

Music for Film and Video

GAME250-004

Fall 2017

R 10:30am- 1:10pm at AD 2002

Instructor: Dr. Kelly S. Nam
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Office Hours*: by appointment

* The best way to reach me is via email.

MASON MISSION STATEMENT

Mission-Who we are and why we do what we do

A public, comprehensive research university established by the Commonwealth of Virginia in the National Capital Region, we are an innovative and inclusive academic community committed to creating a more just, free, and prosperous world.

COURSE DESCRIPTION

This combined studio and lecture course that will focus on the selection, editing, processing, and integration of sound and music (post-production) into film, video, animation, and game. Music composition, time, frequency, and amplitude domain digital audio post-production techniques, and MIDI control and processing will be studied. Students will produce the sound and music for short video, film, animation, and game that will utilize the core concepts of sound design and music composition/production for film, video, animation, and game.

COURSE OBJECTIVES

To build student awareness of the techniques, methods, and aesthetic choices used to ensure quality sound and music for film, video, animation, and game through existing examples, peer critique and discussions, and producing & post-production of sound and music for video, film, broadcast, animation, and game.

GRADING & ASSESSMENT OVERVIEW

Course work will include:

Sound Design Discussion	5%
Assignment 1: Student Survey & Self-Introduction	5%
Student Survey 1%	
Self-introduction 4%	
Assignment 2: Slide Show	10%

Assignment 3: ADR Exercise	10%
Assignment 4: Foley Exercise	10%
Assignment 5: 8-bit Music Exercise	10%
Assignment 6: Custom Sound Effects	10%
Final Project:	30%
1. Foley Project for the 5-min long clip from Metropolis (Lang, 1927)	
2. Sound Design for the Mercedes-Benz Conference Video	
3. Game Theme Song Composition (at least 5 pieces, and each piece should be 2 min. + game idea)	
* Participation (Class Critique & other class activities)	10%
* Note that if you are having trouble in the class, need an extension on a given assignment, or things outside of class are affecting your ability to do the work, talk with me about it sooner. In all likelihood, we can work something out.	
A+ 100%	B+ 89%-87%
A 99%-94%	B 86%-84%
A- 93%-90%	B- 83%-80%
C+ 79%-77%	D 69%-60%
C 76%-74%	F Below 60%
C- 73%-70%	

ATTENDANCE

Attendance will be taken daily. The basic expectation for this discussion-based class is that **all students will attend every class** (once they are enrolled). You are, however, permitted **one** absence.

Beyond the one 'free' absence, only absences documented by a certified notice of athletic travel, medical illness, religious observance, or death or serious illness of a close family member qualify as 'excused' absences. Unexcused absences therefore will result in deductions from your final grade as follows:

- 2nd unexcused absence = 2.5% deduction
- 3rd unexcused absence = 5% deduction
- 4th unexcused absence = 7.5% deduction

Five or more unexcused absences will result in failure of the course

If you expect to be late or absent from a class, please let me know by e-mail or some other suitable method. 3 tardies equal 1 absence.

EXCUSED ABSENCES

Students have the right to miss class for religious observances. Students wishing for time off for this reason should let the instructor know within the first two weeks of class. Sometimes absences from class are unavoidable because of illness. Emergencies, other than illness, could cause absence from class. In these cases, students are expected to meet with the instructor as soon as possible after the crisis has passed and arrange to make up any missed work. However, a written document that proves your absence was unavoidable must be submitted, and the instructor reserves the right to determine whether or not to excuse such an absence.

COMMUNICATION

If students need to contact the instructor outside of regular class time or office hours, email is the best way to do so. Due to Federal Privacy Laws (FERPA), instructor can only

respond to messages send from student's Masonlive.gmu.edu email account. As a professional, student is expected to follow email etiquette – please, use complete sentences, spell check, and good grammar. If an email contains profanity or threats, it will be reported to the appropriate office on campus. If an email is written poorly, unclearly, or in test speak (e.g. what do U think I can do 2 get a btr grd lol") will either be ignored or returned for revision. Student's email will be responded promptly (usually within 1-2 weekdays).

If something comes up that affects student's ability to attend/participate in class, it is important that student notifies instructor as soon as possible. Retroactive consideration will not be given to requests for exceptions, extensions, excused absences, etc. Similarly, if student is having trouble with something in the course, come and talk to instructor immediately.

ACADEMIC HONESTY

For complete information about the University's policies on academic honesty, please see:

http://www.gmu.edu/cte/Teaching/Getting_Started/Designing_Syllabus/academic_honesty.html

GMU HONOR CODE

<http://www.gmu.edu/catalog/apolicies/index.html#Anchor12>

Honor Code: To promote a stronger sense of mutual responsibility, respect, trust, and fairness among all members of the George Mason University community and with the desire for greater academic and personal achievement, we, the student members of the university community, have set forth this honor code: Student members of the George Mason University community pledge not to cheat, plagiarize, steal, or lie in matters related to academic work.

ADDITIONAL RESOURCES

GMU Student information and resources: <http://www.gmu.edu/mlstudents/>.

There will be a good amount of writing expected throughout the class. Please make use of GMU's Writing Center (<http://writingcenter.gmu.edu>) if you feel you are struggling.

If you are a student with a disability and you need academic accommodations, please see me and contact the Disability Resource Center (DRC) at 703-993-2474. All academic accommodations must be arranged through that office. Students must inform the instructor at the beginning of the semester, and the specific accommodation will be arranged through the Disability Resource Center.

DISCLAIMER

In this class, I reserve the right to show a broad range of course materials, some of which assume the audience to be adult in age and demeanor. Should you at any time in the course of the class feel offended by something you have seen or heard, we would appreciate you staying to be part of a dialogue. If you feel that you cannot stay, remove yourself from the classroom as discretely as possible. You may be asked to report on your response.

COPYRIGHT IN UNIVERSITY WORK

Students generally hold copyright in works that they create as students, such as papers, theses, dissertations, software code, or artistic or musical works. However, the instructor of this course will share the copyright of the work generated in this course when students develop and design a game/app using the source code and the guidance provided by the instructor.

PRIVACY

Students must use their MasonLIVE email account to receive important University information, including messages related to this class. See <http://masonlive.gmu.edu> for more information.

COURSE SCHEDULE

Please, refer to the class Blackboard for the course schedule as well as important dates, such as assignment due dates, exam dates, and so on.