

MUS202 Music and Sound for Screen

School: School of Business and Creative Industries

2025 | Semester 1

UniSC Sunshine Coast

**BLENDED
LEARNING**

Most of your course is on campus but you may be able to do some components of this course online.

Please go to usc.edu.au for up to date information on the teaching sessions and campuses where this course is usually offered.

1. What is this course about?

1.1. Description

In this course, you will develop your music and sound production skills to engage with screen projects. You will be guided by industry practitioners as you engage in intermediate tasks including sound design, Foley recording, music composition and curation, and mixing for vision. This course will culminate in creative work featuring music and sound design.

1.2. How will this course be delivered?

ACTIVITY	HOURS	BEGINNING WEEK	FREQUENCY
BLENDED LEARNING			
Learning materials – Interactive online learning activities.	1hr	Week 1	12 times
Tutorial/Workshop 1 – Scheduled face to face workshops.	2hrs	Week 1	12 times

1.3. Course Topics

- Sound design
- Sound libraries
- Location recording
- DAW and studio proficiency
- Music for screen
- Critical listening
- Mixing sound
- Multimodal communication

2. What level is this course?

200 Level (Developing)

Building on and expanding the scope of introductory knowledge and skills, developing breadth or depth and applying knowledge and skills in a new context. May require pre-requisites where discipline specific introductory knowledge or skills is necessary. Normally, undertaken in the second or third full-time year of an undergraduate programs.

3. What is the unit value of this course?

12 units

4. How does this course contribute to my learning?

COURSE LEARNING OUTCOMES		GRADUATE QUALITIES
On successful completion of this course, you should be able to...		Completing these tasks successfully will contribute to you becoming...
1	Develop a detailed understanding of sound and vision practices and standards according to industry specifications.	Knowledgeable
2	Apply concepts in the creation and curation of music and sound design for screen media.	Empowered
3	Analyse and evaluate advanced concepts of music and sound design in existing creative works with specific reference to academic frameworks.	Creative and critical thinker
4	Adapt a range of fundamental sound production principles and specific technical processes for music and sound design for screen.	Empowered

5. Am I eligible to enrol in this course?

Refer to the [UniSC Glossary of terms](#) for definitions of “pre-requisites, co-requisites and anti-requisites”.

5.1. Pre-requisites

MUS100 or MUS101 or CMN105

5.2. Co-requisites

Not applicable

5.3. Anti-requisites

Not applicable

5.4. Specific assumed prior knowledge and skills (where applicable)

Not applicable

6. How am I going to be assessed?

6.1. Grading Scale

Standard Grading (GRD)

High Distinction (HD), Distinction (DN), Credit (CR), Pass (PS), Fail (FL).

6.2. Details of early feedback on progress

An opportunity exists in every workshop to produce and perform creative work individually and/or in small peer groups. Using assessment criteria and an assessment rubric, provided to students prior to commencing, students will self-assess and peer assess throughout the entire course. This assessment will be moderated and finalised by the Course Coordinator.

6.3. Assessment tasks

DELIVERY MODE	TASK NO.	ASSESSMENT PRODUCT	INDIVIDUAL OR GROUP	WEIGHTING %	WHAT IS THE DURATION / LENGTH?	WHEN SHOULD I SUBMIT?	WHERE SHOULD I SUBMIT IT?
All	1	Artefact - Creative	Individual	30%	Approximately 15-30 minutes.	Week 5	In Class
All	2	Essay	Individual	30%	2000 words.	Week 10	Online Assignment Submission with plagiarism check
All	3	Artefact - Creative, and Written Piece	Individual or Group	40%	1-3 mins of vision and sound + 500 word written document	Exam Period	Online Submission

All - Assessment Task 1: Studio and DAW competency

GOAL:	In this assessment, you will demonstrate an intermediate understanding of studio and DAW processes for screen projects.	
PRODUCT:	Artefact - Creative	
FORMAT:	Using the studio facilities you will create and manage a DAW session and perform a number of technical tasks to demonstrate your knowledge of studio practice for screen. You will be provided with a detailed list of tasks. You will be given a limited amount of time to complete this assessment item.	
CRITERIA:	No.	Learning Outcome assessed
	1	Developing the ability to plan, setup and deliver a DAW session for sound and vision. 1
	2	Applying recording, editing and sequencing tasks. 2
	3	Applying the plugin and signal flow tasks. 2
	4	Developing communication of intention via a balanced audio work. 1
GENERIC SKILLS:	Problem solving, Organisation, Applying technologies	

All - Assessment Task 2: Written Essay

GOAL:	In this assessment, you will research and analyse a screen work of your choice and evaluate the ways in which music and sound design are used for potential meaning-making.	
PRODUCT:	Essay	
FORMAT:	You will select an existing screen work and use academic analytical models provided in classes to examine how music and sound contributes to multimodal meaning making. You will use your understanding of techniques, processes, and context to analyse and evaluate the relationships between audio (composition and sound design) and visual elements.	
CRITERIA:	No.	Learning Outcome assessed
	1	Analysing, evaluating, and contextualising the work with relevant research. 3
	2	Analysing the musical elements in relation to multimodal meaning making. 3
	3	Analysing the sound design elements in relation to multimodal meaning making. 3
	4	Applying academic writing and the ability to communicate concepts. 2
GENERIC SKILLS:	Communication, Information literacy	

All - Assessment Task 3: Music and Sound for screen work

GOAL:	The purpose of this task is to design and create the music and sound for a work of screen of your choosing.																
PRODUCT:	Artefact - Creative, and Written Piece																
FORMAT:	You can work individually or in a group. You will select an existing work of vision and create and/or curate music and sound design aspects for the project. Your choices for the project need to effectively communicate your ideas regarding multimodal meaning-making. You will need to develop the project using appropriate technical practices and standards for audio for screen. You will outline your intentions for the work and contribution to the project in the written document.																
CRITERIA:	<table border="1"><thead><tr><th>No.</th><th></th><th>Learning Outcome assessed</th></tr></thead><tbody><tr><td>1</td><td>Applying concepts in the creation and/or curation of music/sound design assets.</td><td>2</td></tr><tr><td>2</td><td>Developing and communicating an understanding of industry standards and practices relevant to your contribution.</td><td>1</td></tr><tr><td>3</td><td>Applying music, sound design, and visual elements in a cohesive multimodal production for meaning-making purposes.</td><td>2</td></tr><tr><td>4</td><td>Adapting a range of principles and processes to deliver a final project master with appropriate technical considerations.</td><td>4</td></tr></tbody></table>	No.		Learning Outcome assessed	1	Applying concepts in the creation and/or curation of music/sound design assets.	2	2	Developing and communicating an understanding of industry standards and practices relevant to your contribution.	1	3	Applying music, sound design, and visual elements in a cohesive multimodal production for meaning-making purposes.	2	4	Adapting a range of principles and processes to deliver a final project master with appropriate technical considerations.	4	
No.		Learning Outcome assessed															
1	Applying concepts in the creation and/or curation of music/sound design assets.	2															
2	Developing and communicating an understanding of industry standards and practices relevant to your contribution.	1															
3	Applying music, sound design, and visual elements in a cohesive multimodal production for meaning-making purposes.	2															
4	Adapting a range of principles and processes to deliver a final project master with appropriate technical considerations.	4															
GENERIC SKILLS:	Communication, Collaboration, Organisation, Applying technologies																

7. Directed study hours

A 12-unit course will have total of 150 learning hours which will include directed study hours (including online if required), self-directed learning and completion of assessable tasks. Student workload is calculated at 12.5 learning hours per one unit.

8. What resources do I need to undertake this course?

Please note: Course information, including specific information of recommended readings, learning activities, resources, weekly readings, etc. are available on the course Canvas site– Please log in as soon as possible.

8.1. Prescribed text(s) or course reader

There are no required/recommended resources for this course.

8.2. Specific requirements

It is recommended that students have basic DAW competency for this course.

In this class, you will require the foundation tools of the music producer. These are:

- Hard Drive with 100Gb of free memory
- a set of stereo headphones for music production.

Students are expected to make themselves available for autonomous recording sessions. Students must therefore consider their availability on evenings and weekends as well as normal working hours.

9. How are risks managed in this course?

Risk assessments have been performed for all studio and laboratory classes and a low level of health and safety risk exists. Some risk concerns may include equipment, instruments, and tools; as well as manual handling items within the laboratory. It is your responsibility to review course material, search online, discuss with lecturers and peers and understand the risks associated with your specific course of study and to familiarise yourself with the University's general health and safety principles by reviewing the [online induction training for students](#), and following the instructions of the University staff.

10. What administrative information is relevant to this course?

10.1. Assessment: Academic Integrity

Academic integrity is the ethical standard of university participation. It ensures that students graduate as a result of proving they are competent in their discipline. This is integral in maintaining the value of academic qualifications. Each industry has expectations and standards of the skills and knowledge within that discipline and these are reflected in assessment.

Academic integrity means that you do not engage in any activity that is considered to be academic fraud; including plagiarism, collusion or outsourcing any part of any assessment item to any other person. You are expected to be honest and ethical by completing all work yourself and indicating in your work which ideas and information were developed by you and which were taken from others. You cannot provide your assessment work to others. You are also expected to provide evidence of wide and critical reading, usually by using appropriate academic references.

In order to minimise incidents of academic fraud, this course may require that some of its assessment tasks, when submitted to Canvas, are electronically checked through Turnitin. This software allows for text comparisons to be made between your submitted assessment item and all other work to which Turnitin has access.

10.2. Assessment: Additional Requirements

Your eligibility for supplementary assessment in a course is dependent of the following conditions applying:

The final mark is in the percentage range 47% to 49.4%

The course is graded using the Standard Grading scale

You have not failed an assessment task in the course due to academic misconduct.

10.3. Assessment: Submission penalties

Late submission of assessment tasks may be penalised at the following maximum rate:

- 5% (of the assessment task's identified value) per day for the first two days from the date identified as the due date for the assessment task.

- 10% (of the assessment task's identified value) for the third day - 20% (of the assessment task's identified value) for the fourth day and subsequent days up to and including seven days from the date identified as the due date for the assessment task.

- A result of zero is awarded for an assessment task submitted after seven days from the date identified as the due date for the assessment task. Weekdays and weekends are included in the calculation of days late. To request an extension you must contact your course coordinator to negotiate an outcome.

10.4. SafeUniSC

UniSC is committed to a culture of respect and providing a safe and supportive environment for all members of our community. For immediate assistance on campus contact SafeUniSC by phone: [07 5430 1168](tel:0754301168) or using the [SafeZone](#) app. For general enquires contact the SafeUniSC team by phone [07 5456 3864](tel:0754563864) or email safe@usc.edu.au.

The SafeUniSC Specialist Service is a Student Wellbeing service that provides free and confidential support to students who may have experienced or observed behaviour that could cause fear, offence or trauma. To contact the service call [07 5430 1226](tel:0754301226) or email studentwellbeing@usc.edu.au.

10.5. Study help

For help with course-specific advice, for example what information to include in your assessment, you should first contact your tutor, then your course coordinator, if needed.

If you require additional assistance, the Learning Advisers are trained professionals who are ready to help you develop a wide range of academic skills. Visit the [Learning Advisers](#) web page for more information, or contact Student Central for further assistance: +61 7 5430 2890 or studentcentral@usc.edu.au.

10.6. Wellbeing Services

Student Wellbeing provide free and confidential counselling on a wide range of personal, academic, social and psychological matters, to foster positive mental health and wellbeing for your academic success.

To book a confidential appointment go to [Student Hub](#), email studentwellbeing@usc.edu.au or call 07 5430 1226.

10.7. AccessAbility Services

Ability Advisers ensure equal access to all aspects of university life. If your studies are affected by a disability, learning disorder mental health issue, injury or illness, or you are a primary carer for someone with a disability or who is considered frail and aged, [AccessAbility Services](#) can provide access to appropriate reasonable adjustments and practical advice about the support and facilities available to you throughout the University.

To book a confidential appointment go to [Student Hub](#), email AccessAbility@usc.edu.au or call 07 5430 2890.

10.8. Links to relevant University policy and procedures

For more information on Academic Learning & Teaching categories including:

- Assessment: Courses and Coursework Programs
- Review of Assessment and Final Grades
- Supplementary Assessment
- Central Examinations
- Deferred Examinations
- Student Conduct
- Students with a Disability

For more information, visit <https://www.usc.edu.au/explore/policies-and-procedures#academic-learning-and-teaching>

10.9. Student Charter

UniSC is committed to excellence in teaching, research and engagement in an environment that is inclusive, inspiring, safe and respectful. The [Student Charter](#) sets out what students can expect from the University, and what in turn is expected of students, to achieve these outcomes.

10.10. General Enquiries

In person:

- **UniSC Sunshine Coast** - Student Central, Ground Floor, Building C, 90 Sippy Downs Drive, Sippy Downs
- **UniSC Moreton Bay** - Service Centre, Ground Floor, Foundation Building, Gympie Road, Petrie
- **UniSC SouthBank** - Student Central, Building A4 (SW1), 52 Merivale Street, South Brisbane
- **UniSC Gympie** - Student Central, 71 Cartwright Road, Gympie
- **UniSC Fraser Coast** - Student Central, Student Central, Building A, 161 Old Maryborough Rd, Hervey Bay
- **UniSC Caboolture** - Student Central, Level 1 Building J, Cnr Manley and Tallon Street, Caboolture

Tel: +61 7 5430 2890

Email: studentcentral@usc.edu.au