

PERF 2029 MUSIC MULTIMEDIA PROJECT

Credit Points 10

Legacy Code 102855

Coordinator Andrew Milne ([https://directory.westernsydney.edu.au/search/name/Andrew Milne/](https://directory.westernsydney.edu.au/search/name/Andrew%20Milne/))

Description In small groups, students will develop a creative music/sound and multimedia project. The multimedia aspects can include any subset of video, art, text, lighting, digital technology, installations, sound spatialisation, and algorithmic sound/music generation. Students will learn how to integrate music and sound with multimedia; develop their skills in audio and video software; and create interactions between software and hardware devices. Students will gain experience in collaborating on a creative project and contextualising and promoting their work within a broader cultural and intercultural context. Students will be exposed to ways in which music multimedia is used in professional contexts such as web-design, public art, and music software development. The teaching material comprises pre-recorded lectures and guided workshops undertaken on campus.

School Humanities & Comm Arts

Discipline Music

Student Contribution Band HECS Band 2 10cp

Check your fees via the Fees (https://www.westernsydney.edu.au/currentstudents/current_students/fees/) page.

Level Undergraduate Level 2 subject

Pre-requisite(s) PERF 1025

Equivalent Subjects PERF 2027 - Electronic Music Production PERF 2010 - Digital Musics 4 Synthesis and Performance PERF 2021 - Sound Technologies and Machine Musicianship PERF 2008 - Digital Musicianship

Learning Outcomes

On successful completion of this subject, students should be able to:

1. Identify strategies for integrating music and multimedia.
2. Apply knowledge of music and video software and technology in developing a multimedia project.
3. Design and develop a thematically coherent artistic project.
4. Participate in a collaborative creative process.
5. Investigate potential commercial applications of music and multimedia.
6. Critically evaluate decisions and procedures used while developing artistic projects.

Subject Content

1. Overview of historical and contemporary multimedia works, artists, and cultural context.
2. Integrating music and sound with video, art, text, lighting, space, and interaction.
3. Importing, editing, manipulating, and automating video in software environments.
4. Interfacing between software, hardware, and humans.

5. Developing algorithmic routines for interacting, generating, and manipulating sound, music, and visuals.

Assessment

The following table summarises the standard assessment tasks for this subject. Please note this is a guide only. Assessment tasks are regularly updated, where there is a difference your Learning Guide takes precedence.

Type	Length	Percent	Threshold	Individual/ Group Task
Presentation	5 minutes	15	N	Group
Quiz	30 questions	15	N	Individual
Applied Project	3–7 minutes for a recorded piece; alternatively, a single installation	40	N	Group
Essay	1500 words	30	N	Individual
Participation	Weekly, 1 hour	S/U	Y	Individual

Teaching Periods

Spring (2023)

Penrith (Kingswood)

On-site

Subject Contact Andrew Milne ([https://directory.westernsydney.edu.au/search/name/Andrew Milne/](https://directory.westernsydney.edu.au/search/name/Andrew%20Milne/))

View timetable (https://classregistration.westernsydney.edu.au/odd/timetable/?subject_code=PERF2029_23-SPR_KW_1#subjects)

Spring (2024)

Penrith (Kingswood)

On-site

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