

acknowledge creative and divergent project outcomes. These criteria are established so that you may experiment in your practice and take the risks required to advance your skills, knowledge, and behaviors.

The grade descriptors for holistic assessment are outlined in the Guidelines for Holistic Assessment in the Student Handbook.

At key points throughout the trimester, you will be expected to provide feedback to your peers and self-assess your progress towards achieving both the Unit Learning Outcome Standards and the 3Ps grade descriptors for holistic assessment. Inability to participate in these group and individual processes, without approved mitigating circumstances, may result in failure to meet the Learning Outcome Standards. You will only be eligible for a grade beyond a pass if you have demonstrated that you have acquired all of the Unit Learning Outcomes prior to the end of the study period.

Late Submissions & Supplementary Assessment

- If you have questions or difficulties with the assessments, speak to your teacher as soon as possible. To request an extension or alternative assessment, use the [Special Consideration form](#).
- Requests for special consideration must be lodged before or on the due date of the project or assessment task. Applications made after the project due date will only be considered in exceptional circumstances.
- Projects submitted late without special consideration will be graded as 'unsatisfactory'.
- Supplementary assessment may be available if you fail to meet the pass threshold for a project or a unit. Supplementary assessments are not available to improve grades from a pass level. Only one supplementary assessment is available in a unit.

Academic Integrity

Proper acknowledgement of the inclusion of others' work within your own (including that created by AI) is essential to upholding your [Academic Integrity](#). As AI and other generative tools are only as reliable as the data they are fed, it is often the case that references generated by such tools are inaccurate. SAE Library and Learning Services have developed a comprehensive [APA7 guide](#) from which you may create, compare, and correct citations and referencing included within your assessments and other works. The APA7 guide is the approved standard for SAE Australia.

Project 1 Brief

The Recording Artist

Due	Week 6
Group / Individual Project	Group members will receive assessment feedback and a grade for the project based on their Learning Journal documentation and reflections. This will contribute to the individual final holistic assessment

Brief:

Recording artists often collate products such as virtual instruments and sound packs in themed or stylistically cohesive bundles, and market them to other creatives. As recording studios get smaller and the consumer market expands, music-makers rely heavily on these products to gain easy access to a large array of pre-recorded/programmed instruments, sounds and loops. This project will give you insight into an alternative way to market and promote your skills as a recording artist.

Project Goals:

- In small groups, record, edit, process and compile a collection of cohesive samples and sounds to be delivered as music production products.
- Develop a marketing plan to help you design and service your product.
- Project reflections

Steps to Follow:

1. Design & Marketing Plan:

- use the [template provided](#) to draft a marketing and design plan for your product. This document should be completed as a group and evidence of your personal contributions should be clearly noted in your learning journal (ie. research notes and references).
- your product should adhere to a specific stylistic theme, concept or genre.
- include details regarding the aesthetics and/or promotional tools use will use to showcase your product including HUIs, showreels, websites, videos and logos.
- *some potential options would be:*

2. **Mid-Project Reflection:** See the '[how to reflect](#)' page on the AUD212 Unit Site for details.

3. Production:

- record and process original audio samples that can be used as the foundation for your product,
- compile your product so that it can interface with at least one major DAW (Pro Tools, Ableton, Logic),
- document and provide evidence of both the group's and your personal process (photos, drawings, videos, soundbites, screenshots) in your Learning Journal project page.

4. Showcase Product

- develop a public platform from which your product can be accessed and showcased
- create multimedia to demonstrate the scope of your product and ensure any audio presented is mastered at the appropriate listening standards,

5. **Project-Completion Reflection:** See the '[how to reflect](#)' page on the AUD212 Unit Site for details.

6. **Submit:** Project with two 250-word project reflections: (1) a mid-project reflection with at least one in-text citation and APA7 reference and (2) a project-completion reflection.

Deliverables:

- Learning Journal page titled "AUD212 Project 1" with:
 - Marketing Plan
 - A link to your product's public showcase
 - Documentation of your references & research material (with APA 7 referencing)
 - Documentation of your recording, mixing, mastering and development processes
 - A link to your DAW production session folder
 - Project Reflections x 2: (1) mid-project reflection with at least one scholarly reference included and (2) project-completion reflection, with a minimum of 250 words for each. Use APA 7 referencing
- Make sure the link submitted is for the published site and all related content for your project and two project reflections are correctly shared with austudent@student.sae.edu.au and moderation_au@sae.edu.

Learning Outcomes	Requirements
CLO1 Demonstrate regular and consistent reflective practice addressing your proficiencies, processes, and people skills.	<p>Two project reflections completed.</p> <p>Mid-project reflection: Use 3Ps to demonstrate:</p> <ul style="list-style-type: none">• How you developed your technical skills and knowledge• How you improved your workflows and processes• How you developed your communication and collaboration skills• Reference list: use in-text citations and a reference list with at least 1 scholarly reference using APA7 <p>Project-completion reflection: Use 3Ps to demonstrate:</p> <ul style="list-style-type: none">• How you appraised the overall success of the project• What obstacles you faced and how you overcame them• How you will improve your skills for future projects

Learning Outcomes	Requirements
LO1 Investigate and replicate audio production techniques to achieve specified outcomes.	<ul style="list-style-type: none"> investigate a variety of authoritative resources such as interviews, articles, podcasts etc to research production techniques, employ these research techniques within a production, document and reflect on the outcomes, justify any modification of the techniques to suit the available resources and context, demonstrate intermediate signal flow through the use of outboard equipment, external microphone preamps, and larger or more complex sessions.
LO2 Develop critical listening skills by evaluating various sound recordings using accepted frameworks.	<ul style="list-style-type: none"> show evidence of recognising elements such as distortion, dynamics processing, spectral content, timbre, tone, pitch, and space, use appropriate terminology and accurate identification and description of the required parameters through discussions.
LO3 Apply a range of synthesis and sample manipulation techniques to create specified sounds	<ul style="list-style-type: none"> Use various synthesis methods and styles in multiple contexts, Create an original synthesized patch from fundamental oscillator/s, (avoid using unmanipulated presets), Use sampling techniques such as slicing & mapping samples to create a variety of performable instruments, Create demonstration material to showcase your created instruments.
LO4 Prepare audio for release using mastering techniques appropriate for a variety of platforms.	<ul style="list-style-type: none"> Use mix bus processing tools such as EQ, dynamics processing and harmonic excitement to improve the quality of your sound recordings and prepared them for publishing using the appropriate loudness standards. use facilitator, peer and client feedback to improve your work, and use EQ, limiting and signal processors on the mix bus to achieve improvements in sound quality.

Learning Outcomes	Requirements
LO5 Investigate and report on current trends impacting the marketing and distribution of audio products	<ul style="list-style-type: none"> investigate and report on a variety of suitable marketing and distribution platforms relevant to your project, in relation to its promotion and distribution including target audience, copyright, costs and potential revenue.
LO6 Investigate comparative works and the social, cultural and disciplinary context of your work employing contemporary scholarly practice.	<ul style="list-style-type: none"> contextualise your work within social, cultural and disciplinary contexts in relation to authoritative sources and industry, refer to creative media works that you have drawn on or that provide a useful context for understanding your project, explain critical concepts related to your work such as ideas about representation and globalisation, and reference these works using APA 7 in your supporting materials

Project 2 Brief

Recording Project

Due	Week 12
Group / Individual Project	Group members will receive assessment feedback and a grade for the project based on their Learning Journal documentation and reflections. This will contribute to the individual final holistic assessment

Brief:

For this project you will explore and research a concept related to audio production then develop, record and finalise a media asset that is informed by your research. The scope of your project must service each of the Learning Outcomes of this unit and be agreed on by your facilitator before you begin production. You will be graded on the project scope as well as the final deliverable.

Project Goals:

You will complete:

- Research and planning document (Prospectus)
- Media asset/project deliverable
- Project reflections