Music 496H/HL: Sound Design for Multimedia
Spring Semester 2005

| Instructor: | Dr. Dan Hosken |
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| Course Web Page: | http://www.csun.edu/~dwh50750/Classes/MUS496/ |
| Office Hours: | MW: 4–5, TTh: 2–2:50 |
| Pre-requisite: | MUS 191/L, Art 200, or permission of instructor |
| Required Materials: | Headphones  
Mini-jack to phone plug adapter (Radio Shack)  
[1/8" stereo female to 1/4" stereo male]  
2 *Mac formatted* ZIP disks (Bookstore)  
[or some other removable media] |
| Open Lab Times: | See Posted Schedule |
| Class Ticket Number: | 10614/10615 |

**Course Description**

A practical exploration of techniques for recording, synthesizing, and processing sound for multimedia presentation suitable for both musicians and non-musicians. The course will explore the physical aspects of sound, digital audio, sample manipulation, and synthesis, as well as the basic aural properties of sound and approaches to designing the evolution of sound over time. Various multimedia presentation modes will be explored which may include sound diffusion in the concert hall, installations, CD-ROMs/video games, film, and the Internet. The course will also include listening to and writing analyses of works from a variety of multimedia genres, and readings and discussion in the aesthetics of electronically created art.

**Grading**

Your grade will be calculated as follows:

**Projects**

- **Regular Projects** 40%
- **Final Project** 20%
Written Analyses/Presentations 20%
Quizzes 20%

Attendance Policy
Per Music Department policy:
• Each absence in excess of 3 shall lower the final grade by 1/3 grade (+/-).
• Tardiness is defined as arrival any moment after the time the class is listed to begin in the Schedule of Classes. Two “Tardiness”es shall be counted as one absence.
• Absence due to illness will be excused only with a doctor’s verification slip.

Collaboration Policy
You are expected to complete both the projects and written work for this course on your own unless assigned as a group project.

Late Work Policy
Late work will NOT be accepted without prior (meaning before the day it is due) approval of the instructor and then only for extenuating circumstances. Work that is turned in late due to poor planning on your part, a heavy course load, a heavy workload, etc. will not be accepted.

Course Objectives
• Utilize a wide variety of sound manipulation techniques to achieve specific expressive purposes
• Utilize basic sound synthesis techniques to achieve specific expressive purposes
• Utilize a variety of principles for organizing sound in time
• Create sonic counterparts/accompaniments to visuals in various multimedia contexts
• Write about and discuss various sound and multimedia works informed by readings and discussions in aesthetics