



COURSE SYLLABUS

SOUND IN INTERACTION: sound art, sound architecture and sound design

LJUD I INTERAKTION: ljudkonst, ljudarkitektur och ljuddesign

15 credits / 15 högskolepoäng

Course code: KOY21

Established by:

(Replaces course syllabus established):

Revised by:

Valid from: Autumn semester 2018

Education level: Second cycle

Subject group/ Main field of study group: FK2 Fri konst/21110 Fri konst

Disciplinary domain: Art

Division into course components: Only final examination

1. Main course content:

The aim of this course is to provide a large perspective on the field of Sound Studies, with a special focus on Sound Art, Architecture and Design, as well as interactive processes, including relevant theories, methods and tools. Each participant will be invited to explore this field through a combination of lectures, listening sessions, experiments and workshops; the participants will develop their skills via the realization of a collective environment to be exhibited at the end of the course.

The course will be structured around a combination of workshops, explorative sessions and lectures.

Practice-based learning in a workshop structure.

The outline of the course will be the following:

Introduction to the field of sound.

- Describing sonic matter. Sound/audio parameters, concepts, language.
- Sound generation and edition: sound recording, synthesis methods and techniques.
- Introduction to Sound Art / Design / Research.
- Space and Sound: simulating, representing and evoking through sound.
- Body, Motion and Sound: Aural embodiment.
- Time and Sound. Variation and sonic discourse.

Exploring/acquiring real-time working processes and tools.

- Sound as a flow, sound in interaction,
- Learning from our physical environment: symbolic/iconic or corporeal (enactive) exchanges.
- Mediated interactions: a dialogue through technology.
- Introduction to microcontrollers, sensors and hardware extensions: Raspberry-Pi, Arduino, etc.
- Introduction to low-tech forms of sound production: piezoelectric components, etc.
- Other forms of interaction in sound.
- Formation in graphical programming environments for sound.

This course will focus on the open and free software domain: Pure-Data, lanniX, etc. (cross-OS platforms)

Producing together a sensorial interactive environment by using the different conceptual and technical tools provided. Each participant will be invited to develop its own tools to interact within a collective and open sonic (sensorial) environment.

2. Intended learning outcomes:

After completing the course, the student should be able to:

- Explore and discuss relevant interactive sound projects in the fields of Art, Architecture, Design and Research.
- Describe sound: an overview of the main sonic concepts, methods, and strategies.
- Explain essentials about sound generation, recording, editing, composing and processing,
- Work in the main editing and generative sound tools (software / hardware) with special attention to the free sound software domain,
- Work with real-time and interactive processes, Sonic flow generation and manipulation, evolving from close to open generative processes.
- Work with data and image/video interactive structures in Pure-Data.
- Work with the concepts, methods and tools explored in the course, through the realization of a collective sound project to be exhibited/performed at the end of the course.

3. Entry requirements:

Bachelor's degree from art, architecture, interior architecture, music / sound and design or equivalent professional experience. No particular previous knowledge in sound is required to take part in the course. All practitioners (artists, architects, designers, craft, etc.) interested in expanding or developing their knowledge in the field of sound are welcome to take part.

In addition, English 6 is required with an approved grade or equivalent.

4. Grading scale:

The course uses the grading scale Fail (U) or Pass (G).

5. Forms of examination:

The evaluation will be based on an individual completed interactive sound project in dialogue with the environment produced collectively that will constitute a contribution to the final exhibition.

The examiner is responsible for providing the grading criteria for the examination, and for these to be published on the intranet.

Students who receive the grade Fail (underkänd) in an examination are entitled to take a further five

tests as long as the course is given, in order to achieve the grade Pass (godkänd). Students who fail an examination twice by an examiner are entitled to request that another examiner is appointed to decide grades for the test. A request should be made to the Head of Department.

6. Reading list and other study material:

The reading list is presented as an appendix to the course syllabus.

7. Additional Information:

The department is responsible for other essential information, such as detailed teaching methods and grading criteria, to be available for students before the start of the course.

This course may not be credited towards a degree together with similar courses taken and passed, where the content is completely or partly the same as the content of this course.