COURSE DESCRIPTION

1. GENERAL

SCHOOL	MUSIC AND AUDIOVISUAL ARTS		
DEPARTMENT	AUDIO AND VISUAL ARTS		
LEVEL	Undergraduate		
COURSE CODE	AUD323	**SEMESTER**	3rd
COURSE TITLE	Sound Design		

INDEPENDENT TEACHING ACTIVITIES	WEEKLY TEACHING HOURS	ECTS
Lecture	2	4

COURSE CATEGORY	Specific Background
COURSE TYPE	Elective
PREREQUISITES	-
LANGUAGE OF TEACHING and EXAMINATIONS	Greek
THE COURSE IS OFFERED TO ERASMUS STUDENTS	YES (In English)
URL	https://avarts.ionio.gr/en/studies/undergraduate/courses-descriptions/aud323/
ECLASS	https://opencourses.ionio.gr/courses/DAVA202/

2. TEACHING RESULTS

Teaching Results
The module aims to introduce students to sound design, as this is materialized in creative applications, not only as sound alone, but also as sound to be combined with image. The theoretical part of this module refers to history of sound design, in correlation with artistic needs, and the development of technology, from antiquity to modern era. The practical part is creative, in that students are expected to create sound compositions to accompany and synchronize with video. Through these practises, students get familiar with sound creative tools, but also with aesthetics regarding audio visual applications.

General Skills
- Seek, analyze and synthesize data   - Autonomous work   - Team work   - Production of new research ideas   - Freedom of thought

3. CONTENT

Introduction to the meaning of sound design from a creative perspective: sound arts and arts combining sound with image. Historical reference to the role of sound design from antiquity to modern era. New aesthetic tendencies and development of sound methods. Sound in theatre, cinema, cartoons, motion graphics, multimedia. Basic pronciples of sound recording, editing and mixing through audio software. Introduction to foley techniques, and creation of artistic samples for synchronizing with image.

1st Week: Introduction and terminology

2nd Week: History of sound design, from antiquity to modern era: art, architecture, sound phenomena, constructions, ancient theatres, musical instruments and acoustic devices, live performance of sounds.

3rd Week: Modern era: electricity and new mediums. Recording of sound and image, development of sound design in correlation with development of audiovisual technology and new methods.

4th Week: sound and music in modern era, recording mediums and electronic musical instruments.

5th Week: Sound design and cartoons, now and then. Foley techniques, sound constructions, live performance, overdubbing. Projection of works and projects.

6th Week: sound and image, cinematography, television, video games, multimedia. Comparison of styles, techniques and artistic aims. Fixed and interactive mediums.

7th Week: software and editing methods: getting familiar with sequencers and creating micro-structures and sound effects. Sound recording in the class and in the field.

8th Week: software and editing methods 2: synchronizing sound with video and animation. Theory and examples. Stereo and surround sound.

9th Week: Presentation of student projects (progress essays) and discussion.

10th Week: Presentation of final projects in the class (A)

11th Week: Presentation of final projects in the class (B)

12th Week: General overview, preparation

13th Week: Final presentation in the form of artistic event.

4. TEACHING AND LEARNING METHODS - EVALUATION

TEACHING METHOD	Lectures
USE OF INFORMATION AND COMMUNICATION TECHNOLOGIES	Enhanced by multimedia content. The learning process is supported by the asyncrhonous e-learning platform e-class.
TEACHING STRUCTURE	Activity Semester Workload Lectures 26 Literature Study and Analysis 48 Practice and Preparation 26 **Course Total** (ECTS: 4) **100**
EVALUATION OF STUDENTS	Examination is made through a final project (sound design for animation) which is given at the end of semester as a video file, accompanied by a written supporting document. The student's progress throughout the semester and activity in class are also appreciated.

5. BIBLIOGRAPHY

Lotis, T., Diamantopoulos, T., 2015. *Music Informatics and Music with Computers.* Athens, Academic Publishers. http://hdl.handle.net/11419/4920

Kyriakoulakos, P., Kalambakas, E., 2015. *Sound and Sound Design. (in Kyriakoulakos, P., Kalambakas, E., 2015. The audiovisual construction). Athens, Academic Publishers.* http://hdl.handle.net/11419/3876