



NEW ZEALAND SCHOOL OF MUSIC

CMPO 211 *Creative Projects in Interactive Sonic Arts* **15 POINTS**

TRIMESTER 1 2015

Important dates

Trimester dates: 2 March to 1 July 2015

Teaching dates: 2 March to 5 June 2015

Easter/Mid-trimester break: 3 to 19 April 2015

Last assessment item due: 15 June 2015

Study period: 8 to 12 June 2015

Examination/Assessment Period: 12 June to 1 July 2015

Withdrawal dates:

Refer to www.victoria.ac.nz/students/study/withdrawals-refunds. If you cannot complete an assignment, or sit a test or examination, refer to www.victoria.ac.nz/students/study/exams/aegrotats.

Class times and locations

Monday, 3:10pm–5:00pm (Room MS112 — Sonic Arts Lab)

Wednesday, 2:10pm–3:00pm (Room MS112 — Sonic Arts Lab)

Composer Workshop: Wednesday, 3:10pm–4:30pm (Adam Concert Room)

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.

Names and contact details

Course Coordinator: Michael Norris

Contact phone: 463 7456

Email: michael.norris@nzsm.ac.nz

Office located at: Room 105, 92 Fairlie Tce, Kelburn Campus

Office hours: Tuesdays, 10:00am–12:00pm

Programme Administrator: Fiona Steedman

Email: fiona.steedman@nzsm.ac.nz

Communication of additional information

Official notices issued after the course has commenced will be posted on the board outside the NZSM office on the Kelburn Campus. Notices concerning a number of courses will also be posted on Blackboard. The Course Coordinator will specify if Blackboard will be used.

Prescription

Creative application of key concepts in the development of interactive electronics, including learning in computer music programming, sound-based interactivity learning in computer music programming, sound-based design, and concepts of interactivity and "performativity", as they apply to the domain of sonic arts. Students do not need to be able to read music.

Course learning objectives (CLOs)

Students who successfully complete this course will be able to:

1. design and implement sonic art works using essential technical principles and programming techniques
2. apply these principles and techniques to their own artistic practice
3. successfully propose, develop, present and document a work of interactive sonic art
4. reflect upon and articulate the progress of their work to their supervisor and peers
5. articulate a critical awareness of their own work as it relates to the wider context of the sonic arts.

These learning objectives contribute to the NZSM Graduate Attributes. For a full list, please see www.nzsm.ac.nz/study-careers/graduate-attributes

Teaching format

This course comprises one 1-hour lecture and one 2-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.

See attached course syllabus for more information.

Mandatory course requirements

In addition to achieving an overall pass mark of 50%, students must:

- a) complete each item of assessment worth at least 10%. Where the item contains multiple subcomponents (e.g., a portfolio of journal entries, or similar), students must complete at least 50% of those subcomponents
- b) attend at least 80% of lectures and 80% of tutorials (if relevant) related to this course, unless absence is due to verified medical reasons, or advance permission for absence has been given by the teacher/lecturer
- c) attend at least 9 of the Composer Workshops held during the trimester of enrolment in this course.

Workload

A 15-point one-trimester course should require at least 150 hours' work (including class time). This means that during the trimester, the mid-trimester break and study week you should be prepared to spend, on average, 10 hours per week involved in activities such as attending classes, reading, listening to recommended recordings and preparing assignments.

Assessment

Approved assessment regime

The following assessment regime has been approved by the NZSM Academic Committee:

There are 4 items of assessment:

1. *Portfolio of 4–8 small to medium scale creative assignments. Related to Learning Objective 1 (40%)*
2. *In-class presentations of assignments and final project proposal/progress (5–10 min). Related to Learning Objectives 1, 4, 5 (15%)*
3. *Final project proposal (max. 1000 words), proposal portfolio (max. 2 min duration, or equivalent) and report (max. 1500 words). Related to Learning Objectives 2–5 (15%)*
4. *Final project (5–8 min duration, or equivalent), due during exam period. Related to Learning Objectives 1–3 (30%)*

Assessment details for this offering

Assessment items and workload per item	%	CLO(s)	Due date
Programming assignment 1 (workload: 10 hours)	10%	1	23 Mar 2015
Programming assignment 2 (workload: 10 hours)	10%	1	30 Mar 2015
In-class presentation of assignment 1 or 2 (5–10 min) (workload: 3 hours)	3%	1, 4, 5	23 Mar 2015 or 30 Mar 2015
Final project proposal (max. 1000 words) (workload: 5 hours)	5%	3–5	29 Apr 2015
In-class presentation of final project proposal (5–10 min) (workload: 5 hours)	5%	4, 5	29 Apr 2015
Programming assignment 3 (workload: 10 hours)	10%	1	4 May 2015
Programming assignment 4 (workload: 10 hours)	10%	1	18 May 2015
In-class presentation of assignment 3 or 4 (5–10 min) (workload: 3 hours)	3%	1, 4, 5	4 May 2015 or 18 May 2015
In-class presentation of final project progress (5–10 min) (workload: 4 hours)	4%	4, 5	25 May 2015
Final project proposal portfolio (2 min or equivalent) (workload: 5 hours)	5%	2, 3	3 Jun 2015

Final project report (max. 1500 words) (workload: 5 hours)	5%	3–5	5 Jun 2015
Final project (final submission) (5–8 min or equivalent) (workload: 40 hours)	30%	1–3	15 Jun 2015

Submission and return of work

Assignments should be deposited in Michael Norris’s mailbox or uploaded as per the instructions on each assignment brief.

Marked assignments will be returned to the student pigeonholes.

Assignments will normally be marked and returned within three weeks of submission.

Extensions and penalties

Extensions

Students, who for exceptional reasons can justify an extension for an item of assessment, must apply to the Course Coordinator *before* the due date. Please note that no extensions can be granted for tutorial assignments.

Penalties

Assignments must be submitted by the due dates. In fairness to other students, unless a medical certificate is produced, assessment submitted after 5:00pm on the due date will be subject to a 5% demerit on your grade, increasing by 5% each further working day it is overdue.

Materials and equipment and/or additional expenses

Students may optionally purchase a licence for the software “Max”. This can either be a permanent licence (USD\$250) or a 12-month student licence (USD\$59). These are available from:

<https://cycling74.com/shop/#educational>

Otherwise, assignments may be completed in the Sonic Arts Lab (Room MS112).

Set texts

None.

Recommended reading

See attached syllabus.

Class representative

The class representative provides a useful way to communicate feedback to the teaching staff during the course. A class representative will be selected at the first lecture of the course. Students may like to write the Class Rep’s name and details in this box:

Class Rep name and contact details:

Student feedback

Enhancements made to this course, based on the feedback of previous students, will be covered during the course. Student feedback on University courses may be found at www.cad.vuw.ac.nz/feedback/feedback_display.php.

Other important information

The information above is specific to this course. There is other important information that students must familiarise themselves with, including:

- Academic Integrity and Plagiarism: www.victoria.ac.nz/students/study/exams/integrity-plagiarism
- Aegrotats: www.victoria.ac.nz/students/study/exams/aegrotats
- Academic Progress: www.victoria.ac.nz/students/study/progress/academic-progress (including restrictions and non-engagement)
- Dates and deadlines: www.victoria.ac.nz/students/study/dates
- FHSS Student and Academic Services Office: www.victoria.ac.nz/fhss/student-admin
- Grades: www.victoria.ac.nz/students/study/progress/grades
- Resolving academic issues: www.victoria.ac.nz/about/governance/dvc-academic/publications
- Special passes: www.victoria.ac.nz/about/governance/dvc-academic/publications
- Statutes and policies, including the Student Conduct Statute: www.victoria.ac.nz/about/governance/strategy
- Student support: www.victoria.ac.nz/students/support
- Students with disabilities: www.victoria.ac.nz/st_services/disability
- Student Charter: www.victoria.ac.nz/learning-teaching/learning-partnerships/student-charter
- Student Contract: www.victoria.ac.nz/study/apply-enrol/terms-conditions/student-contract
- Subject Librarians: <http://library.victoria.ac.nz/library-v2/find-your-subject-librarian>
- Turnitin: www.cad.vuw.ac.nz/wiki/index.php/Turnitin
- University structure: www.victoria.ac.nz/about/governance/structure
- Victoria graduate profile: www.victoria.ac.nz/learning-teaching/learning-partnerships/graduate-profile
- VUWSA: www.vuwsa.org.nz
- NZSM Statutes and Policies, and the NZSM Student Handbook: www.nzsm.ac.nz/student-zone/student-guides
- Scholarships and prizes relevant to NZSM students: www.nzsm.ac.nz/study-careers/scholarships-and-prizes

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 keep time free to attend the weekly lunchtime concert on Friday at 12:10pm, along with other events as required.

Students should sign up to the **Dawn Chorus**, the NZSM's events e-newsletter, by emailing events@nzsm.ac.nz with 'subscribe dawn chorus' in the subject line.

Website: www.nzsm.ac.nz/events