



MUSC13419 Music Technology 4: Music and the Moving Image

Term 2 - 2024

Profile information current as at 05/09/2024 02:18 pm

All details in this unit profile for MUSC13419 have been officially approved by CQU University and represent a learning partnership between the University and you (our student). The information will not be changed unless absolutely necessary and any change will be clearly indicated by an approved correction included in the profile.

General Information

Overview

In this unit, you will explore composition and production techniques for film and game audio in the creation of an original score for visual media. You will analyse the composition and sound design techniques of a range of visual media from film to game audio and learn a range of techniques that underpin these styles. You will further explore recording, synthesis and sampling techniques in composing for visual media. In the major portfolio assessment, you will be required to plan for and create an original score and sound design elements for a piece of visual media.

Details

Career Level: *Undergraduate*

Unit Level: *Level 3*

Credit Points: 6

Student Contribution Band: 8

Fraction of Full-Time Student Load: 0.125

Pre-requisites or Co-requisites

Pre-requisite: Completion of 72 credit points in CG51. Students outside of CG51 may seek approval from the CG51 Head of Course to undertake this unit.

Important note: Students enrolled in a subsequent unit who failed their pre-requisite unit, should drop the subsequent unit before the census date or within 10 working days of Fail grade notification. Students who do not drop the unit in this timeframe cannot later drop the unit without academic and financial liability. See details in the [Assessment Policy and Procedure \(Higher Education Coursework\)](#).

Offerings For Term 2 - 2024

- Cairns
- Online

Attendance Requirements

All on-campus students are expected to attend scheduled classes – in some units, these classes are identified as a mandatory (pass/fail) component and attendance is compulsory. International students, on a student visa, must maintain a full time study load and meet both attendance and academic progress requirements in each study period (satisfactory attendance for International students is defined as maintaining at least an 80% attendance record).

Website

[This unit has a website, within the Moodle system, which is available two weeks before the start of term. It is important that you visit your Moodle site throughout the term. Please visit Moodle for more information.](#)

Class and Assessment Overview

Recommended Student Time Commitment

Each 6-credit Undergraduate unit at CQUniversity requires an overall time commitment of an average of 12.5 hours of study per week, making a total of 150 hours for the unit.

Class Timetable

[Regional Campuses](#)

Bundaberg, Cairns, Emerald, Gladstone, Mackay, Rockhampton, Townsville

[Metropolitan Campuses](#)

Adelaide, Brisbane, Melbourne, Perth, Sydney

Assessment Overview

1. **Written Assessment**

Weighting: 30%

2. **Presentation**

Weighting: 20%

3. **Portfolio**

Weighting: 50%

Assessment Grading

This is a graded unit: your overall grade will be calculated from the marks or grades for each assessment task, based on the relative weightings shown in the table above. You must obtain an overall mark for the unit of at least 50%, or an overall grade of 'pass' in order to pass the unit. If any 'pass/fail' tasks are shown in the table above they must also be completed successfully ('pass' grade). You must also meet any minimum mark requirements specified for a particular assessment task, as detailed in the 'assessment task' section (note that in some instances, the minimum mark for a task may be greater than 50%). Consult the [University's Grades and Results Policy](#) for more details of interim results and final grades.

CQUniversity Policies

All University policies are available on the [CQUniversity Policy site](#).

You may wish to view these policies:

- Grades and Results Policy
- Assessment Policy and Procedure (Higher Education Coursework)
- Review of Grade Procedure
- Student Academic Integrity Policy and Procedure
- Monitoring Academic Progress (MAP) Policy and Procedure – Domestic Students
- Monitoring Academic Progress (MAP) Policy and Procedure – International Students
- Student Refund and Credit Balance Policy and Procedure
- Student Feedback – Compliments and Complaints Policy and Procedure
- Information and Communications Technology Acceptable Use Policy and Procedure

This list is not an exhaustive list of all University policies. The full list of University policies are available on the [CQUniversity Policy site](#).

Previous Student Feedback

Feedback, Recommendations and Responses

Every unit is reviewed for enhancement each year. At the most recent review, the following staff and student feedback items were identified and recommendations were made.

Feedback from Staff reflection

Feedback

Assessment task

Recommendation

Modify Assessment Task 2 to involve the submission of a full 1-minute draft of the final creative work. This adjustment aims to provide students with the opportunity to receive feedback earlier in the process, facilitating timely guidance and allowing for iterative improvements before the final submission, thereby enhancing the overall learning experience.

Unit Learning Outcomes

On successful completion of this unit, you will be able to:

1. Analyse a range of music composition techniques and their relationship to visual media
2. Prepare and pitch a concept document and project plan for the sound design and music composition elements for synchronisation with visual media
3. Create an original music score and sound design elements for visual media using a digital audio workstation.

Alignment of Learning Outcomes, Assessment and Graduate Attributes



Alignment of Assessment Tasks to Learning Outcomes

Assessment Tasks	Learning Outcomes		
	1	2	3
1 - Written Assessment - 30%	•		
2 - Presentation - 20%		•	
3 - Portfolio - 50%			•

Alignment of Graduate Attributes to Learning Outcomes

Graduate Attributes	Learning Outcomes		
	1	2	3
1 - Communication	•	•	•
2 - Problem Solving		•	•
3 - Critical Thinking			
4 - Information Literacy	•		
5 - Team Work			
6 - Information Technology Competence		•	•
7 - Cross Cultural Competence			
8 - Ethical practice	•		•
9 - Social Innovation			
10 - Aboriginal and Torres Strait Islander Cultures			

Textbooks and Resources

Textbooks

There are no required textbooks.

IT Resources

You will need access to the following IT resources:

- CQUniversity Student Email
- Internet
- Unit Website (Moodle)
- Ableton Live software

Referencing Style

All submissions for this unit must use the referencing style: [American Psychological Association 7th Edition \(APA 7th edition\)](#)

For further information, see the Assessment Tasks.

Teaching Contacts

Patty Preece Unit Coordinator

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Schedule

Week 1 - 08 Jul 2024

Module/Topic	Chapter	Events and Submissions/Topic
Media Music History		

Week 2 - 15 Jul 2024

Module/Topic	Chapter	Events and Submissions/Topic
Sound Design for Media		

Week 3 - 22 Jul 2024

Module/Topic	Chapter	Events and Submissions/Topic
Film Music Composition		

Week 4 - 29 Jul 2024

Module/Topic	Chapter	Events and Submissions/Topic
Harmony and Rhythm in Film Music		Production Analysis Due: Week 4 Friday (2 Aug 2024) 11:45 pm AEST

Week 5 - 05 Aug 2024

Module/Topic	Chapter	Events and Submissions/Topic
Orchestration		

Vacation Week - 12 Aug 2024

Module/Topic	Chapter	Events and Submissions/Topic
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Week 6 - 19 Aug 2024

Module/Topic	Chapter	Events and Submissions/Topic
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Responding to a Brief

Week 7 - 26 Aug 2024

Module/Topic	Chapter	Events and Submissions/Topic
Theme Writing and Leitmotifs		

Week 8 - 02 Sep 2024

Module/Topic	Chapter	Events and Submissions/Topic
Working with Cue Points		Project Pitch Due: Week 8 Friday (6 Sept 2024) 11:45 pm AEST

Week 9 - 09 Sep 2024

Module/Topic	Chapter	Events and Submissions/Topic
Production Music and Sync		

Week 10 - 16 Sep 2024

Module/Topic	Chapter	Events and Submissions/Topic
Music for Games and Installations		

Week 11 - 23 Sep 2024

Module/Topic	Chapter	Events and Submissions/Topic
Working as a Composer Tutorial: Final Mix and Media Preparation		

Week 12 - 30 Sep 2024

Module/Topic	Chapter	Events and Submissions/Topic
Project week		

Review/Exam Week - 07 Oct 2024

Module/Topic	Chapter	Events and Submissions/Topic
		Portfolio Assessment Due: Review/Exam Week Friday (11 Oct 2024) 11:45 pm AEST

Exam Week - 14 Oct 2024

Module/Topic	Chapter	Events and Submissions/Topic

Assessment Tasks

1 Production Analysis

Assessment Type

Written Assessment

Task Description

In the realm of visual media, music plays a crucial role in shaping the audience's experience and emotional response. From enhancing the narrative to building suspense or evoking specific emotions, the interplay between music and visuals is fundamental to the art of filmmaking and game design. Analysing film music allows us to deconstruct these intricate relationships and understand the techniques composers use to align their compositions with the visual story. Through analysis, we gain insights into the technical aspects of the music, such as mix levels and instrumentation, which affect how the audience perceives the scene. Additionally, examining musical elements like harmony, texture, and melody reveals how these components work together to support the narrative and emotional arc of the story. This analytical process is essential for any aspiring composer or sound designer, as it hones the skills needed to create impactful and cohesive scores for visual media.

In this task, you will analyse two film music excerpts to explore these concepts in depth. By comparing and contrasting the technical and musical attributes of each piece, you will develop a deeper understanding of how music can enhance and transform the visual storytelling experience.

Task Requirements

Watch the two excerpts of visual media supplied on the Moodle site. Analyse the technical and musical attributes of two film music excerpts and evaluate how these attributes enhance the visual narrative. Your analysis should consider the following:

Technical Analysis:

- Relative Mix Levels: Discuss the balance between different audio elements (e.g., dialogue, music, sound effects) in the mix. How do these levels contribute to the overall sound design?
- Music Levels: Examine the volume and dynamics of the music in relation to other audio elements. How does the music level change throughout the excerpt?
- Instrumentation: Identify the instruments used in the excerpts. How do the choices of instruments contribute to the mood and tone of the scene?

Musical Analysis:

- Harmony: Analyse the harmonic structure of the music. What chords or progressions are used, and how do they support the emotional content of the scene?
- Instrumentation: Discuss the role of different instruments in the composition. How does the instrumentation enhance the visual story?
- Texture: Examine the texture of the music (e.g., monophonic, homophonic, polyphonic). How does the texture evolve throughout the excerpt, and what impact does this have on the scene?

Relation to Visual Story:

- Evaluate how the technical and musical elements relate to and enhance the visual story. Consider the following:
How does the music underscore the action or emotion in the scene?
- What specific moments in the music align with key visual elements or narrative beats?
- How does the music contribute to the pacing and flow of the scene?

Comparative Analysis:

- Compare and contrast the two excerpts. Discuss the similarities and differences in their technical and musical attributes.
- How do the different approaches to music composition and sound design affect the viewer's experience and interpretation of the visual story?

Submission Requirements:

The analysis should be no more than 1500 words.

Submit your analysis as a typed document in word format

Cite any sources or references used in your analysis using APA guidelines

Use of Generative Artificial Intelligence agents (Gen AI)

Within this assessment, the use of Gen AI agents is as follows:

- Gen AI content is used to generate ideas and general structures.
- Gen AI can be used for content editing.

Assessment Due Date

Week 4 Friday (2 Aug 2024) 11:45 pm AEST

Return Date to Students

Week 6 Friday (23 Aug 2024)

Weighting

30%

Assessment Criteria

Accurate analysis of technical attributes of the two excerpts - 20%

Accurate analysis of musical elements of the two excerpts - 20%

Accurate understanding of musical integration supporting the narrative - 20%

Comparative analysis of the two excerpts - 20%

Meeting delivery requirements (presentation, word count*) - 10%

Adherence to APA referencing - 10%

Referencing Style

- [American Psychological Association 7th Edition \(APA 7th edition\)](#)

Submission

Online

Learning Outcomes Assessed

- Analyse a range of music composition techniques and their relationship to visual media

2 Project Pitch

Assessment Type

Presentation

Task Description

The art of composing music for visual media is a multifaceted and dynamic process that requires a deep understanding of storytelling, emotion, and technical skill. As composers and sound designers, your role is not only to create music that enhances the visual narrative but also to evoke specific emotions, build tension, and immerse the audience in the world of the story.

In this project pitch, you will have the opportunity to showcase your creative vision and strategic approach to scoring a piece of visual media. Drawing on the creative brief provided, you will develop a concept that aligns with the mood, style, and narrative of the visual media, demonstrating how you will use music and sound design to bring the story to life.

Your pitch should not only outline your creative concept but also discuss the influences, techniques, and tools you plan to use. By the end of the pitch, the audience should have a clear understanding of your vision and be excited about the potential of your project.

In this assessment, you will pitch your ideas for the major portfolio project, where you will create an original score and sound design elements for a piece of visual media. The pitch should demonstrate your understanding of the creative brief and how you plan to approach the task, including the influences and techniques you will use. The pitch should be no more than 5 minutes long and utilise audio and video elements.

Instructions:

Creative Brief:

- Review the provided creative brief for the major portfolio project. Understand the requirements and constraints outlined in the brief.

Concept Development:

- Develop a creative concept for your project. Consider the genre, mood, and style of the visual media you will be scoring.

Approach and Influences:

- Outline your approach to the project, including the techniques and tools you plan to use.
- Discuss the influences that will inform your work, such as other film scores, musical styles, or artistic movements.

Audio-Visual Presentation:

- Create a presentation that includes both audio and visual elements.
- Use audio clips to demonstrate musical ideas or concepts.
- Use visual aids (such as slides or video clips) to support your pitch and provide context for your creative vision.

Pitch Delivery:

- Deliver your pitch in a clear and engaging manner, ensuring that you cover all key points within the 5-minute time limit.
- Demonstrate your passion and enthusiasm for your project concept.

Teaser of Final Production:

- Include a 1-minute teaser of the final production

Submission Requirements:

- The pitch should be delivered as a video presentation.
- The pitch should be no more than 5 minutes long.
- The pitch should cover your creative concept, approach, influences, and include audio and visual elements to support your ideas.
- Include a 1-minute teaser of the final production.

Use of Generative Artificial Intelligence agents (Gen AI)

Within this assessment, the use of Gen AI agents is as follows:

- Gen AI content is used to generate ideas and general structures.
- Gen AI can be used for content editing.

Assessment Due Date

Week 8 Friday (6 Sept 2024) 11:45 pm AEST

Return Date to Students

Week 10 Friday (20 Sept 2024)

Weighting

20%

Assessment Criteria

Understanding of Brief: Clarity and depth of understanding of the creative brief - 20%

Creativity and Originality: Originality and creativity of the project concept - 10%

Approach and Techniques: Coherence and feasibility of the approach and techniques outlined - 20%

Influences: Relevance and depth of the influences cited in shaping the project - 10%

Presentation Skills: Clarity, engagement, and professionalism in delivering the pitch - 10%

1 minute audio teaser of final production - 30%

Referencing Style

- [American Psychological Association 7th Edition \(APA 7th edition\)](#)

Submission

Online

Learning Outcomes Assessed

- Prepare and pitch a concept document and project plan for the sound design and music composition elements for synchronisation with visual media

3 Portfolio Assessment

Assessment Type

Portfolio

Task Description

Composing music for visual media is a nuanced process that requires a deep understanding of storytelling, emotion, and technical proficiency. As composers and sound designers, your role is to create a musical score that not only enhances the visual narrative but also evokes specific emotions, builds tension, and immerses the audience in the world of the story.

In this final portfolio project, you will have the opportunity to demonstrate your skills and creativity by composing a piece of music for a visual medium of your choice. Drawing on the production pitch you delivered in Assessment Task 2, you will bring your creative vision to life using Ableton Live Software and other equipment. Your composition should reflect the mood, tone, and narrative of the visual content, and should include sound design elements, musical motifs, and dynamic pacing to create a cohesive and engaging musical score.

Objective:

To compose a piece of music for a visual medium, following the production plan created in Assessment Task 2, using Ableton Live Software and other equipment.

Composition Process:

- Compose a piece of music that complements and enhances the chosen visual medium. The composition should reflect the mood, tone, and narrative of the visual content.
- Use Ableton Live Software and other equipment to create your composition. You may use virtual instruments, MIDI controllers, headphones, and/or monitors in your production process.

Composition Requirements:

- Your composition must include:
 - An obvious musical motif or direction that serves as a thematic anchor for the piece.
 - Sound design elements, including the use of atmosphere and sound effects, to create depth and texture in your composition.
 - Musical ideas that are relevant to the content matter of the visual medium.
 - Adequate use of dynamics and pacing to enhance the emotional impact of your composition.

Sample Usage:

- Any samples used in your composition must be one-shots and must be royalty-free. Provide a list of the samples used in your composition, including their source and any modifications made.

Duration:

- The duration of your composition must equal the entire duration of the chosen visual medium. Ensure that your composition flows seamlessly with the visual content.

Assessment Requirements

Your final graded submission will be the delivery of the final music product. Your submission will include:

- A video file with synced audio
- A stereo bounce - ready for mastering. 24/32 bit 48kHz
- An mp3 'listener'. 320kbp/s
- An Ableton Live Project at the final stage of the mix
- Include a brief written reflection (300 - 500 words) on your composition process, discussing how you implemented your production plan, overcame challenges, and achieved your creative vision.

Use of Generative Artificial Intelligence agents (Gen AI)

Within this assessment, the use of Gen AI agents is as follows:

- Gen AI may only be used as specified in the assignment instructions in Moodle.

Assessment Due Date

Review/Exam Week Friday (11 Oct 2024) 11:45 pm AEST

Return Date to Students

Exam Week Friday (18 Oct 2024)

Weighting

50%

Assessment Criteria

Composition accurately adheres to the requirements of the brief - 15%

Quality of application to dynamic structure and pacing - 15%

Effective interpretation of visual narrative through the sound design - 20%

Musical elements support the visual narrative - 20%

Mixing (level balance, pan, EQ, compression and effect) is implemented effectively - 10%

Creativity and originality in composition - 10%

Reflection: Depth and insightfulness of the written reflection on the composition process - 10%

Referencing Style

- [American Psychological Association 7th Edition \(APA 7th edition\)](#)

Submission

Online

Learning Outcomes Assessed

- Create an original music score and sound design elements for visual media using a digital audio workstation.

Academic Integrity Statement

As a CQUniversity student you are expected to act honestly in all aspects of your academic work.

Any assessable work undertaken or submitted for review or assessment must be your own work. Assessable work is any type of work you do to meet the assessment requirements in the unit, including draft work submitted for review and feedback and final work to be assessed.

When you use the ideas, words or data of others in your assessment, you must thoroughly and clearly acknowledge the source of this information by using the correct referencing style for your unit. Using others' work without proper acknowledgement may be considered a form of intellectual dishonesty.

Participating honestly, respectfully, responsibly, and fairly in your university study ensures the CQUniversity qualification you earn will be valued as a true indication of your individual academic achievement and will continue to receive the respect and recognition it deserves.

As a student, you are responsible for reading and following CQUniversity's policies, including the [Student Academic Integrity Policy and Procedure](#). This policy sets out CQUniversity's expectations of you to act with integrity, examples of academic integrity breaches to avoid, the processes used to address alleged breaches of academic integrity, and potential penalties.

What is a breach of academic integrity?

A breach of academic integrity includes but is not limited to plagiarism, self-plagiarism, collusion, cheating, contract cheating, and academic misconduct. The Student Academic Integrity Policy and Procedure defines what these terms mean and gives examples.

Why is academic integrity important?

A breach of academic integrity may result in one or more penalties, including suspension or even expulsion from the University. It can also have negative implications for student visas and future enrolment at CQUniversity or elsewhere. Students who engage in contract cheating also risk being blackmailed by contract cheating services.

Where can I get assistance?

For academic advice and guidance, the [Academic Learning Centre \(ALC\)](#) can support you in becoming confident in completing assessments with integrity and of high standard.

What can you do to act with integrity?



Be Honest

If your assessment task is done by someone else, it would be dishonest of you to claim it as your own



Seek Help

If you are not sure about how to cite or reference in essays, reports etc, then seek help from your lecturer, the library or the Academic Learning Centre (ALC)



Produce Original Work

Originality comes from your ability to read widely, think critically, and apply your gained knowledge to address a question or problem