

Module specification

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| Module Code | CMT507 |
|----------------------|--------------------------|
| Module Title | Compositional Technology |
| Level | 5 |
| Credit value | 20 |
| Faculty | FACE |
| HECoS Code | 100443 Media production |
| Cost Code | GACT |
| Pre-requisite module | N/A |

Programmes in which module to be offered

| Programme title | Core/Optional/Standalone | |
|--------------------------------------|--------------------------|--|
| BA (Hons) Music and Sound Production | Core | |

Breakdown of module hours

| | , |
|---|---------|
| Learning and teaching hours | 30 hrs |
| Placement tutor support hours | 0 hrs |
| Supervised learning hours e.g. practical classes, workshops | 0 hrs |
| Project supervision hours | 0 hrs |
| Active learning and teaching hours total | 30 hrs |
| Placement hours | 0 hrs |
| Guided independent study hours | 0 hrs |
| Module duration (Total hours) | 170 hrs |

Module aims

To provide the student with the tools to explore audio; music and soundscape installations through the design and implementation of computer driven audio interfaces. Implement the computer as a compositional tool.

Module Learning Outcomes

At the end of this module, students will be able to:



| 1 | Analyse and evaluate differing types of solutions to facilitate soundscape design. |
|---|--|
| 2 | Define a set of principles and tools to use in the adaptable and changing audio environment. |
| 3 | Apply audio solution design and implementation strategies for soundscape design. |

Assessment

The student will develop a portfolio of compositional work based on exploration within an audio interface protocol such as, for example, MAX/MSP, Pure Data, Ableton Live and associated hardware etc.

| Assessment number | Learning Outcomes to be met | Type of assessment | Duration/Word Count | Weighting (%) | Alternative assessment, if applicable |
|-------------------|-----------------------------------|--------------------|--------------------------|---------------|---------------------------------------|
| 1 | LO 1- 3 | Portfolio | 3-4 minute Soundscape | 100% | N/A |

Derogations

N/A

Learning and Teaching Strategies

The Active Learning framework (ALF) embraces accessible, engaging and flexible approaches to learning, teaching and assessment in order that students are afforded the very best opportunities to engage actively with their learning.

- Flexible, innovative, relevant and accessible assessment and feedback practices that optimise student engagement and achievement within a healthy learning environment:
- An approach to research informed-teaching that champions active and engaged inquiry and curiosity through useful, active, applied research and scholarship.

The module will be presented as a series of lectures linked to practical sessions with the associated equipment. Seminars will be conducted to explore the applied use of the technology.

Welsh Elements

In collaboration with the Welsh Language Team at Wrexham University, it is planned that key terms in the degree programme and certain topic areas will be available in Welsh – whether through workshop sessions, or audio and video material, with potential expansion of such capacity.



Indicative Syllabus Outline

- Development of core theory regarding a programming platform e.g. MAX/MSP, Pure Data
- Interfacing of hardware to take computer control of visual and audio media.
- Algorithms to control audio delivery.
- Concepts of music theory
- Musical Soundscape.

Indicative Bibliography

Essential Reads:

Cipriani, A., Giri, M. (2014) Electronic Music and Sound Design. Contemponet.

Other indicative reading

Manzo, V., Kuhn, W. (2015) Interactive composition. Oxford University Press

www.cycling74.com

Organised Sound Journal. Cambridge University Press

Truax, B World Soundscape Project. www.sfu.ca/~truax/wsp.html

Administrative Information

| For office use only | |
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| Initial approval date | September 2021 |
| With effect from date | September 2026 |
| Date and details of revision | Revalidated 06/008/2025, updated template |
| Version number | 3 |