

Semester: 4	
Course : Mass Communication and Videography	
Paper Title: Audio: Theory and Practices	
Paper code: C2MV230421P	Credits: 4
Hours/week : 4	
Category: Core/MDC/SEC/VAC : Core	
Theory / Practical / Composite : Practical	
No of Modules : 1	
Course Overview:	
<p>The course intends to introduce media students to the world of sound as experienced from day to day and also the world of recorded audio and their reproduction. The students shall go through intensive experiential training about how to listen to different sounds and identify and understand them. The students then shall be introduced to the more technical aspects of sound and recording technologies and different common practices. The course shall end with the application of all the knowledge and skill wherein the students create a small audio production.</p>	
Course Outcome:	
1. Remember the basic aspects of listening, recording and reproduction of audio.	
2. Understand how to make sense of their listening and how sound behaves in different spaces.	
3. Apply knowledge and skills to understand media behaviour and start practical recording and reproduction.	
4. Analyze the different aspects of real and recorded sounds in real life and in audio visual materials.	
5. Evaluate the different technologies and processes involved in audio recording and reproduction.	
6. Create a small audio production in groups.	
Prerequisites: <i>Basic knowledge of computers.</i>	
SYLLABUS	

UNIT/Module	CONTENT	HOURS or NUMBER OF CLASSES	CO Mapping	COGNITIVE LEVEL
I.	<ul style="list-style-type: none"> • Experiencing sound, listening aspects and practice. • Identifying and describing the elements of a soundtrack. • History of sound recording - a journey through the development of technology and aesthetics of recording science. • Relationship between sound and image. Elements of sound design • Principles and characteristics of sound. Generation and propagation. Mono and Stereo. • Signal chains and their examples from different production scenarios. • Equipment and accessories including microphones, interconnects, mixing consoles, monitoring systems, DAW. • Recording individual sounds and ambiences using a simple recorder and professional recorder. • Production of a sound narrative of given duration using voice, ambience, special effects and music. 	4	CO1, CO2, CO3, CO4, CO5, CO6.	KI, K2, K3, K4, K5, K6.
Text Books				
<ol style="list-style-type: none"> 1. Rumsey, F., & McCormick, T., (2021). <i>Sound and recording: applications and theory</i> (8th ed.) Routledge. 				
<ol style="list-style-type: none"> 2. Corey, J. (2016). <i>Audio production and critical listening: Technical ear training</i> (2nd ed.) Routledge 				
Suggested readings				
<ol style="list-style-type: none"> 1. • Watkinson, J. (2002). <i>An introduction to digital audio</i>. Focal Press. 				
<ol style="list-style-type: none"> 2. Everest, F., & Pohlmann, K.C. (2015). <i>Master handbook of acoustics</i> (6th ed.). The McGraw-Hill Companies. 				

3. Kenny, T. (2000). <i>Sound for picture, the art of sound design for film and tv (mix pro audio series)</i> . Artistpro.
Web Resources
1. https://www.youtube.com/@inthemix
2. https://www.youtube.com/audiouniversity
3. https://www.youtube.com/@WickimediaNet
Evaluation: Continuous Assessment: 95 marks
Paper Structure for Theory Semester Exam Module : NA

Course outcomes (COs) and Cognitive Level Mapping

COs	CO Description	Cognitive levels
CO1	Remember the basic aspects of listening, recording and reproduction of audio.	K1
CO2	Understand how to make sense of their listening and how sound behaves in different spaces.	K2
CO3	Apply knowledge and skills to understand media behaviour and start practical recording and reproduction.	K3
CO4	Analyze the different aspects of real and recorded sounds in real life and in audio visual materials.	K4
CO5	Evaluate the different technologies and processes involved in audio recording and reproduction.	K5
CO6	Create a small audio production in groups.	K6