



UNIVERSITI TEKNOLOGI MARA

MUT220: PRINCIPLES OF SOUND DESIGN

<b>Course Name (English)</b>	PRINCIPLES OF SOUND DESIGN <b>APPROVED</b>
<b>Course Code</b>	MUT220
<b>MQF Credit</b>	2
<b>Course Description</b>	This course explores knowledge and application of sound design focusing on MIDI-Humanization techniques and audio synthesis. Students will be exposed to sound design techniques for various audio contents using selected digital platforms. Students will be assessed on practical activities which include studio projects and case studies. At the end of the course, students are expected to apply sound design techniques in audio production through effective application skills.
<b>Transferable Skills</b>	Problem Solving, Critical Thinking, Creativity, Computer Skills, Team work
<b>Teaching Methodologies</b>	Lectures, Inquiry-based Learning, Demonstrations, Case Study, Collaborative Learning
<b>CLO</b>	CLO1 Describe terminologies of sound design in audio production CLO2 Apply MIDI-humanization techniques and audio synthesis CLO3 Produce selected sound design audio materials using sound design techniques
<b>Pre-Requisite Courses</b>	No course recommendations
<b>Topics</b>	
<b>1. Course Introduction</b> 1.1) N/A	
<b>2. Sound Design for Non-Music</b> 2.1) Public Announcement	
<b>3. Sound Design for Non-Music</b> 3.1) Digital Hardware Device	
<b>4. Sound Design for Music Production</b> 4.1) Jingle	
<b>5. Sound Design for Music Production</b> 5.1) Game	
<b>6. Sound Design for Music Production</b> 6.1) Film	
<b>7. Sound Design Techniques</b> 7.1) Side-Chaining	
<b>8. Sound Design Techniques</b> 8.1) Audio Field Image 1	
<b>9. Sound Design Techniques</b> 9.1) Audio Field Image 2	
<b>10. Sound Design Techniques</b> 10.1) Audio Synthesis 1	
<b>11. Sound Design Techniques</b> 11.1) Audio Synthesis 2	
<b>12. Sound Design Techniques</b> 12.1) Audio Synthesis 3	
<b>13. Mastering</b> 13.1) Audio Synthesis 4	

**14. Final Project Presentation**  
14.1) N/A

<b>Assessment Breakdown</b>	<b>%</b>
Continuous Assessment	100.00%

<b>Details of Continuous Assessment</b>	<b>Assessment Type</b>	<b>Assessment Description</b>	<b>% of Total Mark</b>	<b>CLO</b>
	Assignment	Students are required to describe terminologies of sound design in audio production	10%	CLO1
	Final Project	Students are required to select sound design audio materials using sound design techniques	40%	CLO3
	Lab Exercise	Students are required to apply MIDI-humanization techniques and audio synthesis	50%	CLO2

<b>Reading List</b>	This Course does not have any book resources
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<b>Article/Paper List</b>	This Course does not have any article/paper resources
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<b>Other References</b>	<ul style="list-style-type: none"> <li>• <b>Book, e-Book Kim Bjørn, Chris Meyer, Paul Nagel 2018, <i>Patch &amp; Tweak: Exploring Modular Synthesis</i> , Bbooks</b></li> <li>• <b>Book, e-Book Tomlinson Holman 2010, <i>Sound for Film and Television, 3rd New Edition</i> , Taylor &amp; Francis Ltd</b></li> <li>• <b>Book, e-Book John Purcell 2013, <i>Dialogue Editing for Motion Pictures: A Guide to the Invisible Art, 2nd Edition</i> , Taylor &amp; Francis Ltd</b></li> <li>• <b>Book, e-Book Jean-Luc Sinclair 2020, <i>Principles of Game Audio and Sound Design: Sound Design and Audio Implementation for Interactive and Immersive Media</i> , Focal Press</b></li> <li>• <b>Book, e-Book Vanessa Theme Ament 2014, <i>The Foley Grail: The Art of Performing Sound for Film, Games, and Animation, 2nd Edition</i> , Taylor &amp; Francis Ltd</b></li> </ul>
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