



<b>Name of subject</b>	Audio
<b>Entity running the module</b>	Department of Media Art
<b>Entity for which the module has been prepared</b>	
<b>Module type</b>	Basic module, compulsory module in the field of Media Art
<b>Year of study/ semester; mode of attendance</b>	Year 3/ semester 6 first level studies
<b>ECTS credits</b>	3
<b>Module organizer</b>	dr Marcin Rupociński
<b>Academic aims</b>	Students' ability to create their own soundtracks to their video projects with special emphasis on creativity in source material acquisition, advanced sound editing and processing as well as developing interrelations of both media.
<b>Module prerequisites</b>	Independence in sound recording, editing and montage. Ability to record their own soundtracks with the use of advanced signal editing techniques and sound synthesis.
<b>Learning outcomes with respect to:</b>	
<b>– knowledge</b>	Students acquire knowledge in the area of Media Art concerning the conscious use of sound in an image. They learn communication protocols enabling them the programming of interactive events in media. They become familiar with non-linear planning of events in working with media.
<b>– skills</b>	Students acquire skills allowing them to move freely in the area of sound montage and synchronization of sound and video images. They can use tools for sound editing, restoring and synthesis.
<b>– personal and social competence</b>	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.
<b>Module content</b>	Developing the awareness of media interrelations in video works and multimedia installations. MIDI and OSC systems (specificity of protocol and application). Mutual modification of image and sound parameters with the use of identified communication protocols. Basic interaction techniques in audio/video works. Generativity in the area of audio/MIDI. Timeline vs algorithm in multimedia works
<b>Module form and number of module hours</b>	Classes in a sound engineering studio, lectures, consultations, corrections; 45 hours
<b>Assessment methods and criteria</b>	50% task performance / active participation in classes / work-in-progress reviews 50% open work review
<b>Assessment type</b>	Graded pass
<b>Literature</b>	P. Kirn: Real World Digital Audio D.L. Yewdall: Practical Art of Motion Picture Sound F. Alton Everest: Podręcznik Akustyki D. Hosken: An introduction to Music Technology A. Beach: Kompresja dźwięku i obrazu wideo
<b>Notes</b>	Sound engineering studio, computers with relevant software, multimedia projector
<b>Language of instruction</b>	Polish language, it is possible to communicate in English too