

**GRANDE PRAIRIE REGIONAL COLLEGE**  
**FINE ARTS DEPARTMENT**  
**Interactive and Digital Design Studies**

**Course Outline**  
**MU2290 3(3-0-0) Winter 1998**

*Music Technology IV*

Time and Location: TBA, rm. M130, Lab L101  
Instructor: Rolf Boon

1. **Course Description:** This course is a continuation of Music Technology III and students will be expected to further develop their digital design skills and work towards developing a higher level of production skills. The emphasis will be on the preparation and completion of the student's Interactive and Digital Design Studies portfolio for vocational possibilities. Furthermore, students will be required to participate in field work, within the region, to acquire additional practical experiences.
2. **Course Prerequisite:** *Music technology III*
3. **Topics:** Students will choose the area they wish to focus their work and research on. This will be done in consultation with the instructor. Relationships with out of house media production companies, radio and TV stations and commercial production houses is encouraged.
4. **Assignments:** Regular reading assignments in conjunction with classroom discussion will require the student to demonstrate a theoretical and working knowledge of the various concepts presented in class. In addition, each student will be required to continue to develop and improve their IDDS portfolio.
5. **Grading:** The students' grade will be determined by the following weighting:
  - A) 35% for portfolio.
  - B) 20% for term research or special project.
  - C) 15% for mid-term examination.
  - D) 30% for final examination.
6. **Texts:** (Recommended readings)
  - Huber, D. (1995). *Audio production techniques for video*. Indianapolis, IN: Howard W. Sams and Company.
  - Leonard, H. (1993). *Sound for picture: An insiders look at audio production in film and television*. Los Angeles, CA: Hal Leonard.
  - Olearczyk, R. (1994). *The production of multi-dimensional audio*. Indianapolis, IN: Howard W. Sams and Company.
  - Ratcliff, J. (1993). *Timecode: A user's guide*.
  - Strawn, J. (Ed). (1995). *Digital audio engineering*. New York, NY: AR Editions.
  - Strawn, J. (Ed). (1996). *Digital audio signal processing*. New York, NY: AR Editions.
  - Various. (1994). *Audio/Video production: Theory and practices*. Englewood Cliffs, NJ: Prentice-Hall Inc.
  - Zaza, T. (1991). *Mechanics of sound recording*. Englewood Cliffs, NJ: Prentice-Hall Inc.
  - Zaza, T. (1994). *Audio design: Sound recording techniques for film & video*. Englewood Cliffs, NJ: Prentice-Hall Inc.
  - \_\_\_\_\_. (1996). *Multimedia power tools*. Englewood Cliffs, NJ: Prentice-Hall Inc.
  - User. (1996). Internet: A discovery of related topics to be conducted using the www.