COURSE SYLLABUS

Experimentella ljudvärldar G1F
Experimental Sound Environments G1F
15 credits

Course Code: ME358G
The Course Syllabus is valid from: 1 July 2018
Date of Approval: 8 February 2018
Version Number: 3

1 Name, Scope and Level of the Course
The course is provided by the University of Skövde and is named Experimental Sound Environments G1F. It comprises 15 credits and is on basic level. The level of progression of the course is G1F.

2 Objectives
After completing the course the students will be able to:

- create virtual sound environments and/or compositions based on music/sound theory and tested practices in the field of sound design,
- create sound generating objects based on music/sound theory and proven experience in the field of audio design,
- compare different experimental methods for sound design and composition,
- discuss the selection of different experimental methods and their influence on sound perception,
- describe and compare theories, methods, and analytical models in the creation of virtual acoustic environments and compositions, and
- discuss experimental methods, sound perception theories and models of analysis in relation to the creation of virtual audio environments and sound compositions in computer games and other forms of media.

3 Course Content
Course focus is on experimental methods in sound design and sound composition. Analog and digital techniques will be evaluated in laboratory work to examine different methods applied to experimental outcomes. The students are studying sound perception, analysis of sound material and spatial aspects of virtual audio environments.

4 Forms of Teaching
The teaching comprises lectures, supervision, presentations, seminars/group discussions and workshops.

The teaching is conducted in English.

5 Examination
The course is graded A (Excellent), B (Very good), C (Good), D (Satisfactory), E (Sufficient) or F (Fail).

Registration of examination results:

<table>
<thead>
<tr>
<th>Name of examination</th>
<th>Credits</th>
<th>Grading</th>
</tr>
</thead>
<tbody>
<tr>
<td>Individual project</td>
<td>3 credits</td>
<td>G/U</td>
</tr>
<tr>
<td>Group assignment</td>
<td>3 credits</td>
<td>G/U</td>
</tr>
<tr>
<td>Final project with report</td>
<td>9 credits</td>
<td>A/B/C/D/E/F</td>
</tr>
</tbody>
</table>

3 Determines the final grade of the course.

Students with a permanent disability who have been approved for special educational support may be offered adapted or alternative examinations.
6 Admission Requirements
Prerequisite courses for this course are: Passed courses: ME325G-Digital Sound Design for Computer Games G1F or MU320G-Music / Theory and Practice II G1F (or the equivalent).

7 Subject, Main Field of Study and Disciplinary Domain
The course forms a part of the academic subject area of Media Arts, Aesthetics and Narration. The course is a part of the main field of study in Media Arts, Aesthetics and Narration at the University of Skövde. The disciplinary domain of the course is Technology.

Every course at the University of Skövde belongs to a subject. The division of subjects is used for follow-up and quality assurance. A main field of study is an area in which a degree can be awarded. Disciplinary domain is a division which is used by the government for the allocation of resources for studies at basic level and advanced level.

8 Approval of Course and Course Syllabus
The course was approved by the Curriculum Committee for Informatics on 8 February 2018. This course syllabus was approved by the Curriculum Committee for Informatics on 8 February 2018. It is valid from 1 July 2018.

9 Overlapping with Another Course
This course cannot constitute a part of a degree also containing a course the content of which is totally or partly equivalent to the content of this course.

10 Additional Information
Further information will be available on the university’s website before a course is given.

National and local regulations for higher education are available on the university’s website.

Upon completion of the course there will be a follow-up. The main purpose of this follow-up is to contribute to improvements of the course. The students’ experiences and views constitute one of the criteria for the follow-up and are gathered by means of course evaluations. The students will be informed of the results of the follow-up and any decisions regarding actions that are to be taken.

11 Course Literature and Other Educational Materials

Additional material and articles according to the teacher’s directions.