

Cover Sheet: Request 14995

Introduction to Sound Design and Technology

Info

Process	Course New Ugrad/Pro
Status	Pending at PV - University Curriculum Committee (UCC)
Submitter	Stanley Kaye stankaye@ufl.edu
Created	5/11/2020 8:58:56 PM
Updated	10/23/2020 1:23:29 PM
Description of request	New introductory course in Sound Design and technology as part of the action to split the old combined course TPA 3217 Introduction to Light and Sound into two full semester courses in each subject are due to exceptional increases in complexity of the subjects.

Actions

Step	Status	Group	User	Comment	Updated
Department	Approved	CFA - Theatre and Dance 13040000	Peter Carpenter		10/12/2020
No document changes					
College	Approved	CFA - College of Fine Arts	Jennifer Setlow		10/23/2020
No document changes					
University Curriculum Committee	Pending	PV - University Curriculum Committee (UCC)			10/23/2020
No document changes					
Statewide Course Numbering System					
No document changes					
Office of the Registrar					
No document changes					
Student Academic Support System					
No document changes					
Catalog					
No document changes					
College Notified					
No document changes					

Course|New for request 14995

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Submitter: Stanley Kaye stankaye@ufl.edu

Created: 5/13/2020 8:29:51 PM

Form version: 2

Responses

Recommended Prefix TPA

Course Level 3

Course Number XXX

Category of Instruction Intermediate

Lab Code C

Course Title Introduction to Sound Design and Technology

Transcript Title Intro to Sound Desig and Tech

Degree Type Baccalaureate

Delivery Method(s) On-Campus, Online

Co-Listing No

Effective Term Fall

Effective Year 2020

Rotating Topic? No

Repeatable Credit? No

Amount of Credit 4

S/U Only? No

Contact Type Regularly Scheduled

Weekly Contact Hours 4

Course Description This course introduces the students to the basics in sound design and technology. Students will work on projects about design elements and design process. Students will also work in the electric shop and/or productions assignments.

Prerequisites None

Co-requisites none

Rationale and Placement in Curriculum This is a course that introduces the foundational knowledge for sound design and technology. Materials covered include physics of sound, design elements, sound equipment, digital audio, network audio.

Course Objectives • Understanding of the physical properties of sound.

- Introduction to design elements and sound equipment.
- Development of vocabulary and knowledge for engagement on a production.
- Demonstration of ability to sound design a mini production.
- Completion of lab requirements to gain hands-on experience in the shop and/or production.

Course Textbook(s) and/or Other Assigned Reading While there isn't a required textbook, the instructors will be suggesting reading and research and sharing a variety of instructional resources. The students will work with a personal workbook or journal of notes and handouts to refer to at the end of the course.

Weekly Schedule of Topics Week 1 - Introduction to course - Sound Fundamentals 1

Week 2 - Sound Fundamentals - Design Elements: Color, Mass

Week 3 - Color Project Presentation - Mass Project Presentation

Week 4 - Design Elements: Rhythm, Line, Space -Rhythm Project Presentation

Week 5 - Line Project Presentation - Habituation and Startle

Week 6 - Habituation and Startle Project -Consonance and Dissonance

Week 7 Consonance and Dissonance Project - Sound Design Process
 Week 8 Digital Audio - Network Audio
 Week 7 - NO CLASS: Spring Break
 Week 9 - Equipment: Microphones - Equipment: Loudspeakers
 Week 10 - Rough Sound Presentation -Speaker Plots and Block Diagrams
 Week 11 - Sound System Calibration
 Week 12 - QLab - Work Day
 Week 13 - QLab Workspace - Work Day – QLab Workspace
 Week 14 - Work Day – QLab Workspace - Design Project Rehearsals
 Week 15 - Design Project Rehearsals - NO CLASS: Reading Day

Grading Scheme Assignment or Course Component
Points

DESIGN ELEMENTS 30
 Color Project 5
 Mass Project 5
 Rhythm

Project 5
 Line Project 5
 Habituation
 and Startle
 Project

5
 Consonance
 and Dissonance 5

DESIGN PROJECT 30
 Cue Sheets 5
 Revised Cue

Sheets 5
 Rough Sound 5
 QLab

Workspace 5
 Final
 Presentation 10

QUIZZES 20
 Quiz 1 Sound Fundamentals 5
 Quiz 2 Digital Audio and Network Audio 5
 Quiz 3 Equipment 5
 Dante Level 1 Certification 5

LAB 20

TOTAL 100

Instructor(s) J. Zhao
Attendance & Make-up Yes
Accomodations Yes
UF Grading Policies for assigning Grade Points Yes
Course Evaluation Policy Yes