

DIG 4283 MUSIC & SOUND DESIGN FOR DIGITAL MEDIA

COURSE NUMBER: DIG 4283	CLASS NUMBER	CREDIT HOURS: 3
SEMESTER/YEAR: <i>SPRING 2025</i>	Instructor of Record: JAMES OLIVERIO	
Virtual Office Hours: WED 1-3 PM Or By Appointment	CONTACT EMAIL: PLEASE USE CANVAS MAIL FOR ALL COURSE-RELATED CORRESPONDENCE	
CONTACT PHONE: (352) 294-2000	COURSE WEBSITE: DIGITALWORLDS.UFL.EDU/PROGRAMS/BA-IN-DAS/	

COURSE DESCRIPTION

Music and Sound Design covers the theory, practice, and contemporary techniques for creating soundtracks for time-based digital media artifacts, including film and streaming video productions, virtual reality, and video games. The course will be taught by Prof. James Oliverio, five-time Emmy Award-winning composer and producer.

PREREQUISITE KNOWLEDGE AND SKILLS

Upper division standing in the BA or BS in DAS program, demonstrated prior experience in music and/or digital audio, or written consent of Instructor.

PURPOSE OF COURSE

The focus of this course is on developing both theoretical and practical fluencies in a spectrum of technical underpinnings and creative application of audio in linear and non-linear digital environments, cultural and communications practices, business and marketplace structures, and emerging technological capabilities that have resulted from the multi-faceted audio developments of the late 20th and early 21st century.

COURSE GOALS AND/OR OBJECTIVES: By the end of this course, students will be able to:

- Describe the impact and importance of technological and cultural audio developments in the fields of cinema and audio for interactive digital media
- Analyze the constituent elements and gestalt of soundtracks and audioscapes in multiple forms of time-based media
- Compare and contrast aural elements comprising M & E tracks in terms of how they coexist in modern mixes
- Design and develop original audio materials in the domains of Sound Design and Music Design
- Demonstrate familiarity with important 20th and 21st century pioneers and developments related to audio storytelling, formats and processes, and major works introducing or utilizing said developments

Course schedule:

This schedule is an overview of topics and assignments and may be subject to change. Unless otherwise indicated, Assignments are DUE in class on the week / module indicated. This course incorporates lecture and discussion, group learning projects and student-created audio design. Individual assignments will be explained in detail as the course progresses. There is no Final Exam for this course, but the Final Project is due on or before the beginning of class on the last day of class, April 24, 2024. Each final project will be presented to the class on that day.

REQUIRED TEXTBOOK: Step By Step Mixing: How to Create Great Mixes Using Only 5 Plug-ins

Author Björgvin Benediktsson. ISBN: 978-1-7336888-0-2

Published by Björgvin Benediktsson & Audio Issues • www.Audio-Issues.com • www.StepByStepMixing.com/Resources.

RECOMMENDED Textbooks:

1. **Sound Design: The Expressive Power of Music, Voice and Sound Effects in Cinema** Author: David Sonnenschein ISBN: 9780941188265, 0941188264 Publisher: Michael Wise www.mwp.com
2. **Composing Music for Games: The Art, Technology and Business of Video Game Scoring** ISBN: 9781138021419 Author: Chance Thomas, Publisher: Routledge

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 opportunities. Said changes, communicated clearly and in advance of deliverable dates, are not unusual and should be expected.

WEEK	Topical Areas	Readings	Studio Sessions	Assignments, Projects & Presentations	Quizzes
1	Course Orientation & Overview Existing Knowledge & Skills Assessment	"INTRODUCTION" and "NOTE ABOUT MIXING" – pages 7 - 11	Overview of DAWs, DW Facilities, Microphones and Resources		
2	Aspects of the Speaking & Singing Voice	CH 1: Pre-Mixing – pages 12 - 15	Studio 1: Evaluate Voice & Mics		Q1
3	Media Formats, Frame Rates, and Synchronization	CH 2: Mixing with No Plug-Ins – pages 17 - 32	Studio 2: Record 10 Sharp and 10 Gradual Attacks	SR1. Mic evaluation Project due in class	Q2
4	Storytelling with Audio	CH 3: Using EQ – pages 33 - 49	Studio 3: 30-second Stereo Story sans Words	SR2. Attack Montage due in class	Q3
5	Design Phase 1	CH 4: Using Compression – pages 50 - 67	Studio 4: Dialogue, SFX, and Foley: Pre-mix Stems	SR3. Sound Story due in class	Q4
6	Creating a Sonic Vocabulary	CH 5: Reverb and Delay – pages 68 - 79	Studio 5: Multi-track music recording 1	Sound Design Project Due in Class	Q5
7	1) Principles of Music Scoring 2) Distinguishing Features of Game Scoring	CH 5: Reverb and Delay – pages 80 - 91	Studio 6: Multi-track music recording 2	SR4. Sound Design Analysis	Q6
8	1) Applied Principles in Music Design 2) Basic Scoring Techniques for Games	CH 6: Saturation – pages 92 - 104	Studio 7: Multi-track music recording 3	WB1. CH 3. Applied Question 2 Written Response	Q7
9	Pre-production	CH 7: How to Use a Reference Mix – pages 105 - 111	Studio 8: Multi-track music recording 4	SR5. Score Analysis	Q8
10	Production and Post-production	CH 8: Monitoring Your Mix – pages 112-118 CH 9 – Wrapping Up Your Mix - pages 119 – 12	Studio 9: Multi-track mixing 5	WB2. Studio 8 progress report	Q9
11	The Business of Audio Design Part 1	Contemporary Industry and Trade Publication Articles as Assigned	Studio 10: Final Project Work 1	Music Design Project Due in Class	Q10
12	The Business of Audio Design Part 2	Contemporary Industry and Trade Publication Articles as Assigned	Studio 11: Final Project Work 2	WB3. Studio 10 progress report	
13	Career Development vs. Disruption	Contemporary Industry and Trade Publication Articles as Assigned	Studio 12: Final Project Work 3	WB4. Written Response	
14	Knowing the Creators & the Literature	Contemporary Industry and Trade Publication Articles as Assigned	Studio 13: Final Project Work 4	WB5. Studio 12 progress report	
15	Final Project Presentations			Final Audio Project Due in Class April 23	

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 opportunities. Said changes, communicated clearly and in advance of deliverable dates, are not unusual and should be expected.

EVALUATION OF GRADES

Assignment and Project Descriptions	Total Points	Percentage of Grade
Original Studio Recordings & Reports (SR 1-5): Each student will create five original recordings and produce a resultant new work incorporating both audio and written documentation as assigned. Each deliverable must be submitted in the format specified for the individual project and presented to the class.	75	7.5%
Original Written Briefs (WB 1-5): Each student will produce five briefs containing written elements as assigned. Each deliverable to be submitted in the format specified.	75	7.5%
Ten Quizzes , the aggregate score of which represents 10% of the final grade	100	10%
Class & Studio Participation - Students are expected to actively participate in live class discussions, online course forums, and all assigned group activities including studio sessions and student-scheduled group meetings.	100	10%
Sound Design Project - Each student will prepare an original, fully mixed audio artifact incorporating SFX and vocal elements. Projects will be graded based on their content, production value, and presentation to class. To be authored and submitted in a specified deliverable format.	200	20%
Music Design Project - Each student will prepare an original, fully mixed audio artifact consisting solely of music and vocal elements. Projects will be graded based on their content, production quality, presentation to class. To be authored and submitted in a specified deliverable format.	200	20%
Final Audio Project - Capstone presentation of the semester-long course. It must be authored and presented in specified format(s), accompanied by written and diagrammatic material as appropriate for the individual artifact.	250	25%

GRADING SCALE:

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

More information on grades and grading policies is here:

<https://catalog.ufl.edu/UGRD/academic-regulations/grades-grading-policies/>

COURSE POLICIES:

PARTICIPATION / ATTENDANCE POLICY Students are expected to actively participate in live class discussions, online course forums, and all assigned group activities including studio sessions and student-scheduled group meetings. Any planned absences must be requested and approved in advanced (including studio work sessions). Documented

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 opportunities. Said changes, communicated clearly and in advance of deliverable dates, are not unusual and should be expected.

emergencies or medical situations may be the only accepted reasons for missing a class, studio session, assignment deadline, or quiz.

MAKE-UP POLICY Assignments may not be submitted late. Documented emergencies or medical situations may be the only accepted reasons for an absence on the day of a class or studio session.

Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found at: <https://catalog.ufl.edu/UGRD/academic-regulations/attendance-policies/>

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, and the equivalent of Microsoft Office, as well as the student's choice of Digital Audio workstation and software for editing and laying back audio to video. The University of Florida and Digital Worlds requires that students have access to and on-going use of a laptop/mobile computer for DIG courses in order to be able to function in the current learning environment.

COURSE COMMUNICATIONS Students can communicate directly with the Instructor regarding the course material through the course management system (CANVAS) using "Canvas Mail".

COURSE TECHNOLOGY SUPPORT:

The [Technology Support Center](#) provides computer support for Digital Worlds students who access Zoom, lecture recordings, student equipment, facilities and other technology-based resources.

<http://digitalworlds.ufl.edu/support>

For computer assistance related to Zoom, lecture recordings, student equipment, and facilities request please [Submit a Help Ticket](#) or email support@digitalworlds.ufl.edu.

For support related to account services, technical consulting, mobile device services, software services, administrative support, application support center, and learning support services, please contact the [UF Computing Help Desk](#) available 24 hours a day, 7 days a week at 352-392-4357 or helpdesk@ufl.edu.

UF POLICIES:

UNIVERSITY HONESTY POLICY

UF students are bound by The Honor Pledge which states, "We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honor and integrity by abiding by the Honor Code. On all work submitted for credit by students 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." The Honor Code (<https://www.dso.ufl.edu/sccr/process/student-conduct-honor-code/>) specifies a number of behaviors that are in violation of this code and the possible sanctions. Furthermore, you are obligated to report any condition that facilitates academic misconduct to appropriate personnel. If you have any questions or concerns, please consult with the instructor or TAs in this class.

CLASS DEMEANOR

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.

STUDENTS REQUIRING ACCOMMODATIONS

Students with disabilities requesting accommodations should first register with the Disability Resource Center (352-392-8565, <https://www.dso.ufl.edu/drc>) by providing appropriate documentation. Once registered, students will

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 opportunities. Said changes, communicated clearly and in advance of deliverable dates, are not unusual and should be expected.

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.

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/wp-content/uploads/2012/08/NetiquetteGuideforOnlineCourses.pdf>

SOFTWARE USE

All faculty, staff, and students of the University are required and expected to obey the laws and legal agreements governing software use. Failure to do so can lead to monetary damages and/or criminal penalties for the individual violator. Because such violations are also against University policies and rules, disciplinary action will be taken as appropriate. We, the members of the University of Florida community, pledge to uphold ourselves and our peers to the highest standards of honesty and integrity.

STUDENT PRIVACY

There are federal laws protecting your privacy with regards to grades earned in courses and on individual assignments. For more information, please see: <http://registrar.ufl.edu/catalog0910/policies/regulationferpa.html>

ONLINE COURSE EVALUATIONS

Students are expected to provide feedback on the quality of instruction in this course by completing [online evaluations](#). 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 [evaluation results](#).

CAMPUS RESOURCES

HEALTH AND WELLNESS

U Matter, We Care:

If you or a friend is in distress, please contact umatter@ufl.edu or 352 392-1575 so that a team member can reach out to the student.

Counseling and Wellness Center: <http://www.counseling.ufl.edu/cwc>, and 392-1575; and the University Police Department: 392-1111 or 9-1-1 for emergencies.

Sexual Assault Recovery Services (SARS)

Student Health Care Center, 392-1161.

University Police Department at 392-1111 (or 9-1-1 for emergencies), or <http://www.police.ufl.edu/>.

E-learning Technical Support

352-392-4357 (select option 2) or e-mail to Learning- learning-support@ufl.edu

Career Connections Center

Reitz Union, 392-1601. Career assistance and counseling. <https://career.ufl.edu>

Library Support

Various ways to receive assistance with respect to using the libraries or finding resources. <http://cms.uflib.ufl.edu/ask>

Teaching Center

Broward Hall, 392-2010 or 392-6420. General study skills and tutoring. <http://teachingcenter.ufl.edu/>

Writing Studio

2215 Turlington Hall, 846-1138. Help brainstorming, formatting, and writing papers. <http://writing.ufl.edu/writing-studio/>

Student Complaints Campus

<http://regulations.ufl.edu/wp-content/uploads/2012/09/1.0063.pdf>

Online Students Complaints

<http://www.distance.ufl.edu/student-complaint-process>

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 opportunities. Said changes, communicated clearly and in advance of deliverable dates, are not unusual and should be expected.