

**The Art Institute of California – Orange County
Course Syllabus**

Course Number: MM3314
Course Title: Sound Design

Class Meetings: Wednesdays 12:30–4:30 PM, Room A138

Session/Year: Spring 2011
Instructor Name: Glenn Bach
Email Address: gbach@edmc.edu
Instructor Availability Outside of Class: By appointment.

SOUND DESIGN

COURSE DESCRIPTION: This course provides an exploration of sound design combining theory and practice. Principles and techniques of sound design will be applied to interactive design projects.

Course Length: 11 Weeks
Contact Hours: 44 Hours
Lecture: 2 Hours per week
Lab: 2 Hours per week
Credit Values: 3 Credits

COURSE COMPETENCIES

Upon successful completion of this course, the student should be able to:

- Demonstrate advanced skills in editing, manipulating and mixing multiple sound sources.
- Effectively plan and manage a sound production.
- Create sounds via recording of live performance and manipulation of audio files, as well as create sounds using soft synths.
- Create soundscapes that support visual media.
- Record and create original sound effects.
- Manipulate existing sounds to produce original sound elements and compositions.
- Think creatively about sound, and solve design problems using effective sound approaches.
- Demonstrate ways that sound can be used to create mood, information, set tone, and trigger emotion.

COURSE PREREQUISITE: MM2204 Digital Audio Editing

REQUIRED TEXT: None.

REQUIRED WEBSITE: www.glennbach.com/ai/mm3314_syllabus.html

MATERIALS AND SUPPLIES: Reliable method for transporting and storing files; headphones; notebook; pen/pencil

ESTIMATED HOMEWORK: 4 Hours per Week

TECHNOLOGY NEEDED: Access to computer lab; AI student account and password;
Any and all software and/or hardware required to compose your project, including:
Access to microphones and recording devices (can be checked out from Media Cage.)

ASSESSMENT

15%	Sound Design Reports (150 points)
05%	Sound Map (50 points)
10%	Short Story Adaptation (100 points)
10%	Game Audio (100 points)
15%	Final Sound Design (150 points)
10%	Quizzes (100 points)
10%	Midterm exam (100 points)
10%	Final Exam (100 points)
15%	Attendance and Participation (150 points)

TOTAL

100% (1000 points)

GRADING SCALE

All assignments must have clear criteria and objectives to meet. All students shall be treated equitably. It will be that student's right to know his/her grade at any reasonable point that information is requested by that student. The criteria for determining a student's grade shall be as follows (on a percentage of total points basis):

A	1000-920
A-	919-900
B+	899-881
B	880-820
B-	819-800
C+	799-781
C	780-720
C-	719-700
D+	699-681
D	680-620
F	619 or below

LATE ASSIGNMENT POLICIES

- Class time will be spent in a productive manner.
- Assignments must be posted on the course blog, and large media files must be hosted on the student's server or delivered via Dropbox.com.
- All work must be received by the set deadlines.
- Late projects (except for the Final Project) will be docked 25 points for each 24-hour period past the due date. Once a point total for a particular project reaches zero, no further work may be submitted for that assignment.
- No late Final Projects will be accepted under any circumstances.

- Meeting deadlines is a major part of being a professional designer; technical problems, computer issues, lost data, or job/personal conflicts are not legitimate excuses for missing a deadline.
- On-time projects (except for the Final Project) may be revisited with instructor approval.

CLASSROOM POLICIES

- No food allowed in computer labs at any time. Drinks in recloseable bottles allowed in classroom.
- If student elects to eat/drink outside class or lab door, missed time is recorded as absent.
- Attendance is taken on a regular basis. Tardiness or absence is recorded in 15-minute increments.
- Break times are scheduled by the instructor at appropriate intervals.
- No private software is to be brought to lab or loaded onto school computers.
- No software games are allowed in lab (unless in course curriculum).
- Headphones are required if listening to music in computer labs. No headphones are allowed during lecture.
- To receive special accommodations for a documented disability, the student must present their letter of accommodation to the instructor by the end of the first day of class. This letter should be obtained each quarter from the Student Affairs department. Any resulting class performance problems that may arise for those who do not identify their needs will not receive any special grading considerations.
- ID Badges must be visible at all times on campus.

STUDENTS WITH DISABILITIES

The Art Institute of California – Orange County is committed to providing qualified students with a disability an equal opportunity to access the benefits, rights and privileges of school services, programs and activities. The Art Institute of California – Orange County provides reasonable accommodations to students with documented disabilities.

Accommodation requests should be submitted as far in advance as possible. It is the responsibility of the student to contact the Student Services Department to initiate this process (714-338-1314). The Student Services Department will assist qualified students with disabilities in acquiring reasonable and appropriate accommodations.

ATTENDANCE POLICY

Successful completion of a course is dependent upon regular attendance in the classroom. Critical information is delivered through lecture, critique and student interaction. Missing more than 20% of the course hours (or 2 weeks) is fundamentally prohibitive to student success.

It is strongly recommended that any student who – for ANY reason – misses more than 2 weeks worth of instructional hours meet with their instructor for an evaluation. The instructor reserves the right to determine the feasibility of the student potential for avoiding a failing grade and successfully demonstrating all of the gradable course competencies within the class time remaining. If the instructor determines that the

student still retains the potential to demonstrate all of the gradable course competencies then the student will be granted the option of attempting a passing grade. If an evaluation meeting has not taken place before 30% or 3 weeks of absence, the student can receive a failing grade for the course.

STUDENT CONDUCT POLICY

The Art Institute of California – Orange County expects its students and employees to conduct themselves in a professional manner at all times. In addition, the Art Institute has a strict policy which disallows sexual harassment of either students or employees. All students or employees are encouraged to report any professional or sexual misconduct to the Director of Student Services.

ACADEMIC DISHONESTY

Students are expected to maintain the highest standards of academic honesty while pursuing their studies at The Art Institute. Academic dishonesty includes but is not limited to: plagiarism and cheating, misuse of academic resources or facilities, and misuse of computer software, data, equipment or networks. **Plagiarism** is the use (copying) of another person's ideas, words, visual images, or audio samples, presented in a manner that makes the work appear to be the student's original creation. All work that is not the student's original creation, or any idea or fact that is not "common knowledge," must be documented properly to avoid even accidental infractions of the honor code. **Cheating** is to gain an unfair advantage on a grade by deception, fraud, or breaking the rules set forth by the instructor of the class. Cheating may include but is not limited to: copying the work of others; using notes or other materials when unauthorized; communicating to others during an exam; and any other unfair advantage as determined by the instructor.

STUDENT SUCCESS CENTER

Faculty will be available during office hours to share knowledge, engage in dialogue and/or give advice and guidance to our student body in the Student Success Center located in Building C (Room C226). Students may meet with faculty during their office hours by scheduling an appointment with the faculty member, or by consulting the Student Success Center schedule posted outside of Room C226.

COMMITMENT TO EXCELLENCE

While the principal goal of this course is the acquisition of knowledge in the subject area, students should be aware that The Art Institute of California – Orange County requires that research on a particular topic, and clear and effective writing be an integral part of the learning process.

LIBRARY

All students will need to utilize the Library for research and reference throughout the quarter. The Library is a valuable source for finding design ideas that will be needed for this course, i.e.: inspiration and design fundamentals for mid-term and final projects; locating popular trends in design, illustration and photography; referencing past award winning designs which may be used as a guide; identifying benchmarks or referencing competent design works.

Library Web URL: http://gwd301.aisites.com/AI/ai_library_main.htm.

STUDENT ART WORK

All student work, which has not already been returned during the quarter, will be available for pickup no later than 5:00 pm, Monday of the first week of break. Any work NOT picked up by that date and time will be discarded unless other arrangements have been made. Students must take responsibility for their art work.

SUGGESTED WEEKLY OUTLINE

(see online syllabus for current information: glennbach.com/courses.html)

WEEK 1	SEMINAR: Course Overview LECTURE: Sound Design SEMINAR: Screening + Short Story Overview LAB: Zoom H2 Review HOMEWORK: See online syllabus for details
WEEK 2	LECTURE: Sound and Effects SEMINAR: Screening and Discussion LAB: SFX and Foley HOMEWORK: See online syllabus for details
WEEK 3	SEMINAR: Short Story Crit LECTURE: Sound and Dialogue SEMINAR: Game Audio Overview LAB: Sound Synthesis HOMEWORK: See online syllabus for details
WEEK 4	LECTURE: Sound and Music SEMINAR: Screening and Discussion LAB: Open Lab HOMEWORK: See online syllabus for details
WEEK 5	MIDTERM EXAM LECTURE: Sound and Sensation 1 SEMINAR: Screening and Discussion LAB: Open Lab HOMEWORK: See online syllabus for details
WEEK 6	SEMINAR: Game Audio Crit LECTURE: Sound and Sensation 2 SEMINAR: Final Sound Design Overview LAB: SFX and Foley HOMEWORK: See online syllabus for details
WEEK 7	LECTURE: Sound and Perception SEMINAR: Screening and Discussion LAB: Open Lab HOMEWORK: See online syllabus for details
WEEK 8	LECTURE: Sound and Space SEMINAR: Screening and Discussion LAB: Open Lab HOMEWORK: See online syllabus for details
WEEK 9	LECTURE: Sound and Time

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SEMINAR: Screening and Discussion
LAB: Open Lab
HOMEWORK: See online syllabus for details

WEEK 10 LECTURE: Sound and Narrative
SEMINAR: Screening and Discussion
LAB: Open Lab
HOMEWORK: See online syllabus for details

WEEK 11 FINAL EXAM
SEMINAR: Final Sound Design Crit
SEMINAR: Wrap-up
HOMEWORK: None