



Name of subject	Audio
Entity running the module	The Faculty of Graphic Arts and Media Art, Department of Media Art
Entity for which the module has been prepared	
Module type	Basic module, compulsory module in the field of Media Art
Year of study/ semester; mode of attendance	Year 2 - semester 3 Second level full-time studies
ECTS credits	2 / sem.
Module organizer	dr Marcin Rupociński
Academic aims	Introduction to the aspects related to the execution of interactive sound projects.
Module prerequisites	Independence in sound recording, editing and montage and synchronization of sound and video images. Knowledge of media programming.
Learning outcomes with respect to:	
– knowledge	Students acquire knowledge in the area of Media Art concerning the development of interactive sound forms with the use of object-oriented programming.
– skills	With the teacher's assistance students can execute projects in which sound is created or processed in real time and interacts with the environment.
– personal and social competence	Students acquire competences in the area of Media Art concerning the comprehension of the specificity and role of soundtracks in video works, as well as team work skills.
Module content	<ul style="list-style-type: none">- Generativity in the area of audio and MIDI.- Object-oriented programming languages (Max6, Processing, Quartz Composer, etc)- Rudiments of programming in Max6 environment in connection with real time video image processing software.
Module form and number of module hours	Classes in a sound engineering studio, lectures, consultations, corrections; 45 hours/ sem.
Assessment methods and criteria	50% task performance / active participation in classes / work-in-progress reviews 50% open work review
Assessment type	Graded pass
Literature	P. Kirm: Real World Digital Audio, Helion, Gliwice, 2007 D.L. Yewdall: Practical Art of Motion Picture Sound, Focal Press, Oxford, 2012 F. Alton Everest: Podręcznik Akustyki, Sonia Draga, Katowice, 2004 D. Hosken: An introduction to Music Technology, Routledge, New York, 2011 A. Beach: Kompresja dźwięku i obrazu wideo, Helion, Gliwice, 2009
Notes	none
Language of instruction	Polish language, English language