

**SYLLABUS**

# **Sound Art and Design 7.5 credits S0043F**

**Ljudkonst och design**

**Course syllabus admitted: Autumn 2023 Sp 1 - Present**

**DECISION DATE  
2023-02-15**

# Sound Art and Design 7.5 credits S0043F

## Ljudkonst och design

### First cycle, S0043F

**Education level**  
First cycle

**Grade scale**  
U G#

**Subject**  
Ljudteknik

**Subject group (SCB)**  
Media Production

## Entry requirements

In order to meet the general entry requirements for first cycle studies you must have successfully completed upper secondary education and documented skills in English language and completed 60 credits within either area Sound Engineering, Design, Media or Music with at least the grade Pass, or equivalent knowledge.

## Selection

The selection is based on 1-165 credits.

## Course Aim

Students completing the course will be able to demonstrate

- Abilities to apply existing technical and creative skills in audio technology, music or media design to sound art and design
- Capacities to analyze sound design problems and execute design solutions, including abilities to deconstruct interaction models; identify the functions of sounds and name their attributes; suggest what is being communicated and assess efficacy and user experience
- Knowledge of key movements in art and design for which sound is relevant
- Abilities to conceive of and execute a creative project
- Abilities to reflect on how creative work is received by an audience and how the work fits in the context of art history
- Skills for communicating about artistic ideas to fellow creators and collaborators; utilizing critique and feedback

# Contents

The following topics are to be covered:

## General

- Conceptualizing sound art and design, working with constraints and identifying affordances/degrees of freedom in the medium of sound
- Topics pertaining to the physical nature of sound including (but not limited to) timbre, spatial properties of sound, auditory perception, sound production and synthesis and acoustics
- Sound as information, sonic communication, semiotic properties of sound
- Sound and social interaction
- Sound creation

## Sound Design

- Sound in devices (digital and non-digital), interaction design, computer human interface, auditory display
- Emotional design
- Sonifications
- Sound in various media
- Historical perspectives on some major design movements and designers that have influenced sound design

## Sound Art

- Historical perspectives on some major artistic movements and artists that have influenced sound art
- Historical perspective on sound recording for designers and artists
- Sound in multimedia works
- Sonic performances
- Sound and narrative

## Realization

Each course occasion's language and form is stated and appear on the course page on Luleå University of Technology's website.

### Course Structure, Learning Activities and Procedures

Art and design topics are covered concurrently. Concepts and relevant historical perspectives on art and design are referenced throughout, and provide a well-rounded introduction that sets a basis for later, deeper inquiry. The course sets a foundation for a sound art or design practice. The class incorporates seminars, workshops, group and individual projects, student presentations, peer-critiques and a public exhibit. A balance is struck between considering the work of influential artists and designers, exploring the affordances and constraints of sonic media and creating new works.

#### Projects and Assignments

All projects have a creative and reflective component. The reflective components are an essential tool for learning, and are essential for maintaining a high level of intellectual and creative work in the class. Furthermore, professional designers and artists require abilities to plan, articulate and argue for the reasoning behind their work. Reflective components provide training in this regard.

#### *Creative Works*

- Artistic
- Design
- Documentation of these works (recordings and/or sound files, videos and/or photos of installations, technical plans and instructions, creator authored code, etc.)

#### *Critiques and analyses*

- Reflections on students own work
- Critiques of others work

#### *Additional assignments*

- Class Presentations
- Class activities (including short design and creative exercises)
- Participation in a show. Participation includes contributing to the organization and execution of the show as well as presenting.

## Examination

If there is a decision on special educational support, in accordance with the Guideline Student's rights and obligations at Luleå University of Technology, an adapted or alternative form of examination can be provided. The examination takes place through noted assignments, subsequent reflective reports, and practical presentations.

## Unauthorized aids during exams and assessments

If a student, by using unauthorized aids, tries to mislead during an exam or when a study performance is to be assessed, disciplinary measures may be taken. The term "unauthorized aids" refers to aids that the teacher has not previously specified as permissible aids and that may assist in solving the examination task. This means that all aids not specified as permissible are prohibited. The Swedish version has interpretative precedence in the event of a conflict.

## Overlap

The course S0043F is equal to S0041F

## Course offered by

Department of Social Sciences, Technology and Arts

## Modules

Code	Description	Grade scale	Cr	Status	From period	Title
0006	Project Work	U G#	7.5	Mandatory	A23	

## Study guidance

Study guidance for the course is to be found in our learning platform Canvas before the course starts. Students applying for single subject courses get more information in the Welcome letter. You will find the learning platform via My LTU.

## Last revised

by Director of Undergraduate Studies Daniel Örtqvist, Department of Business Administration, Technology and Social Sciences 2023-02-15

## Syllabus established

by Patrik Häggqvist, Director of Undergraduate Studies at the Department of Arts, Communication and Education 2017-02-15