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	The Faculty of Graphic Arts and Media Art
Module type	Basic module, compulsory module in the field of Media Art
Year of study/ semester; mode of attendance	Year 2 - semester 4 First level full-time studies
ECTS credits	2
Module organizer	mgr inż. Piotr Masny
Academic aims	Preparing students for independent recording, editing and montage of their own sound projects
Module prerequisites	- Basic skills in recording, processing and montage of acoustic signals;
Learning outcomes with respect to:	
– knowledge	- Rudiments of sound engineering, - Working with many audio soundtracks, - Mastering,
– skills	Independent recording, processing and montage of acoustic signals, execution of students' own sound projects
– personal and social competence	Competences in sound engineering, executing the students' own sound projects and team working skills at all stages of sound project development
Module content	- Rudiments of sound engineering, - Advanced sound editing techniques, - Methods of improving the quality of acoustic signals, - Multi-track recordings, - Configuring the audio system to the needs of specific recordings, - Mastering of recordings,
Module form and number of module hours	Lectures and practical classes in a studio and computer laboratory, 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. Kirn: 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, English, Spanish, Russian