



NEW ZEALAND
SCHOOL OF MUSIC

PAPER OUTLINE 2010

Paper Code & Title:	CMPO 210 Sonic Arts 2: Form, Process, Materials		
Year:	2010	Points:	15
CRN:	15542	Trimester:	1/3
		Campus:	NZSM - VUW Kelburn
Key dates:	Teaching dates:	1 March–4 June 2010	
	Study week:	7–10 June 2010	
	Examination/	11–30 June 2010	
	Assessment period:	<i>NB: For courses with exams, students must be available to attend the exam at any time during this period.</i>	
	Withdrawal dates:	Information on withdrawals and refunds may be found at: http://www.victoria.ac.nz/home/admisenrol/payments/withdrawalsrefunds.aspx	
Prerequisites:	<i>B- or better in CMPO 101, one of CMPO 110 or 180-189, and application by portfolio submission</i>		
Corequisites:	<i>None</i>		
Restrictions:	<i>NZSM 204, 202</i>		

Paper Co-ordinator:	Dugal McKinnon	Email:	dugal.mckinnon@nzsm.ac.nz
Contact phone:	04 463-6448		
Office located at:	Rm 207 (Kelburn)		
Office hours:	Tuesday, Friday 1-2pm		

Tutors:	TBA	Email:	TBA
----------------	-----	---------------	-----

Class times/rooms:	Wednesday, 2:10pm–4:00pm (Room MS202 & EMS2) Friday, 2:10pm–3:00pm (Room MS202 & EMS2)
---------------------------	---

Workshop times/rooms:	Monday, 2:10-3.30pm (ACR)
------------------------------	---------------------------

Tutorial times/rooms:	TBA
------------------------------	-----

Classes with tutorials:

Tutorials commence in the second week of the trimester. Groups will be posted on Blackboard and/or on the noticeboard outside the office on the NZSM Kelburn campus at the start of Week 2.

PAPER PRESCRIPTION

Creative application of intermediate concepts in sonic arts particularly as they apply to aesthetic and technical concepts of form/shape, compositional process, and advanced materials. This course has an emphasis on fixed-media studio composition.

LEARNING OUTCOMES

Students who have successfully completed this paper will:

1. Develop an understanding of key compositional techniques and be able to apply these in the creation of original work
2. Widen their knowledge and skills in the creative use of music technology
3. Understand the creative processes / strategies associated with sonic art and have developed a critical awareness of their own work
4. Develop awareness of the contexts in which sonic art is made and received
5. Acquire basic electronic performance skills and have performed their major works publicly at NZSM Composer Workshops.

EXPECTED WORKLOAD

A 15-point first-trimester paper should require at least 150 hours work (including class time). This means that in term time, the midterm break and study week you should be prepared to spend on average 12 hours per week involved in activities such as attending classes, reading, listening to recommended recordings and preparing assignments.

COURSE CONTENT & DELIVERY

This course comprises one 2-hour lecture and one 1-hour lecture per week, and one 1.5-hour workshop per week. During workshops, classes will come together to listen to student performances, as well as presentations by staff and guest artists. Students are also required to allow time for rehearsal and performance of Creative Project 2, as well as assist with the set-up of the technology for the rehearsal and performance.

See attached course syllabus for more information.

READINGS, MATERIALS & EQUIPMENT

Students must supply their own removable media (flash drives, DVDR, CDR etc)

ASSESSMENT REQUIREMENTS

This paper is internally assessed. Students will be assessed on the advancement over the course of the paper of their creative skills and their increased awareness of the range of creative possibilities in terms of style and expression. They should also demonstrate through their work an increased critical sense and capacity for objective self-evaluation.

1. Creative projects using music technology 60%; Outcomes 1-4
2. Short assignments 25%; Outcomes 1-5
3. Electronic performances 10%; Outcome 5
4. Class contribution 5%; Outcomes 1-5

<i>Assessment name</i>	<i>Word length / approx. duration</i>	<i>Learning outcome(s)</i>	<i>Due date</i>	<i>% of final grade</i>
Short assignment 1	60 seconds	1-5	2pm, 15 March	5%
Short assignment 2	60 seconds	1-5	2pm, 22 March	5%
Short assignment 3	60 seconds	1-5	2pm, 29 March	5%
Short assignment 4	60 seconds	1-5	2pm, 19 April	5%
Creative project 1: Original Composition	6 minutes	1-4	2pm, 4 May	40%
Short assignment 5	60 seconds	1-5	2pm, 11 May	5%
Electronic performance (Diffusion)	6 minutes	5	In workshop, 17 May	10%
Creative project 2: Remix	6 minutes	1-4	5pm, 7 June	20%
Class contribution	NA	1-5	NA	5%

Deposit and collection of written work

Assignments should be deposited electronically via Blackboard or the CMPO210 Drop-box.

Students will be advised as to which format to use for specific assignments.

Marked assignments will be returned electronically via Blackboard.

Deadlines for written work:

Creative and written work must be handed in by the due dates. In fairness to other students, unless a medical certificate is produced, work handed in after 5pm on the due date will be subject to a 5% demerit on your grade, increasing by 5% each further working day it is overdue.

Students, who for exceptional reasons can justify an extension for the essay, must apply to the Paper Co-ordinator before the due date. Please note that NO extensions can be granted for tutorial assignments.

All work must be submitted by 5pm Fri 4 June 2010.

ASSIGNMENT PRESENTATION

Written work should be presented according to the guidelines set out in the **NZSM Guidelines for Academic Work**, which can be downloaded as a PDF document from the NZSM Website <http://www.nzsm.ac.nz/study/programmes.aspx> (in the right-hand column). Five percent (5%) will be deducted for written work that does not conform to these standards.

Notated works must be presented according to the guidelines set down in the **NZSM Composition and Orchestration Style Guide**, available as a PDF document from the NZSM Website: <http://www.nzsm.ac.nz/study/composition.aspx> (in the right-hand column). Five percent (5%) will be deducted for notated work that clearly does not conform to these standards.

Sonic Arts works should be submitted as a clearly labelled Audio CD, or, for multimedia works, as a DVD or as a Quicktime data file on a data CD-ROM.

MANDATORY PAPER REQUIREMENTS

To gain a pass in this course each student must:

- a) Submit *all* assessment specified for this course, on or by the specified dates (subject to such provisions as are stated for late submission of work).
- b) Attend at least 80% of lectures, tutorials and workshops related to this course.

COMMUNICATION OF ADDITIONAL INFORMATION/INFORMATION ON CHANGES

Official notices issued after the paper has commenced will be posted on the board outside the NZSM office on the Kelburn campus. Notices concerning a number of papers will also be posted on Blackboard. The Paper Co-ordinator will specify if Blackboard will be used.

CLASS REPRESENTATIVES

Where appropriate, a class representative will be elected in the first class, and that person's name and contact details will be available to VUWSA and/or MAWSA, the Course Coordinator and the class. The class representative provides a communication channel to liaise with the Course Coordinator on behalf of students.

ACADEMIC INTEGRITY AND PLAGIARISM

Academic integrity means that university staff and students, in their teaching and learning, are expected to treat others honestly, fairly and with respect at all times. It is not acceptable to mistreat academic, intellectual or creative work that has been done by other people by representing it as your own original work.

Academic integrity is important because it is the core value on which the University's learning, teaching and research activities are based. The NZSM's reputation for academic integrity adds value to your qualification.

The NZSM defines plagiarism as presenting someone else's work as if it were your own, whether you mean to or not. 'Someone else's work' means anything that is not your own idea. Even if it is presented in your own style, you must acknowledge your sources fully and appropriately. This includes:

- Material from books, journals or any other printed source
- The work of other students or staff
- Information from the internet
- Software programs and other electronic material
- Designs and ideas
- The organisation or structuring of any such material

Find out more about plagiarism, how to avoid it and penalties, on the NZSM website: <http://www.nzsm.ac.nz/about/statutes-policies.aspx#plagiarism>

GENERAL NZSM POLICIES AND STATUTES

Students should familiarise themselves with the NZSM's policies and statutes, especially those regarding Personal Courses of Study, Academic Grievances, Staff and Student Conduct. Please see <http://www.nzsm.ac.nz/about/statutes-policies.aspx>

For any statutes relating to the particular qualifications being studied, see either the *Massey University Calendar* or the *Victoria University Calendar*.

Information about Student Services, including Academic Mentoring for Maori and Pacific Students, and support for Students with Disabilities, is to be found in the *NZSM Student Handbook* (available from the NZSM offices on each campus).

EVENTS

Regular events are held during trimesters 1 & 2 at all NZSM campuses. These events are for the benefit of all students, and include performances, masterclasses, special lectures and workshops given by staff, students and visiting artists.

All students are expected to read the NZSM website for the latest events listings and keep time free to attend the weekly lunchtime concert on Friday at 12.10pm, along with other events as required.

Event manager: Debbie Rawnsley

Phone: (04) 463 6050 **Email:** debbie.rawnsley@nzsm.ac.nz

Website: <http://www.nzsm.ac.nz/events/>

CMPO 210 – Sonic Arts 2: Form, Process, Materials
SYLLABUS 2010

Mar	3	Introduction
	5	Recording (1)
	10	Introduction to EMS2; Recording (2)
	12	DAW session organization and editing
	15	<i>DUE 2pm: ASSIGNMENT 1 (5%) – Recording and Editing</i>
	17	Filtering, EQ & Compression
	19	Listening & Analysis – Texture & Gesture (1)
	22	<i>DUE 2pm: ASSIGNMENT 2 (5%) – Filtering & Compression</i>
	24	Modulation & Pitch Shifting
	26	Listening & Analysis – Texture & Gesture (2)
	29	<i>DUE 2pm: ASSIGNMENT 3 (5%) – Modulation & Pitch Shifting</i>
	31	DAW mixing and processing technique (1); Workflow Sound Design – Texture & Gesture

MID-TRIMESTER BREAK

May	19	<i>DUE 2pm: ASSIGNMENT 4 (5%) – Texture & Gesture</i>
	21	Work-in-progress: Creative Project 1
	23	Form & Structure (1)
	28	Work-in-progress: Creative Project 1
	30	Work-in-progress: Creative Project 1
	4	<i>DUE 2pm: CREATIVE PROJECT 1 (40%)</i>
	5	Sound Design – FFT-based processing
	7	Form & Structure (2)
	11	<i>DUE 2pm: ASSIGNMENT 5 (5%) – FFT-based processing</i>
	12	Diffusion: theory & practice
	14	Diffusion: theory & practice
	17	<i>1pm Diffusion set-up, 2pm diffusion concert</i> <i>DUE in workshop: DIFFUSION PERFORMANCE (10%)</i>
	19	Creativity: tips & tricks; Listening & Analysis
	21	DAW mixing and processing technique (2)
	26	Work-in-progress: Creative Project 2
28	Work-in-progress: Creative Project 2	
Jun	2	Work-in-progress: Creative Project 2
	4	Wrap up: where to from here?
	7	<i>DUE 5PM: CREATIVE PROJECT 2 (20%)</i>