COURSE COMMUNICATIONS: Students can communicate directly with the instructor regarding the course material. Students are also encouraged to post general questions to the discussion board through the course management system.

COURSE DESCRIPTION: In class tutorials will include professional techniques for the completion of sound based projects. Students will use software tools for conversion, storing, processing and retrieving audio in a variety of digital formats. Fundamentals of loop-based audio design, sampling and work with an industry standard Digital Audio Workstation software programs will be a major focus. Students will configure their own laptops for the completion of in-class browser based assignments. In addition, students will add sound to a variety of digital media artifacts during the class, add to an on-line repository and participate in a global on-line audio database. Students will take part in producing a live music program including monitoring, mixing and streaming digital audio. This class will introduce students to the development of both the theory and the practice of synthesizing musical sounds using computers.

PREREQUISITE KNOWLEDGE AND SKILLS: Admission into the BA in DAS program as a full-time Major with Junior standing or written consent of Instructor.

PURPOSE OF COURSE: This course provides students with an introductory technical understanding for the acoustic and psychoacoustic parameters sound.

COURSE GOALS AND/OR OBJECTIVES: By the end of this course, students will be able to:
1. Create. Re-mix and convert Digital Audio
2. MIX audio for a surround sound environment and a streaming live event
3. Create an audio soundscape for a visual media artifact
4. Understand audio design technologies used for digital design
5. Design procedural audio for a digital game
COURSE SCHEDULE:

The **FINAL EXAM TIME SCHEDULED FOR THIS COURSE** will be announced in advance of each semester by the University of Florida Registrar’s Office at [http://www.isis.ufl.edu](http://www.isis.ufl.edu)

<table>
<thead>
<tr>
<th>Week</th>
<th>Topic</th>
<th>Assignments/Quizzes</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Audio Design for the Browser</td>
<td>Blogging, Sound Files</td>
</tr>
<tr>
<td>2</td>
<td>Theories and Principles of Audio Design 1</td>
<td>Browser Audio Assigned</td>
</tr>
<tr>
<td>3</td>
<td>Theories and Principles of Audio Design 2</td>
<td>Browser Audio DUE Reading CH 6,7,10</td>
</tr>
<tr>
<td>4</td>
<td>MIDI:</td>
<td>TEST on Terms Assigned</td>
</tr>
<tr>
<td>5</td>
<td>Ableton 1</td>
<td>Remix Project Assigned</td>
</tr>
<tr>
<td>6</td>
<td>Ableton 2</td>
<td>Session assignments Reading CH 1-6</td>
</tr>
<tr>
<td>7</td>
<td>Ableton 3</td>
<td>Session assignments</td>
</tr>
<tr>
<td>8</td>
<td>Interactive Audio Design</td>
<td>Remix Projects DUE</td>
</tr>
<tr>
<td>9</td>
<td>Synthesis 1 Analog</td>
<td>Session assignments Reading CH 8</td>
</tr>
<tr>
<td>10</td>
<td>Synthesis 2 Digital--</td>
<td>Session assignments</td>
</tr>
<tr>
<td>11</td>
<td>Procedural Audio For Games: FMOD</td>
<td>Final Project Assigned</td>
</tr>
<tr>
<td>12</td>
<td>PRO-tools: Recording and mixing</td>
<td>Reading CH 11,12</td>
</tr>
<tr>
<td>13</td>
<td>PRO-tools: Mixing abd Exporting</td>
<td>TEST ON TERMS</td>
</tr>
<tr>
<td>14</td>
<td>ADOBE AUDITION-Surround Sound</td>
<td>Final Project Due</td>
</tr>
</tbody>
</table>

REQUIRED TEXTBOOKS:

1. Designing Sound by Andy Farnell Hardcover | $53.00 Text | £36.95 | ISBN: 9780262014410 | 688 pp. | 7 x 9 in | 532 b&w illus. | August 2010

RECOMMENDED MATERIALS:
DIG 4255C – AUDIO DESIGN FOR DIGITAL PRODUCTION


EVALUATION OF GRADES

<table>
<thead>
<tr>
<th>Assignment</th>
<th>Total Points</th>
<th>Percentage of Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>Browser Audio Project – Using Browser based software for audio design</td>
<td>10</td>
<td>10%</td>
</tr>
<tr>
<td>Remix Project – Remixing audio with Ableton Live</td>
<td>25</td>
<td>25%</td>
</tr>
<tr>
<td>Participation – Students are expected to actively participate in class discussions, both in class as well as in class online forum after each class meeting.</td>
<td>10</td>
<td>10%</td>
</tr>
<tr>
<td>In-class assignments – Projects done during class time (Synthesis projects X2)</td>
<td>20</td>
<td>20%</td>
</tr>
<tr>
<td>Final Project – Surround Sound Sonification</td>
<td>25</td>
<td>25%</td>
</tr>
<tr>
<td>TEST – TEST on Terms used in audio design</td>
<td>10</td>
<td>10%</td>
</tr>
</tbody>
</table>

GRADING SCALE:

<table>
<thead>
<tr>
<th>Letter Grade</th>
<th>% Equivalency</th>
<th>GPA Equivalency</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>94 – 100%</td>
<td>4.0</td>
</tr>
<tr>
<td>A-</td>
<td>90 – 93%</td>
<td>3.67</td>
</tr>
<tr>
<td>B+</td>
<td>87 – 89%</td>
<td>3.33</td>
</tr>
<tr>
<td>B</td>
<td>84 – 86%</td>
<td>3.00</td>
</tr>
<tr>
<td>B-</td>
<td>80 – 83%</td>
<td>2.67</td>
</tr>
<tr>
<td>C+</td>
<td>77 – 79%</td>
<td>2.33</td>
</tr>
<tr>
<td>C</td>
<td>74 – 76%</td>
<td>2.00</td>
</tr>
<tr>
<td>C-</td>
<td>70 – 73%</td>
<td>1.67</td>
</tr>
<tr>
<td>D+</td>
<td>67 – 69%</td>
<td>1.33</td>
</tr>
<tr>
<td>D</td>
<td>64 – 66%</td>
<td>1.00</td>
</tr>
<tr>
<td>D-</td>
<td>60 – 63%</td>
<td>.67</td>
</tr>
<tr>
<td>E, I, NG, S-U, WF</td>
<td>0.00</td>
<td></td>
</tr>
</tbody>
</table>

More information on grades and grading policies is here: https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx
COURSE POLICIES:

ATTENDANCE AND PARTICIPATION POLICY:
We value participation more than mere attendance. Each instructor is responsible for communicating the specific details of what percentage of your grade (if any) will be assigned to participation, and how will class participation be measured and graded.

a. Attendance/participation for online students is gauged by online activity in approved online forums and class blogs. Traditional students can refer to https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx

b. At the sole discretion of the instructor, documented emergencies or medical situations may be the only acceptable reasons for an excused absence. At the very least, students must contact the instructor 24 hours before class time if they wish to be considered for an excused absence.

c. Students are responsible for satisfying all academic objectives as defined by the instructor. Online students will be counted for participation based upon forum or blog posts and interaction with topics discussed in class via posting relevant threads, comments and appropriate links based upon the topics assigned in class

MAKE-UP POLICY:
Presentations may not be presented late. Documented emergencies or medical situations may be the only accepted reasons for an excused absence on the day of a presentation.

COURSE TECHNOLOGY: The students will be required to have access to, and use a personal computer with the access to the Internet. Word editing software will be required for written assignments.

UF POLICIES:

ACADEMIC INTEGRITY:
As a student at the University of Florida, you have committed yourself to uphold the Honor Code, which includes the following pledge: "We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honesty and integrity. “ You are expected to exhibit behavior consistent with this commitment to the UF academic community, and on all work submitted for credit at the University of Florida, the following pledge is either required or implied: "On my honor, I have neither given nor received unauthorized aid in doing this assignment." It is assumed that you will complete all work independently in each course unless the instructor provides explicit permission for you to collaborate on course tasks (e.g. assignments, papers,
DIG 4255C – AUDIO DESIGN FOR DIGITAL PRODUCTION

quizzes, exams). Furthermore, as part of your obligation to uphold the Honor Code, you should report any condition that facilitates academic misconduct to appropriate personnel. It is your individual responsibility to know and comply with all university policies and procedures regarding academic integrity and the Student Honor Code. Violations of the Honor Code at the University of Florida will not be tolerated. Violations will be reported to the Dean of Students Office for consideration of disciplinary action. For more information regarding the Student Honor Code, please see: 
http://www.dso.ufl.edu/SCCR/honorcodes/honorcode.php

CLASS DEEMANOR:
Students are expected to arrive to class on time and behave in a manner that is respectful to the instructor and to fellow students. Please avoid the use of cell phones and restrict eating to outside of the classroom. Opinions held by other students should be respected in discussion, and conversations that do not contribute to the discussion should be held at minimum, if at all.

UNIVERSITY POLICY ON ACCOMMODATING STUDENTS WITH DISABILITIES:
Students with disabilities requesting accommodations should first register with the Disability Resource Center (352-392-8565, www.dso.ufl.edu/drc/) by providing appropriate documentation. Once registered, students will receive an accommodation letter which must be presented to the instructor when requesting accommodation. Students with disabilities should follow this procedure as early as possible in the semester.

UNIVERSITY POLICY ON ACADEMIC MISCONDUCT:
Academic honesty and integrity are fundamental values of the University community. Students should be sure that they understand the UF Student Honor Code at http://www.dso.ufl.edu/students.php.

NETIQUETTE: COMMUNICATION COURTESY:
All members of the class are expected to follow rules of common courtesy in all email messages, threaded discussions and chats, more information can be found at: http://teach.ufl.edu/docs/NetiquetteGuideforOnlineCourses.pdf

ONLINE COURSE EVALUATIONS:
Students are expected to provide feedback on the quality of instruction in this course by completing online evaluations at https://evaluations.ufl.edu. Evaluations are typically open during the last two or three weeks of the semester, but students will be given specific times when they are open. Summary results of these assessments are available to students at https://evaluations.ufl.edu/results/.
GETTING HELP

For issues with technical difficulties for E-learning in Canvas, please contact the UF Help Desk at:

- Learning-support@ufl.edu
- (352) 392-HELP - select option 2
- https://lss.at.ufl.edu/help.shtml

Any requests for make-ups due to technical issues MUST be accompanied by the ticket number received from LSS when the problem was reported to them. The ticket number will document the time and date of the problem. You MUST e-mail your instructor within 24 hours of the technical difficulty if you wish to request a make-up.

Other resources are available at http://www.distance.ufl.edu/getting-help for:

- Counseling and Wellness resources
- Disability resources
- Resources for handling student concerns and complaints
- Library Help Desk support

Disclaimer: This syllabus represents the instructor’s current plans and objectives. As we go through the semester, those plans may need to change to enhance the class learning opportunity. Such changes, communicated clearly, are not unusual and should be expected.