**AV: 1 Changes to be offered in the Humanities Department**

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| **CUNYFirst Course ID** | DD 111 Introduction to Sound Design | | |
| **FROM** |  | **TO** |  |
| Departments |  |  |  |
| Course |  | Course |  |
| Pre or co requisite | ~~DD101~~ | Prerequisite | No prerequisite |
| Hours |  | Hours |  |
| Credits |  | Credits |  |
| Description | ~~This course is an introduction to audio production and sound design. Students will focus on the importance of listening as a means for developing an understanding of music while utilizing audio tolls to build their own creative sound works from scratch. The course will cover concepts such as designing sound for music and multimedia with~~  ~~attention to physical acoustics, analog and digital~~  ~~recording tools including dynamic processors and effects units, techniques for recording and editing with various popular audio outboard gear and computer software packages, mixing, editing, etc.~~ | Description | This course introduces students to basic sound recording, sound and music editing for multimedia.  In this course, students will explore recording dialogue, narration, sound effects and foley for an assortment of projects. Assignments will involve learning how to use microphones, edit and mix sound and music in audio editing software, work collaboratively and have a more comprehensive understanding of sound and music design for commercial and independent multimedia. |
| Requirement Designation |  | Requirement Designation |  |
| **Liberal Arts** | **[ ] Yes [ ] No** | **Liberal Arts** | **[ ] Yes [ ] No** |
| **Course Attribute (e.g. Writing Intensive, Honors, etc)** |  | **Course Attribute (e.g. Writing Intensive, Honors, etc)** |  |
| **Course Applicability** | **\_\_x\_\_ Major**  **\_\_\_\_ Gen Ed Required**  **\_\_\_\_ English Composition**  **\_\_\_\_ Mathematics**  **\_\_\_\_ Science**  **\_\_\_Gen Ed Flexible**  **\_\_\_ World Cultures**  **\_\_\_ US Experience in its Diversity**  **\_\_\_ Creative Expression**  **\_\_\_ Individual and Society**  **\_\_\_ Scientific World**  **\_\_\_\_\_Gen Ed – College Option**  **College Option Detail** | **Course Applicability** | **\_\_\_x\_ Major**  **\_\_\_\_Gen Ed Required**  **\_\_\_\_ English Composition**  **\_\_\_\_ Mathematics**  **\_\_\_\_ Science**  **\_\_\_ Gen Ed Flexible**  **\_\_\_ World Cultures**  **\_\_\_ US Experience in its Diversity**  **\_\_\_ Creative Expression**  **\_\_\_ Individual and Society**  **\_\_\_ Scientific World** |
| **EffectiveTerm** | Spring 2020 | | |

**Rationale: Sound design is a necessary core skill for Digital Design and Animation students with in the Animation sub track. We simplified the description to focus more specifically on recording scoring, sound design and sound editing.**