

## Term Information

Effective Term Autumn 2015

## General Information

Course Bulletin Listing/Subject Area Music  
Fiscal Unit/Academic Org School Of Music - D0262  
College/Academic Group Arts and Sciences  
Level/Career Undergraduate  
Course Number/Catalog 2208.80  
Course Title Sonic Arts Ensemble  
Transcript Abbreviation Sonic Ens  
Course Description Sonic Arts Ensemble is an ensemble - based course focused on the use of the computer and/or electronic technologies in music performance and music composition, along with the development of new technologies (software and hardware) for sonic arts performance.  
Semester Credit Hours/Units Variable: Min 0.5 Max 1

## Offering Information

Length Of Course 14 Week, 7 Week, 4 Week (May Session)  
Flexibly Scheduled Course Never  
Does any section of this course have a distance education component? No  
Grading Basis Letter Grade  
Repeatable Yes  
Allow Multiple Enrollments in Term Yes  
Max Credit Hours/Units Allowed 10  
Max Completions Allowed 10  
Course Components Lecture  
Grade Roster Component Lecture  
Credit Available by Exam No  
Admission Condition Course No  
Off Campus Never  
Campus of Offering Columbus

## Prerequisites and Exclusions

Prerequisites/Corequisites Audition required.  
Exclusions

## Cross-Listings

Cross-Listings

## Subject/CIP Code

Subject/CIP Code 50.0901  
Subsidy Level Baccalaureate Course  
Intended Rank Freshman, Sophomore, Junior, Senior

## Requirement/Elective Designation

Required for this unit's degrees, majors, and/or minors

## Course Details

### Course goals or learning objectives/outcomes

- To develop ensemble performance skills
- To discover and create repertoire and creative processes that are unique and appropriate to the sonic arts ensemble.
- To explore the relationships among performance, composition, programming, and media
- To develop an understanding of the multi-faceted demands of producing successful sonic arts performances.

### Content Topic List

- Performance of repertory pieces.
- History and literature of sonic arts ensembles.
- Creative projects.

## Attachments

- BS\_MapREV1 2208 80.pdf: curriculum map  
*(Other Supporting Documentation. Owner: Banks,Eva-Marie)*
- Sonic Arts ensemble SyllabusREV1.pdf: revised syllabus  
*(Syllabus. Owner: Banks,Eva-Marie)*

## Comments

- Please attached updated curriculum map (since course fits in major). *(by Vankeerbergen,Bernadette Chantal on 02/12/2015 02:01 PM)*
- The Misconduct statement is not boilerplate language as it should be, please revise before the course is offered. *(by Heysel,Garett Robert on 02/08/2015 06:12 PM)*

## Workflow Information

Status	User(s)	Date/Time	Step
Submitted	Banks,Eva-Marie	01/30/2015 09:28 AM	Submitted for Approval
Approved	Leasure,Timothy Lee	02/03/2015 01:15 PM	Unit Approval
Approved	Heysel,Garett Robert	02/08/2015 06:12 PM	College Approval
Revision Requested	Vankeerbergen,Bernadette Chantal	02/12/2015 02:02 PM	ASCCAO Approval
Submitted	Banks,Eva-Marie	04/24/2015 01:41 PM	Submitted for Approval
Approved	Leasure,Timothy Lee	04/24/2015 01:46 PM	Unit Approval
Approved	Heysel,Garett Robert	04/24/2015 09:35 PM	College Approval
Pending Approval	Nolen,Dawn Vankeerbergen,Bernadette Chantal Hanlin,Deborah Kay Jenkins,Mary Ellen Bigler Hogle,Danielle Nicole	04/24/2015 09:35 PM	ASCCAO Approval

**THE OHIO STATE UNIVERSITY  
School of Music**

**Sonic Arts Ensemble  
Music 2208.80**

**BUILDING AND ROOM # XXX**

**SCHEDULED TIME: Twice a week; 55 minute time slots per meeting  
Credits variable from .5 credit to 1 credit**

**INSTRUCTOR:**

**Dr. Marc Ainger**

**Weigel 305**

**292-2879**

**email: [ainger.1@osu.edu](mailto:ainger.1@osu.edu)**

**Required Materials:**

Personal Laptop (Apple Macintosh)

MAX/MSP Software available from [cycling74.com](http://cycling74.com).

Student prices of MAX/MSP vary from \$250 to purchase outright (student license); or it may also be rented from Cycling74 for \$10 a month

**Prerequisites**

You must pass a successful audition with the instructor, during which you must, among other things, demonstrate previous experience with MAX/MSP and/or some other technology that will be used for the current semester.

**Course Description:**

**Lab Format**

Sonic Arts Ensemble is an ensemble - based course focused on the use of the computer and/or electronic technologies in music performance and music composition, along with the development of new technologies (software and hardware) for sonic arts performance. We will explore the unique musical possibilities of these technologies in a performance ensemble setting, including the use of various forms of notation and/or various forms of improvisation and collaborative composition. We will explore the relationship between sonic arts performance and performance with other media (such as video, animation, lighting, etc). Ensemble members will participate as performers, as composers, as programmers, and as sound and media designers (depending on the strengths and backgrounds of the ensemble members).

The ensemble will meet twice weekly. Generally, one meeting a week will be devoted to general discussion and performance/discussion of the assigned creative projects. The second meeting of the week will be devoted to rehearsal of the pieces that we will perform in the upcoming concerts. The ensemble will perform publicly each semester (dates and times will be announced). Performances will include "repertory" pieces (pieces not necessarily written by the ensemble), along with the best pieces created in the course as a result of the weekly or semi-weekly creative assignments (see course schedule).

### **Course Objectives:**

- (1) To develop ensemble performance skills
- (2) To discover and create repertoire and creative processes that are unique and appropriate to the sonic arts ensemble.
- (3) To explore the relationships among performance, composition, programming, and media design
- (4) To develop an understanding of the multi-faceted demands of producing successful sonic arts performances.

### **Grading Policy**

#### Class Attendance and Participation 60%

You will receive a grade each class meeting based upon attendance and participation. Any unexcused absence will result in an E for the day.

Participation is based upon your arriving at class having prepared the piece(s) that you have been asked to prepare. You should be familiar enough with the musical and technological material to rehearse well, and your hardware and software should be programmed and functioning for rehearsal.

You will be expected to perform in all scheduled concerts. If you miss any concert without a prior excused absence, you will receive an E for the semester.

#### Creative projects 40%

The creative projects are discussed below. There are four projects. Each is worth 10% of your grade.

#### GRADING SCALE

- A (93-100%)
- A- (90-92%)
- B+ (87-89%)
- B (83-86%)
- B- (80-82%)
- C+ (77-79%)
- C (73-76%)
- C- (70-72%)
- D+ (67-69%)
- D (63-66%)

#### **(EXAMPLES of CREATIVE PROJECTS)**

All of these projects will typically use either a meticulously structured score, or some combination of score with improvisational elements.

##### **#1**

The instructor will provide you with a MAX/MSP patch containing a software synthesizer that uses additive synthesis, frequency modulation synthesis, and filters. Create a MIRA interface that allows performers to control the patch, and create an ensemble piece that uses this interface for performance. This first piece should have a fairly traditional notation.

##### **#2**

The instructor will provide you with a MAX/MSP patch that will process the input from a microphone that is attached to your computer. Create a MIRA interface that allows performers to control the patch, and create an ensemble piece that uses this interface for performance.

### #3

The instructor will provide you with a MAX/MSP patch that will process the input from a microphone and/or create synthesized sound. Create an interface that uses some combination of video camera input (using your laptop camera), as well as computer keyboard input and audio stream input to control the patch, and create an ensemble piece that uses this interface for performance.

### #4

Create a patch using some combination of Projects 1- 3. Extend the patch to control some sort of visual media (such as processing live input from your laptop camera in response to audio input; or processing a quicktime video or animation clip in response to audio input, etc.) This piece should use a combination of traditional notation and improvisation, based on some of the models that we have discussed in class.

## **EXAMPLE CLASS SCHEDULE**

### **WEEK 1**

Overview of the history and literature of sonic arts performance ensembles.  
Overview of the technologies involved in performance, and the specific logistics involved in performances of this ensemble

### **WEEK 2**

(First Class Meeting of the Week) Creative Assignment #1  
(Second Class Meeting of the Week) Rehearsal of repertoire for first performance

### **WEEK 3**

(First Class Meeting of the Week) More discussion of the history and literature of sonic arts performance ensembles.  
(Second Class Meeting of the Week) Rehearsal of repertoire for first performance

### **WEEK 4**

Performances of Creative Assignment #1

### **WEEK 5**

Rehearsal of repertoire for first performance

### **WEEK 6**

(First Class Meeting of the Week) Creative Assignment #2  
(Second Class Meeting of the Week) Rehearsal of repertoire for first performance

### **WEEK 7**

Dress rehearsal and First Performance

### **WEEK 8**

(First Class Meeting of the Week) Performances of Creative Assignment #2  
(Second Class Meeting of the Week) Rehearsal of repertoire for second performance

### **WEEK 9**

(First Class Meeting of the Week) Creative Assignment #3

(Second Class Meeting of the Week) Discussion of repertoire and rehearsal of repertoire for second performance

### **WEEK 10**

(First Class Meeting of the Week) Performances of Creative Assignment #3

(Second Class Meeting of the Week) Rehearsal of repertoire for second performance

### **WEEK 11**

(First Class Meeting of the Week) Creative Assignment #4

(Second Class Meeting of the Week) Rehearsal of repertoire for second performance

### **WEEK 12**

(First Class Meeting of the Week) Performances of Creative Assignment #4

(Second Class Meeting of the Week) Rehearsal of repertoire for second performance

### **WEEK 13**

Rehearsals for Final Performance

### **WEEK 14**

Dress Rehearsal and Final Performance (equivalent to a final exam)

### **WEEK 15**

Review of the Repertoire that was performed during the Semester. The purpose of this discussion is to sum up our semester experience, and to use this summary to understand the things that we have done well and not so well as an ensemble. We will talk about the various strong and weak points of the ensemble as well as the strong and weak points of the projects and any other repertoire that we have performed. Our discussion will center on both aesthetic questions and technical questions, as well as the link between the two.

**Students with disabilities that have been certified by the Office for Disability Services will be appropriately accommodated and should inform the instructor as soon as possible of their needs. The Office for Disability Services is located in 150 Pomerene Hall, 1760 Neil Avenue; telephone 292-3307, TDD 292-0901; <http://www.ods.ohio-state.edu/>.**

### **Academic misconduct:**

It is the responsibility of the Committee on Academic Misconduct to investigate or establish procedures for the investigation of all reported cases of student academic misconduct. The term “academic misconduct” includes all forms of student academic misconduct wherever committed; illustrated by, but not limited to, cases of plagiarism and dishonest practices in connection with examinations. Instructors shall report all instances of alleged academic misconduct to the

committee (Faculty Rule 3335-5-487). For additional information, see the Code of Student Conduct <http://studentlife.osu.edu/csc/>.”

If the instructor suspects that a student has committed academic misconduct in this course, he or she is obligated by University Rules to report such suspicions to the Committee on Academic Misconduct. If COAM determines that you have violated the University’s *Code of Student Conduct* (i.e., committed academic misconduct), the sanctions for the misconduct could include a failing grade in this course and suspension or dismissal from the University.

While most students have high standards and behave honorably, like every academic institution we sometimes encounter cases of academic misconduct. It is the obligation of students and faculty to report suspected cases of academic and student misconduct. Students can report suspected violations of academic integrity or student misconduct to faculty or to a program's leadership. All reported cases of academic misconduct are actively pursued and confidentiality is maintained. All work has to be completed individually. Outside help is permitted as long as you perform all the actual work yourself and the outside help does not complete any part of your assignment. Failure to adhere to this requirement constitutes academic misconduct. If you have any questions about the above policy or what constitutes academic misconduct in this course, please contact the instructor.

## Bachelor of Science in Music

	A	B	C	D	E	F	G	H	I	J	K
1	Core Courses All Tracks	M1	M2	M3	M4	M5	M6	M7	M8		
2	<b>Major Instrument</b>										
3	2201.xx	beginning	beginning		beginning	beginning	beginning	beginning			
4	3401.xx	intermediate	intermediate		intermediate	beginning	intermediate	intermediate			
5	<b>Aural Training</b>										
6	2224	beginning	beginning								
7	2225	beginning	beginning								
8	3424	intermediate	intermediate								
9	<b>Music History</b>										
10	2240	beginning		beginning	intermediate	intermediate					
11	2241	beginning		beginning	intermediate	intermediate					
12	2242	beginning		beginning	intermediate	intermediate					
13	2251	beginning		beginning	beginning	beginning					
14	3351	beginning		beginning	intermediate	intermediate					
15	<b>Keyboard Skills</b>										
16	2261.01		beginning	beginning			beginning				
17	2262.01		beginning	beginning			beginning				
18	2264.01		intermediate	intermediate			intermediate				
19	<b>Ensembles</b>										
20	2203.xx	intermediate	advanced		intermediate		intermediate	intermediate			
21	2204.xx	intermediate	advanced		intermediate		intermediate	intermediate			
22	2205.xx	intermediate	advanced		intermediate		intermediate	intermediate			
23	2206.xx	intermediate	advanced		intermediate		intermediate	intermediate			
24	2208.xx	intermediate	advanced		intermediate		intermediate	intermediate			
25	2215.xx	intermediate	advanced		intermediate		intermediate	intermediate			
26	3312	intermediate	advanced		intermediate		intermediate	intermediate			
27	Sonic Arts Ensemble (SAE)	intermediate	advanced		intermediate		intermediate	intermediate			

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28	Core Courses All Tracks	M1	M2	M3	M4	M5	M6	M7	M8		
29	<b>Music Theory</b>										
30	2221	beginning	beginning	beginning				beginning			
31	2222	beginning	beginning	beginning				beginning			
32	3421	intermediate	intermediate	intermediate				beginning			
33	<b>Senior Project</b>										
34	4679.03	advanced	advanced	advanced	advanced	advanced	advanced	advanced	advanced		
35	<b>Music Electives</b>										
36	2000+	intermediate	intermediate	intermediate	intermediate		intermediate	intermediate			
37	<b>Music Technology</b>										
38	5636.01			advanced					advanced		
39	5636.02			advanced					advanced		
40	<b>Acoustics</b>										
41	SHS 3340								Intermediate		
42	<b>Data Analysis</b>										
43	Statistics								Intermediate		
44											
45	<b>Computer Science Track</b>	CS1	CS2	CS3	CS4						
46	CSE 2221	beginning	beginning	beginning	beginning						
47	CSE 2222	beginning	beginning	beginning	beginning						
48	CSE 2321	beginning	beginning	beginning	beginning						
49	CSE 2421	beginning	beginning	intermediate	intermediate						
50	CSE 3902	intermediate	intermediate	intermediate	intermediate						
51	CSE 3541	intermediate	intermediate	intermediate	intermediate						
52	CSE 5236	advanced	advanced	advanced	advanced						
53	CSE 5539	advanced	advanced	advanced	advanced						
54											
55	<b>Media and Enterprise Track</b>	ME1	ME2	ME3							
56	Music 2271	Beginning									
57	Music 3330			Advanced							
58	Bus Mhr 2500	Beginning									
59	Com 3440		Beginning								
60	Mus 3431			Intermediate							
61	Mus 3432			Advanced							
62	Music 3348		Intermediate								
63	COM 3413			Intermediate							
64	COM 3466		Intermediate								
65	COM 3554		Advanced								
66	Bus Mhr 3510		Intermediate								
67	Bus Mhr 3665			Advanced							

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	A	B	C	D	E	F	G	H	I	J	K
68	ArtEduc 3680		Intermediate								
69	COM 2540		Beginning								
70	Theatre 5321	Beginning									
71	Mus 5638		Beginning								
72	Interdisciplinary Elective	Advanced	Advanced	Advanced							
73	<b>Sonic Arts Track</b>	SA1	SA2	SA3	SA4						
74	Music 2271	beginning									
75	Music 5636.01		beginning		beginning						
76	Music 5636.02		intermediate		intermediate						
77	Music 5638.00			beginning							
78	Music 5677.01		advanced		beginning						
79	Music 5677.02		advanced		intermediate						
80	ACCAD 4101		advanced		advanced						
81	Music 5639			intermediate							
82	Theatre 5321		advanced	intermediate	advanced						
83	CSE 2221				beginning						
84	CSE 2231				beginning						
85											
86											
87	<u>Music (M)</u>										
88											
89	1. The ability to hear, identify, and work conceptually with the elements of music such as rhythm, melody, harmony, structure, timbre, texture.										
90	2. An understanding of and the ability to read and realize musical notation.										
91	3. An understanding of compositional processes, aesthetic properties of style, and the ways these shape and are shaped by artistic and cultural forces.										
92	4. An acquaintance with a wide selection of musical literature, the principal eras, genres, and cultural sources.										
93	5. The ability to develop and defend musical judgments.										
94	6. Ability in performing areas at levels consistent with the goals and objectives of the specific liberal arts degree program being followed.										
95	7. Understanding of procedures for realizing a variety of musical styles.										
96	8. Knowledge and/or skills in one or more areas of music beyond basic musicianship appropriate to the individual's needs and interests.										
97											
98											
99	<u>Computer Sciences (CS)</u>										
100											
101	1. Develops a basic understanding of the role of computer science in music.										
102	2. Ability to design, implement, and evaluate a software system or component to solve problems either in computing or in music.										
103	3. Ability to function on multi-disciplinary teams.										
104	4. Ability to analyze the local and global impact of computing on individuals, organizations, and society.										
105											
106											
107											
108	<u>Media and Enterprise (ME)</u>										
109											
110	1. Develops a basic understanding of cultural, economic, and media theories as they pertain to music.										

### Bachelor of Science in Music

	A	B	C	D	E	F	G	H	I	J	K
111	2. Develops an understanding of historical and contemporary practices and patterns in the music and entertainment industries.										
112	3. Develops a capacity for critical analysis of opportunities that arise from the intersections of music, technology, society, and commerce.										
113											
114	Sonic Arts (SA)										
115											
116	1. Develops a basic understanding of entrepreneurship.										
117	2. Gains an understanding of music synthesis and its application to composition and performance.										
118	3. Develops a basic understanding in audio recording technologies and in audio recording concepts.										
119	4. Develops a basic understanding of multimedia technologies.										