University of Silesia in Katowice

1.	Field of study	Music in Multimedia
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	General information about the module	
Module name		Sound Design
Module code		W6-DigiCrea-MM-SDE
Number of the ECTS credits		1
Language of instruction		English
Purpose and description of the content of education		The "Sound Design" module allows students to explore the process of sound creation in the context of films, video games, and other visual media. The course covers both theoretical and practical aspects of sound design, including working with sound effects, field recordings, dialogue, and music. Students will develop skills in creating sound from scratch, experimenting with different techniques and technologies to achieve specific sound effects. The course fosters creativity, allowing participants to create original sound projects. The module concludes with a presentation of individual student projects assessed on originality, technical quality, and artistic merit.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description		Learning outcomes of the programme	Level of competenc (scale 1-5)
SND-S2-SDe _1	The student knows the sound design principles in visual media, such as films, video games, and other audiovisual productions.		W6-MM-S2-W02 W6-MM-S2-W03 W6-MM-S2-W04	4 4 5
SND-S2-SDe _2	The student can experiment with various techniques for creating sound effects and music, adjusting them to the project's requirements.		W6-MM-S2-U02 W6-MM-S2-U03 W6-MM-S2-U04	5 4 4
SND-S2-SDe _3	The student can record and process field sounds and dialogues to achieve the desired effects in audiovisual production.		W6-MM-S2-U02 W6-MM-S2-U03 W6-MM-S2-U06	5 4 4
SND-S2-SDe _4	The student can collaborate with other project team members, sharing ideas and feedback to achieve the best possible outcomes.		W6-MM-S2-K02 W6-MM-S2-K03 W6-MM-S2-K06	4 4 5

9.	Methods of conducting classes		
Code	**Category**	**Name (description)**	
c03	Demonstration methods	**Audio playback / audio drama** *preparation and reproduction of sound material (audio recording) in its entirety or in fragments in order to illustrate the content taught in class, to submit it to analysis and evaluation or to use it as a method of sound perception, including the appreciation of a musical piece, an artistic audio drama, an oral presentation of an artistic or scientific text as well as a media text; analysis of the sound material recorded on a carrier with a view to studying a sound-related phenomenon*	
c06	Demonstration methods	**Demonstration-imitation** *a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours*	
c07	Demonstration methods	**Screen presentation** *a presentation of synthetic image content using computer graphics, e.g., a series of slides or other multimedia forms, usually accompanied by a commentary; typical components of a screen presentation include text organized into bulleted points, charts, images and animations, sometimes sound effects or music; a multimedia illustration of course content presented in the form of a projected image*	

10.	Forms of teaching				
Code	**Name**	**Number of hours**	**Assessment of the learning outcomes of the module**	**Learning outcomes of the module**	**Methods of conducting classes**
C_SDE	practical classes	12	course work	SND-S2-SDe_1, SND-S2-SDe_2, SND-S2-SDe_3, SND-S2-SDe_4	c03, c06, c07

11.	The student's work, apart from participation in classes, includes in particular:		
Code	**Category**	**Name (description)**	**Is it part of the BUNA?**
a03	Preparation for classes	**Developing practical skills** *activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)*	No
a05	Preparation for classes	**Production/preparation of tools, materials or documentation necessary for class participation** *developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes*	No
c03	Preparation for verification of learning outcomes	**Implementation of an individual or group assignment necessary for course/phase/ examination completion** *a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course*	No
e01	Activities complementary to the classes	**Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University** *a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a laboratory, in the open air, etc.; also self-education*	No

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: https://usosweb.us.edu.pl.