

# Presentation

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Master en Música para Experiencias del Entretenimiento  
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## About me



## About me

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# About you

What about you?

## About the subject

What do you think the subject is about?

# About the course

Different learning methodologies:

- ▶ Theoretical lesson
- ▶ Practical lesson
- ▶ Deliverables

# About the course

## Theoretical lessons (7h)

- ▶ Introduction
- ▶ Control Interfaces
- ▶ Sound synthesis
- ▶ Communication Protocols
- ▶ Feedback and interactivity
- ▶ Design considerations

Mostly during the first half of the course.

# About the course

## Practical lessons (23h)

- ▶ Held at the classroom
- ▶ Guided, partly-supervised tasks
- ▶ All over the course



# About the course

## Deliverables (45h)

- ▶ "Homework", sometimes started at the classroom
- ▶ Non-supervised task
- ▶ Approx. one per week
- ▶ This is your course evaluation!

# About the course

## Evaluation (45h)

- ▶ 6 regular tasks, approx 5h per task
- ▶ 1 final task, approx 15h
- ▶ Non-presented deliverables will be graded as 0

Final deliverables mark:  $\frac{5 \times (P1 + P2 + P3 + P4 + P5 + P6) + (15 \times P7)}{45}$

Final course mark:  $(0.8 \times \text{Deliverables}) + (0.2 \times \text{Participation})$