

Course Syllabus

Department: Visual & Performing Arts

Date: 11/12/12

I. Course Prefix and Number: DIG 200

Course Name: Audio for Film and Video

Credit Hours and Contact Hours: 3 Credit Hours - 4 contact hours

Catalog Description including pre- and co-requisites:

This course is an exploration of the principles of digital audio in today's recording and multi-media industries. Topics discussed include: digital audio fundamentals, synchronization, recording, editing, and mixing audio for the film, video, and video gaming industries. Students will apply these principles via creating projects using Avid's Pro Tools software. (Also listed as COM 200).

Relationship to Academic Programs and Curriculum including SUNY Gen Ed designation if applicable:

Required for A.S. New Media majors, open to general college population

II. Course Student Learning Outcomes:

Upon completion of this course, students will be able to:

- Demonstrate knowledge of audio recording and editing software
- Analyze sound and communicate its effectiveness in multi-media applications
- Create a comprehensive project for multi-media formats

College Learning Outcomes Addressed by the Course: *(check each College Learning Outcome addressed by the Student Learning Outcomes)*

- | | |
|---|---|
| <input type="checkbox"/> writing | <input checked="" type="checkbox"/> computer literacy |
| <input checked="" type="checkbox"/> oral communications | <input type="checkbox"/> ethics/values |
| <input checked="" type="checkbox"/> reading | <input type="checkbox"/> citizenship |
| <input type="checkbox"/> mathematics | <input type="checkbox"/> global concerns |
| <input checked="" type="checkbox"/> critical thinking | <input type="checkbox"/> information resources |

III. Assessment Measures (Summarize how the college and student learning outcomes will be assessed): *For each identified outcome checked, please provide the specific assessment measure.*

List identified College Learning Outcomes(s)	Specific assessment measure(s)
Reading / critical thinking	Written tests and quizzes based on software and reading assignments
Critical thinking	In-class evaluation of student works and audio examples
Computer Literacy	Using computer software to create comprehensive audio/video projects
Oral Communications	Discussion and analyzation of unique audio/video samples from different genres and formats

IV. Instructional Materials and Methods

Types of Course Materials:

Pro Tools software, Textbook, various films and videos, handouts (articles, charts, etc.)

Methods of Instruction (e.g. Lecture, Lab, Seminar ...):

Lectures, Demonstrations, Discussions, Critique sessions

V. General Outline of Topics Covered:

Introduction to film, video, and audio concepts and terminology

Introduction to digital audio

Introduction to Pro Tools and file management

Basic audio editing in Pro Tools

Music, Sound effects, and Dialogue

Time Code and Synchronization

Editing audio to picture

Audio for Video Games

Basic Foley and ADR recording

Mixing audio and working with plug-ins

Delivering a finished product