DGTL 103
Digital Audio Production
Proposed Start: Fall 2013

Instructor's Name:
Office Location:
Office Hours:
Office Phone:
E-mail:

Course Description:
An introduction to the concepts of digital audio specifically for end-use in interactive media, game creation, web, motion graphics and video creation. Students will learn the principals of digital audio creation, editing, timing, mixing, synthesizing, sequencing, MIDI and compression technologies utilizing industry standard software and hardware.

Illinois Articulation Initiative (IAI) number

Credit and Contact Hours:

4 Lecture/Demonstration
4 Lab/Studio
4 Credit Hours

Prerequisite: DGTL 101 with a minimum grade of C or GAME 207 with a minimum grade of C or Consent of the department

Books, Supplies, and Supplementary Materials:

- Textbooks/Reading list
  Required
  Optional - None

- Manuals/Study Guides
  Required - None
  Optional - None
• **Periodicals**  
  Required - None  
  Optional - None

• **Software**  
  Required - None  
  Optional - None

• **Supplementary materials**  
  1. Plantronics Audio 326

**Methods of Instruction:**

- Lecture

**Other Methods**

-

**Student Learning Outcomes:**

**Course Content Outcomes**

1. The student will learn the concepts and basic terminology of sound and digital audio
2. The student will configure and setup audio software and hardware devices
3. The student will learn how to apply filters, looping, fades, crossfades, silence and other effects to audio projects.
4. The student will learn audio file management including importing, exporting, converting and compacting of different types of audio files
5. The student will edit sound for use in various digital media projects
6. The student will learn introductory MIDI concepts including setup, recording and working with multiple tracks.
7. The student will learn how to integrate and synchronize audio files into a variety of digital media projects including games, video, web pages, motion graphics and other interactive media.

**General Education Student learning outcomes:**

Students will demonstrate competence in using academic technology including finding, evaluating and utilizing appropriate information sources.  
Students will demonstrate an ability to think critically and analytically.

**Graded assignments and policies:**

**Graded Assignments**

- Projects: Students will be expected to develop several audio projects.

**Grading policy**

- None
Major Tests and Quizzes
  • Quizzes and Exams

Classroom Policies and Procedures

A. General Information

B. Attendance Policy

C. Make-up Policy

D. Extra-credit Policy

E. Final Exam Information

F. Academic Honor Code

The objective of the academic honor code is to sustain a learning-centered environment in which all students are expected to demonstrate integrity, honor, and responsibility, and recognize the importance of being accountable for one’s academic behavior.

G. College Statement about grades of 'F' and withdrawal from class

  o Students may withdraw from a course by processing an add/drop form during regular office hours through the Registration and Records Office at Main Campus or Romeoville Campus, or by phone at 815-744-2200. Please note the withdrawal dates listed on your bill or student schedule. Every course has its own withdrawal date. Failure to withdraw properly may result in a failing grade of 'F' in the course.
  o At any time prior to the deadline dates established, an instructor may withdraw a student from class because of poor attendance, poor academic performance or inappropriate academic behavior, such as, but not limited to, cheating or plagiarism.

H. Intellectual Property

Students own and hold the copyright to the original work they produce in class. It is a widely accepted practice to use student work as part of the college's internal self-evaluation, assessment procedures, or other efforts to improve teaching and learning and in promoting programs and recruiting new students. If you do not wish your work to be used in this manner, please inform the instructor.

I. Student Code of Conduct

Each student is responsible for reading and adhering to the Student Code of Conduct as stated in the college catalog.

J. Sexual Harassment
Joliet Junior College seeks to foster a community environment in which all members respect and trust each other. In a community in which persons respect and trust each other, there is no place for sexual harassment. JJC has a strong policy prohibiting the sexual harassment of one member of the college community by another. See Catalog or Student Handbook.

K. Student Support [http://jjc.edu/services-for-students/pages/default.aspx]
   a. Disability Services: [http://jjc.edu/services-for-students/disability-services/Pages/default.aspx], Student Accommodations and Resources (STAR): If you need disability-related accommodations, specialized tutoring, or assistive technology in this class, if you have emergency medical information you wish to share with me, or if you need special arrangements in case the building must be evacuated, please inform me immediately. Please see me privately after class or at my office. New students should request accommodations and support by scheduling an appointment with the Student Accommodations and Resources (STAR) Office, Campus Center 1125, (815) 280-2230.
   b. Tutoring: [http://jjc.edu/services-for-students]
   c. Counseling and Advising: [http://jjc.edu/services-for-students/counseling-advising]
   d. Academic Resources: [http://jjc.edu/services-for-students/academic-resources]
   e. Support Programs: [http://jjc.edu/services-for-students/support-programs-services]
   f. Technology Support: [http://jjc.edu/services-for-students/Pages/technology-support.aspx]

L. Safety

M. College Documentation Styles

Course Outline

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<tr>
<th>Week</th>
<th>Unit, Topic, Class Activity</th>
<th>Comments</th>
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<tbody>
<tr>
<td>Weeks 1-2</td>
<td>Introduction to analog sound and digital audio characteristics, terminology, various waveforms, samples and sample rates, tracks, and coding.</td>
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<tr>
<td>Week 2</td>
<td>Introduction to the audio, recording, editing and production software. File management basics, configuration, starting a new session, Input/Output connections and setup.</td>
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<td>Week 3</td>
<td>Connecting Audio sources, overview of audio source hardware and basic setup.</td>
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<td>Week 4</td>
<td>Working with tracks, recording and playing back audio.</td>
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<td>Week 5</td>
<td>Audio file management including importing, exporting, converting and compacting.</td>
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<td>Week 6</td>
<td>Working with regions, including adding, removing, trimming,</td>
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aligning, nudging, duplicating and locking regions.

Week 7  Mixing audio, adding and automating effects including reverb, plugins, inserts and sends.

Week 8  Midterm exam and midterm project introduction

Week 9  Project development

Week 10  Introduction to MIDI, setting up instrument tracks, recording MIDI, selecting inputs, creating click tracks for recording

Week 11  Working with multiple MIDI tracks and editing MIDI

Week 12  Introduction to audio for video, selection of sample rates and bit depth for projects. Synchronization of audio to video, field and foley sound effects, head and tail leaders.

Week 13  Editing sound for games, interactive media, web, motion graphics and video projects. Sample rate, bit depth, transfer issues and specification for final deliverables.

Week 14  Integrating and synchronizing final audio files into games, interactive media, web, motion graphics and video.

Week 15  Final Project Development

Week 17  Final Project Presentations and Final Exam

Effective Date:
17-Aug-09

Signature of Department Chair:_____________________________  CID: 3015