



MMCC3080

Podcasting and New Sound Media

Session 2, Special circumstance 2020

Department of Media, Music, Communication and Cultural Studies

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Notice

As part of [Phase 3 of our return to campus plan](#), most units will now run tutorials, seminars and other small group learning activities on campus for the second half-year, while keeping an online version available for those students unable to return or those who choose to continue their studies online.

To check the availability of face-to-face and online activities for your unit, please go to [timetable viewer](#). To check detailed information on unit assessments visit your unit's iLearn space or consult your unit convenor.

General Information

Unit convenor and teaching staff

Convenor, Lecturer, Tutor

Fereydoun Pelarek

fereydoun.pelarek@mq.edu.au

By appointment

Radio Facilities Manager and Technical Demonstrator

Peter Ring

peter.ring@mq.edu.au

Monday - Wednesday by appointment

Credit points

10

Prerequisites

130cp at 1000 level or above

Corequisites

Co-badged status

Unit description

In this unit students work with contemporary production platforms. The unit caters to students in multimedia, screen and music production wishing to create sound design and audio-rich podcasting projects. The unit provides students the opportunity to create and complete a major project in radio (either a documentary feature, performance, experimental or music-sound theatre work) by working to construct their own creative works or soundtracks, or by realising new forms through interdisciplinary collaboration. Importantly, this unit provides students with experience in the functions of sound in audio-visual media and other performance forms, and enables a sophisticated understanding of the powerfully affecting sonic dimension of various media. Lectures extend and challenge students' knowledge of auditory culture and its formal developments; advanced production sessions build sophisticated levels of competency using a range of state-of-the-art facilities and equipment.

Important Academic Dates

Information about important academic dates including deadlines for withdrawing from units are available at <https://www.mq.edu.au/study/calendar-of-dates>

Learning Outcomes

On successful completion of this unit, you will be able to:

ULO2: apply audio production skills and theoretical knowledge taught in the unit to various types of creative fiction and non-fictional works suitable for a variety of creative industry contexts.

ULO3: demonstrate proficiency with key audio production software, technologies and techniques in order to create or contribute to sophisticated media texts, design projects and performative sound based works.

ULO1: evaluate sound design and composition in various media and creative productions, including those produced for radio and audio-visual media.

ULO4: analyse and apply the model teamwork practices and methods used in professional creative or industry contexts in order to author original and engaging sound projects for a range of media platforms.

General Assessment Information

Late Assessment Penalty

Unless a Special Consideration request has been submitted and approved, (a) a penalty for lateness will apply – two (2) marks out of 100 will be deducted per day for assignments submitted after the due date – and (b) no assignment will be accepted more than seven (7) days (incl. weekends) after the original submission deadline. No late submissions will be accepted for timed assessments – e.g. quizzes, online tests.

Assessment Tasks

Name	Weighting	Hurdle	Due
Creative audio work	35%	No	Week 7
Production Diary and Synopsis/Pitch	15%	No	Week 8
Sound work design and reflection	50%	No	Week 13

Creative audio work

Assessment Type ¹: Media presentation

Indicative Time on Task ²: 35 hours

Due: **Week 7**

Weighting: **35%**

Working in small groups, students devise, record and compose a short audiowork based on a theme or form, and reflect on the creation process and outcome.

Refer to iLearn for further information.

On successful completion you will be able to:

- apply audio production skills and theoretical knowledge taught in the unit to various types of creative fiction and non-fictional works suitable for a variety of creative industry contexts.
- demonstrate proficiency with key audio production software, technologies and techniques in order to create or contribute to sophisticated media texts, design projects and performative sound based works.

Production Diary and Synopsis/Pitch

Assessment Type ¹: Plan

Indicative Time on Task ²: 8 hours

Due: **Week 8**

Weighting: **15%**

This assessment task assesses project development and participation in the unit over the semester. The diary will demonstrate participation in classes and interaction with course content. Students will be assessed on the quality and clarity of those interactions as noted in the diary, and on the quality and clear communication of the synopsis/pitch.

Refer to iLearn for further information.

On successful completion you will be able to:

- analyse and apply the model teamwork practices and methods used in professional creative or industry contexts in order to author original and engaging sound projects for a range of media platforms.

Sound work design and reflection

Assessment Type ¹: Project

Indicative Time on Task ²: 45 hours

Due: **Week 13**

Weighting: **50%**

Students will work on individual projects designed for podcast, a series or broadcast, or other creative audio applications. Examples include a single piece podcast episode, a documentary, radio-feature, sound portrait, sound drama, comedy, audio tour or creation of a sophisticated audio short story. An experimental digital work or audio artwork which may take different forms can be proposed for in situ performance/installation or on air/podcast presentation also. Students must also include a reflection which draws on minimum of two examples of work which are related to the work you have produced. This should be referenced.

Refer to iLearn for further information.

On successful completion you will be able to:

- apply audio production skills and theoretical knowledge taught in the unit to various

types of creative fiction and non-fictional works suitable for a variety of creative industry contexts.

- demonstrate proficiency with key audio production software, technologies and techniques in order to create or contribute to sophisticated media texts, design projects and performative sound based works.
- evaluate sound design and composition in various media and creative productions, including those produced for radio and audio-visual media.
- analyse and apply the model teamwork practices and methods used in professional creative or industry contexts in order to author original and engaging sound projects for a range of media platforms.

¹ If you need help with your assignment, please contact:

- the academic teaching staff in your unit for guidance in understanding or completing this type of assessment
- the [Writing Centre](#) for academic skills support.

² Indicative time-on-task is an estimate of the time required for completion of the assessment task and is subject to individual variation

Delivery and Resources

This Unit uses Lectures and Workshop/Tutorials.

Please Note: Lectures commence in Week 1. Tutorials/Workshops commence in Week 2.

Please attend all classes.

Technical assistance and demonstrations are given in tutorial/workshops and students need to be able to attend these throughout the semester. The Radio Facilities Manager, Peter Ring, will be assisting with this instruction.

REQUIRED EQUIPMENT

- One set of good quality closed or semi-closed headphones (for hygiene reasons these are compulsory for each student).
- Laptop or Desktop Computer

This unit uses the following technology:

Zoom Video Communications Software

Avid Pro Tools Audio Recording/Editing Software

Hindenburg Audio Recording/Editing Software

Audio Recording Kit, including the Zoom H5 Portable Audio Recorder and RODE Reporter Microphone

RECOMMENDED READING

Aikin, Jim. Power Tools for Synthesizer Programming: The Ultimate Reference for Sound Design. Backbeat Books: 2004

Alten, Stanley. Audio in Media, Tenth Edition, Wadsworth, Boston: 2014 (the bible of audio production)

Beauchamp, Robin. Designing Sound for Animation, Second Edition. Focal Press: 2013

Beaman, Jim. Programme Making for Radio. London & NY: 2006

Biewen, John & Dilworth, Alexa. Reality Radio - Telling True Stories in Sound, Duke University Press: 2010

Chantler, Paul & Stewart, Peter. Basic Radio Journalism: 2003

Chignell, Hugh. Public Issue Radio: Talks, News and Current Affairs in the Twentieth Century, Basingstoke, Palgrave Macmillan: 2011

Collins, Karen. An Introduction to the History, Theory, and Practice of Video Game Music and Sound Design. The MIT Press: 2008

Cook, Frank. Audio Production Basics with Pro Tools First. Hal Leonard: 2017

Crisell, Andrew & Guy Starkey. Radio Journalism, London: 2009

Crisell, Andrew. Ed. Radio (3 Vols). London: 2009

Dorritie, Frank. The Handbook of Field Recording. Artistpro.Com Llc; Pap/Com; 2003

Farnell, Andy. Designing Sound. The MIT Press: 2008

Kramer, Mark & Wendy Call (Eds). Telling True Stories, NY: Plume 2007

Nuzum, Eric. Make Noise: A Creator's Guide to Podcasting and Great Audio Storytelling. Workman Publishing Company: 2020

Reiss, Joshua D. McPherson, Andrew. Audio Effects: Theory, Implementation and Application. CRC Press:2014

Savage, Steve. The Art of Digital Audio Recording: A Practical Guide for Home and Studio. Oxford University Press: 2011

Sonnenschein, David. Sound Design: The Expressive Power of Music, Voice and Sound Effects in Cinema, Michael Wiese Productions: 2001

Street Sean. The Poetry of Radio. The Colour of Sound, Routledge: 2013

Theme Ament, Vanessa. *The Foley Grail: The Art of Performing Sound for Film, Games and Animation* (2nd Edition). Taylor & Francis: 2012

Vail, Mark. *The Synthesizer: A Comprehensive Guide to Understanding, Programming, Playing, and Recording the Ultimate Electronic Instrument*. Oxford University Press: 2014

Van Leewin, Theo. *Speech, Music, Sound*. London: MacMillan 1999

Viers, Ric. *The Location Sound Bible: How to Record Professional Dialog for Film and TV* Paperback. Michael Wiese Productions: 2012

Viers, Ric. *The Sound Effects Bible: How to Create and Record Hollywood Style Sound Effects*. Michael Wiese Productions: 2008

Winer, Ethan. *Audio Expert: Everything you need to know about audio*. Taylor and Francis: 2012

Further Books, Readings, Articles and Internet Resources will be posted to iLearn.

Policies and Procedures

Macquarie University policies and procedures are accessible from [Policy Central](https://staff.mq.edu.au/work/strategy-planning-and-governance/university-policies-and-procedures/policy-central) (<https://staff.mq.edu.au/work/strategy-planning-and-governance/university-policies-and-procedures/policy-central>). Students should be aware of the following policies in particular with regard to Learning and Teaching:

- [Academic Appeals Policy](#)
- [Academic Integrity Policy](#)
- [Academic Progression Policy](#)
- [Assessment Policy](#)
- [Fitness to Practice Procedure](#)
- [Grade Appeal Policy](#)
- [Complaint Management Procedure for Students and Members of the Public](#)
- [Special Consideration Policy](#) (**Note:** *The Special Consideration Policy is effective from 4 December 2017 and replaces the Disruption to Studies Policy.*)

Students seeking more policy resources can visit the [Student Policy Gateway](https://students.mq.edu.au/support/study/student-policy-gateway) (<https://students.mq.edu.au/support/study/student-policy-gateway>). It is your one-stop-shop for the key policies you need to know about throughout your undergraduate student journey.

If you would like to see all the policies relevant to Learning and Teaching visit [Policy Central](https://staff.mq.edu.au/work/strategy-planning-and-governance/university-policies-and-procedures/policy-central) (<https://staff.mq.edu.au/work/strategy-planning-and-governance/university-policies-and-procedures/policy-central>).

Student Code of Conduct

Macquarie University students have a responsibility to be familiar with the Student Code of Conduct: <https://students.mq.edu.au/study/getting-started/student-conduct>

Results

Results published on platform other than [eStudent](#), (eg. iLearn, Coursera etc.) or released directly by your Unit Convenor, are not confirmed as they are subject to final approval by the University. Once approved, final results will be sent to your student email address and will be made available in [eStudent](#). For more information visit <ask.mq.edu.au> or if you are a Global MBA student contact globalmba.support@mq.edu.au

Student Support

Macquarie University provides a range of support services for students. For details, visit <http://students.mq.edu.au/support/>

Learning Skills

Learning Skills (<mq.edu.au/learningskills>) provides academic writing resources and study strategies to help you improve your marks and take control of your study.

- [Getting help with your assignment](#)
- [Workshops](#)
- [StudyWise](#)
- [Academic Integrity Module](#)

The Library provides online and face to face support to help you find and use relevant information resources.

- [Subject and Research Guides](#)
- [Ask a Librarian](#)

Student Services and Support

Students with a disability are encouraged to contact the [Disability Service](#) who can provide appropriate help with any issues that arise during their studies.

Student Enquiries

For all student enquiries, visit Student Connect at <ask.mq.edu.au>

If you are a Global MBA student contact globalmba.support@mq.edu.au

IT Help

For help with University computer systems and technology, visit http://www.mq.edu.au/about_us/offices_and_units/information_technology/help/.

When using the University's IT, you must adhere to the [Acceptable Use of IT Resources Policy](#).

The policy applies to all who connect to the MQ network including students.