



MMCC3130

Music, Sound, and Moving Image

Session 1, Special circumstances 2021

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

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Disclaimer

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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 activities on campus, and most will keep an online version available to those students unable to return or those who choose to continue their studies online.

To check the availability of face-to-face 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

Sarah Keith

sarah.keith@mq.edu.au

Contact via E-mail

10HA 165G

Tuesday 10-12

Tutor

Pat O'Grady

pat.ogrady@mq.edu.au

Contact via E-mail

Credit points

10

Prerequisites

130cp at 1000 level or above

Corequisites

Co-badged status

Unit description

Moving images, in whatever form we consume them, are nothing without the soundtracks that underpin them and the soundscapes that surround them. This unit caters for students wishing to explore, analyse and create image and audio-rich projects relating to their specialist interests. Students will complete a practical project that engages with unique interactions between combinations of sound, music, still and moving images, as we explore visual and sonic storytelling in a variety of contexts.

This unit also provides students with a sophisticated understanding of the affective and dramatic potential of sonic and visual design and production; it examines how meaning is constructed from these elements; explores how sensory and cognitive function informs audience reception; and surveys a range of cultural and historical expressions of audio/audio-visual media and other related performance forms. The unit explores histories of screen and sound technologies and their interactions, but also uses these as a way to imagine and predict how future developments might feel, play and sound out.

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: synthesise and communicate key debates in the field.

ULO2: apply theoretical knowledge to, and practical skills in, screen sound creation.

ULO3: apply focused and critical listening skills.

ULO4: evaluate the historical and technological developments in screen sound.

ULO5: analyse the role of sound in different musical and moving image genres.

General Assessment Information

Late submissions

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 (including weekends) after the original submission deadline.

No late submissions will be accepted for timed assessments — e.g. quizzes, online tests, iLearn Participation.

Attendance

Students are expected to view all lectures for MMCC3130. Lectures are not optional: they are a central component of meeting the learning outcomes in this unit, and deliver important content that is directly assessed. Students who elect to not view lectures will miss out on important unit content, and do so at their own risk.

Students are likewise expected to attend all tutorials for MMCC3130. Tutorials are not optional: they deliver important content and are a central component of meeting the learning outcomes in this unit. Tutorials provide an environment where students can discuss ideas and learn from each other, building important networks and group work skills. In tutorials, you will also have the opportunity to ask for assistance from your tutor, and receive informal feedback on work in progress. Students who do not attend tutorials will miss out on important unit content and learning activities, and do so at their own risk.

Assessment Tasks

Name	Weighting	Hurdle	Due
iLearn participation	40%	No	Ongoing throughout session
Soundtrack analysis	30%	No	Sunday, Week 6 (4/4/2020)
Soundtrack	30%	No	Friday, Week 13 (4/6/2020)

iLearn participation

Assessment Type [1](#): Participatory task

Indicative Time on Task [2](#): 40 hours

Due: **Ongoing throughout session**

Weighting: **40%**

Students will respond to a series of low-stakes activities on iLearn including quizzes, short practical exercises, and brief critical listening tasks. For these activities, students will demonstrate engagement with and reflection on unit and class content/discussions. Refer to iLearn for further information.

On successful completion you will be able to:

- synthesise and communicate key debates in the field.
- evaluate the historical and technological developments in screen sound.
- analyse the role of sound in different musical and moving image genres.

Soundtrack analysis

Assessment Type [1](#): Qualitative analysis task

Indicative Time on Task [2](#): 30 hours

Due: **Sunday, Week 6 (4/4/2020)**

Weighting: **30%**

Students will complete an analysis of a soundtrack using appropriate screen sound concepts and terminology. Refer to iLearn for further information.

On successful completion you will be able to:

- synthesise and communicate key debates in the field.

- apply focused and critical listening skills.
- analyse the role of sound in different musical and moving image genres.

Soundtrack

Assessment Type ¹: Creative work

Indicative Time on Task ²: 30 hours

Due: **Friday, Week 13 (4/6/2020)**

Weighting: **30%**

Students will create the soundtrack to accompany a short film. Refer to iLearn for further information.

On successful completion you will be able to:

- apply theoretical knowledge to, and practical skills in, screen sound creation.
- apply focused and critical listening skills.
- analyse the role of sound in different musical and moving image genres.

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

Required Equipment

Students will need a pair of good quality headphones in tutorials. Refer to iLearn for more information.

Unit Schedule

Lectures commence in Week 1. Tutorials commence in Week 2.

- **Week 1:** Introduction
- **Week 2:** Hearing the screen
- **Week 3:** Classical approaches
- **Week 4:** Modern approaches

- **Week 5:** Analysing music on screen
- **Week 6:** Creating the soundtrack

— MID-SESSION BREAK —

- **Week 7:** Sound design
- **Week 8:** Documentary sound
- **Week 9:** Popular music and the screen
- **Week 10:** Horror and Sci-Fi
- **Week 11:** Sound and Identity
- **Week 12:** Interactive Sound
- **Week 13:** *No Lecture*

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.

Changes from Previous Offering

Adjusted assessment weightings.