, 2019.
- Filimowicz, Michael. *Foundations in Sound Design for Interactive Media: A Multidisciplinary Approach*. Routledge, 2019.

Students are encouraged to also explore [Routledge's Sound Design series](#) of books.

Instructor will assign readings from the above texts and other sources. PDFs will be provided for the assigned readings.

Hardware/Software Requirements

- Laptop
- Studio headphones
- Any DAW of choice

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, 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 Audio and Music: William Boris, Associate Director - wboris@colum.edu
(department phone: 312-369-6182)

Semester Schedule

Week	Module	Lecture Topic	Activity	Assignment Due
1	Labor Day holiday			
2	Introduction	Historical overview	Compare different media and performance formats	
3		Domains of sound design		
4		Purpose: Action	Critical listening/ viewing	Quiz 1
5		Purpose: Space		Research Project
6		Purpose: Story and world		
7		Purpose: User interaction		
8	Workflow	Conceptualizing the role of sound; spotting	Spotting a scene/ level	Quiz 2
9		Recording	Recording foley and environment	Final Project Proposal
10		Synthesis	Designing the sound world of a dystopian era	Creative Project
11		Editing	Designing creature sounds with layering	
12		Interaction design	Designing sound assets for a game/a scene from a play	
13	Other concerns	Spatial design	Visit Immersive Audio Lab	Quiz 3
14		Procedural sound	Preparation for Final Project	
15	Final project presentations			Final Project