



MMCC3080

Podcasting and New Sound Media

Session 2, Special circumstances 2021

Department of Media, Communications, Creative Arts, Language and Literature

Contents

<u>General Information</u>	2
<u>Learning Outcomes</u>	3
<u>General Assessment Information</u>	3
<u>Assessment Tasks</u>	4
<u>Delivery and Resources</u>	6
<u>Policies and Procedures</u>	8

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Session 2 Learning and Teaching Update

The decision has been made to conduct study online for the remainder of Session 2 for all units WITHOUT mandatory on-campus learning activities. Exams for Session 2 will also be online where possible to do so.

This is due to the extension of the lockdown orders and to provide certainty around arrangements for the remainder of Session 2. We hope to return to campus beyond Session 2 as soon as it is safe and appropriate to do so.

Some classes/teaching activities cannot be moved online and must be taught on campus. You should already know if you are in one of these classes/teaching activities and your unit convenor will provide you with more information via iLearn. If you want to confirm, see the list of [units with mandatory on-campus classes/teaching activities](#).

Visit the [MQ COVID-19 information page](#) for more detail.

General Information

Unit convenor and teaching staff

Convenor, Lecturer, Tutor

Virginia Madsen

virginia.madsen@mq.edu.au

Contact via Email first. Office 0298502180 or mobile will be available if required

10 Hadenfeld Ave, 10HA 191J

Wed 2.30-3.30pm or Thursday 4.30-5.30 or by appointment

Technical Demonstrator and support

Ben Nash

ben.nash@mq.edu.au

10 Hadenfeld Ave Technical Offices

See iLearn

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:

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

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.

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

Please note that the University and the Faculty of Arts have launched a new assessment policy effective as of 1 July 2021. This new policy particularly affects **LATE SUBMISSION OF ASSIGNMENTS**. The Faculty policy in relation to late assessment submissions is as follows:

Unless a Special Consideration request has been submitted and approved, (a) a penalty for lateness will apply – 10 marks out of 100 credit will be deducted per day for assignments submitted after the due date – and (b) no assignment will be accepted seven days (incl. weekends) after the original submission deadline. No late submissions will be accepted for timed assessments – e.g. quizzes, online tests, etc.

To be very clear:

- Unless you have applied for special consideration and had your application approved, for each day your assignment is late, 10 marks will be deducted. For example, if you submit your assignment 7 days late, 70 marks will be deducted, which means you will fail that assignment. If your assignment is more than 7 days late (including weekends), you will get 0 for your assignment.

These are serious penalties that will substantially alter your final grade and even determine whether you pass or fail this unit. Please make every effort to submit your assignment by the due date. If you find you cannot submit your assignment on time, please apply for Special Consideration through AskMQ. Make sure you read Macquarie University's policy regarding Special Consideration requests before you apply: <https://students.mq.edu.au/study/assessment-exams/special-consideration>

Assessment Tasks

Name	Weighting	Hurdle	Due
<u>Production Diary and Synopsis/Pitch</u>	15%	No	ongoing
<u>Creative audio work</u>	35%	No	23:59 11/09/2021
<u>Sound work design and reflection</u>	50%	No	23:59 12/11/2021

Production Diary and Synopsis/Pitch

Assessment Type ¹: Plan

Indicative Time on Task ²: 8 hours

Due: **ongoing**

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.

Creative audio work

Assessment Type ¹: Media presentation

Indicative Time on Task ²: 35 hours

Due: **23:59 11/09/2021**

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.

Sound work design and reflection

Assessment Type ¹: Project

Indicative Time on Task ²: 45 hours

Due: **23:59 12/11/2021**

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:

- evaluate sound design and composition in various media and creative productions, including those produced for radio and audio-visual media.
- 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.
- 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 as important skills and learning is dependent upon student participation and attendance: eg technical assistance and demonstrations are given in tutorial/workshops and students need to be able to attend these throughout the semester preferably in person or in person via Zoom link if off site (and depending on university policy regarding COVID). Technical support, instruction and demonstrations will be provided with the help of a member of MCCALL Department's highly skilled specialist technical team, ie Ben Nash.

REQUIRED EQUIPMENT

- One set of good quality closed or semi-closed headphones (for hygiene reasons these are compulsory for each student). Suggestions TBA iLearn.
- Laptop or Desktop Computer
- Digital Portable Memory device for file transfer may also be required
- Audio editing and other recording/processing software used for this unit (ProTools, or Hindenburg) will be available and accessible at our facilities via workstations, lab, studio etc. Where special circumstances apply, or online enrollment is the only option for some off-site students, other software options may be offered at low or minimal cost, or license to use our ProTools software for limited period relevant to teaching period and assessment. We may also suggest additional low cost options to explore for useful software and/or recording tools. READINGS, Programs to audition or other suggested training reading materials will be communicated via iLearn and via Leganto or library links. Generally these will be all free. See iLearn for full details.

This unit uses the following technology:

Zoom Video Communications Software

Avid Pro Tools Audio Recording/Editing Software and/or Hindenburg Audio Recording/Editing Software

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

RECOMMENDED READING

Abel, Jessica. Out on the wire: the storytelling secrets of the new masters of radio. Broadway Books, New York, 2015

Alten, Stanley. Audio in Media, Tenth Edition, Wadsworth, Boston: 2014 (or most recent edition:

the bible of audio production)

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

Biewen, John & Dilworth, Alexa. Reality Radio - Telling True Stories in Sound, Duke University Press: 2017

Collins, Karen. Studying Sound: a theory and practice of sound design. MIT Press, 2020

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

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

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

Kulezic-Wilson, Danijela. Sound Design is the new score. Oxford University Press: 2020

Lane, Cathy. In the field: The art of field recording. Uniform books, 2013

Llinares, Dario; Neil Fox & Richard Berry. Podcasting: New Aural Cultures and Digital Media, Cham: Springer, 2018

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

Roginska, Agnieszka; Geluso, Paul. Immersive sound: The art and science of binaural and multichannel audio. Routledge, 2018.

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

Spinelli, Martin. Lance Dann. Podcasting: The Audio Media Revolution. Bloomsbury, 2019

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

Thurmann-Jajes, Anne et al. Radio as art. Concepts, spaces, practices. Bielefeld: Transcript, 2019

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 Readings, Audio Programs, podcasts etc and Internet Resources will be posted to

iLearn.

Policies and Procedures

Macquarie University policies and procedures are accessible from [Policy Central](https://policies.mq.edu.au) (<https://policies.mq.edu.au>). 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](#)

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

To find other policies relating to Teaching and Learning, visit [Policy Central](https://policies.mq.edu.au) (<https://policies.mq.edu.au>) and use the [search tool](#).

Student Code of Conduct

Macquarie University students have a responsibility to be familiar with the Student Code of Conduct: <https://students.mq.edu.au/admin/other-resources/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.