



Faculty of Fine & Performing Arts

## KONC24, Kinaesthetic Audio, 3 credits

*Kinaesthetic audio, 3 högskolepoäng*

First Cycle / Grundnivå

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### Details of approval

The syllabus was approved by Department Board of Malmö Art Academy on 2018-01-23 to be valid from 2018-01-24, spring semester 2018.

### General Information

Lunds University, Faculty of Fine and Performing Arts, Malmö Art Academy.

Optional course for the BFA programme (KGFKO).

*Language of instruction:* English

*Main field of studies*

Fine Arts

*Depth of study relative to the degree requirements*

GXX, First cycle, in-depth level of the course cannot be classified

### Learning outcomes

Artistic techniques

The course consists of instruction in appropriate artistic techniques.

The aim is to provide students with skills as well as technical and practical knowledge. Major emphasis is placed on the relevance of the technical training to the individual student's artistic work.

### Course content

This course is aimed at providing students with practical knowledge of techniques and technology to produce high-quality sound for various contexts, from immersive sound installation to sound for video. The course will provide an introduction to the aesthetic possibilities of working with sound through various recording, editing and playback techniques.

Specifically, the course will focus on the artistic use of sound and workflows for maximising creative potential. Topics addressed will include: recording with specialist microphone techniques (e.g. binaural, contact microphones, hydrophones, induction coil pick ups, ambisonic microphones, etc.), editing and exporting audio using REAPER digital audio workstation, spatial and immersive audio workflows, and playback solutions for multi-channel speaker arrays and headphone listening.

The course will consist primarily of practical work with talks on key topics and listening to relevant case studies. Students will learn the basics of digital audio, gain a basic understanding of REAPER for importing, manipulating, mixing and delivering audio material, and knowledge of specific microphone and playback techniques for creating bespoke audio content for specific contexts.

Students will be encouraged to focus on the act of listening and develop an understanding of the importance of sound in creating affective, engaging and immersive experiences. The course will culminate with students presenting an individual audio piece developed over the week using their choice of techniques covered in the course.

## Course design

Teaching is mostly in the form of laboratory work with continuous supervision. After an introductory technical review, the students conduct their own projects. The course may conclude with a presentation of these projects.

## Assessment

For the grade pass there need to be at least 80% presence at lectures, seminars and workshops and the grade pass on tasks, if there is any.

The examiner, in consultation with Disability Support Services, may deviate from the regular form of examination in order to provide a permanently disabled student with a form of examination equivalent to that of a student without a disability.

*Subcourses that are part of this course can be found in an appendix at the end of this document.*

## Grades

Marking scale: Fail, Pass.

## **Entry requirements**

General requirements for university studies in Sweden

## **Further information**

Course content that completely or partly are common with another course may not be counted for twice in the examination.

## Subcourses in KONC24, Kinaesthetic Audio

Applies from V18

1801 Kinaesthetic Audio, 3,0 hp  
Grading scale: Fail, Pass