

## **Assessment criteria for *Interactive Music* MUS2830 - 10 credit points**

### **General information**

Information on course content, learning outcome, teaching, requirements, and examination:

<https://www.uio.no/studier/emner/hf/imv/MUS2830/index-eng.html>

### **Course description**

This course provides students with knowledge and skills in designing, building, and performing with various musical instruments and interactive music systems. Students learn the basics of sound synthesis, gain hands-on experience with hardware synthesizers, digital controllers, and audio programming, explore new methods for musical expression and produce artistic works for electroacoustic music ensembles.

### **Course objectives**

Upon successful completion of this course, the student will be able to:

1. Explore sonic and musical materials outside of traditional Western notation and instruments.
2. Define the key terms associated with standard tools and methods of interactive music.
3. Describe fundamental synthesis methods.
4. Identify the essential equipment and supplies required for musical human-computer interaction.
5. Demonstrate a basic understanding of audio programming on Pure Data.
6. Identify the specific design strategies that address their interactive and musical needs.
7. Start composing and improvising electroacoustic music.

### **Grading scale: A – F**

<https://www.uio.no/english/studies/examinations/grading-system/index.html>

### **Assessment criteria**

The semester assignment includes independent work on developing an interactive music system that has been chosen in consultation with the subject teacher and a term paper. The independent work must be an original design and can include acoustic, analog-electronic, or digital-electronic parts. Programming is not required but strongly recommended.

The exam paper is a self-report that presents the interactive system that the student develops throughout the semester and performs with it in a public event. The term paper should be written as a scholarly article, including references, etc., 8-11 pages, containing approx. 2.000 characters (spaces not included); see course web page for suggestions.

The paper must explain the developed system, focusing on the student's music-technological strategies in relation to their artistic expectations; and a subjective evaluation of the system's public performance. The following criteria form the basis of the assessment:

- Background: What are the musical/technological/philosophical motivations behind the presented work?
- A basic understanding of the existing literature: References to required and supplementary reading material are strongly expected.
- The system's efficiency: How would you evaluate the chosen technologies in tandem with the artistic objectives, e.g., the programming strategies, the sounding result, action-sound mappings, etc.? Students should consider addressing relevant questions in the paper, such as "what has worked and what has not?"
- The solutions are original and/or innovative. The work is generally well documented, with good descriptions of procedures.
- The report's content and presentation are precise and comprehensive with any correct reference use. Full comments are expected throughout, which show an understanding of the development choices made.