



## Course Outline

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**Catalog Information:**

DMEDIA 11

Audio Production

3.000 Units

This course serves as an introduction to audio theory, performance, and content production including: use of voice, digital editing, sound effects, writing, and content creation and distribution for a variety of audio platforms. Students gain hands-on experience recording, editing, mixing, and mastering audio. Upon completion, students will have basic knowledge of applied audio concepts, production workflow, equipment functions, audio editing software, and audience engagement and distribution methods. Students will have an opportunity to apply the learned materials to actual audio production including podcasting, video production, and contribute to KWDC, Delta College Radio. (HBCU, CSU)

**Requisites:****Lecture Hours Per Week:**

Min Hours: 1.000 Max Hours: 1.000

**Lecture Hours Per Semester:**

Min Hours: 16.000 Max Hours: 18.000

**Lab Hours Per Week:**

Min Hours: 6.000 Max Hours: 6.000

**Lab Hours Per Semester:**

Min Hours: 96.000 Max Hours: 108.000

**Outside-of-Class Hours Per Semester:**

Min Hours: 32.000 Max Hours: 36.000

**Total Student Learning Hours Per Semester:**

Min Hours: 144.000 Max Hours: 162.000

**Course Repeatability: No****Course Objectives:**

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

1. Describe basic physics of sound terminology; the sound wave, frequency/pitch, amplitude/loudness, phase, and timbre; comprehend acoustics
2. Describe microphone classification, placement, and use; theory and practical use of consoles, computers, and software; gain structure and signal flow; patching and plugins; editing; signal processors; loudspeakers
3. Describe audio production software and hardware interfaces
4. Demonstrate refined techniques for audio production using appropriate audio software
5. Apply audio processes used in studio and on-location production for radio, television, and film

6. Apply audio processes for voice recording, multimedia production, sound design
7. Collect, create, analyze, and evaluate digital audio clips
8. Complete applied projects to assess the student's knowledge of recording, editing, mixing, and balancing
9. Demonstrate appropriate workplace behavior in a studio setting
10. Explore the emotional and physical perception of music, voice, and sound and the aesthetics of audio mixing
11. Identify and apply industry-specific employability skills
- 12.

Demonstrate the skills needed for successful teamwork in a studio setting

13. Explore various audio distribution platforms and methods for audience engagement

#### **Course Learning Outcomes:**

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

1. Demonstrate the ability to record, mix, and export a short audio project by utilizing an audio editing program, microphone, console, and other essential audio accessories.
2. Demonstrate the correct principles behind a variety of shared audio data storage solutions.

#### **Outline of Topics:**

This course contains both theory and process and includes the following topics:

- An overview of the process of pre-production, production and post-production in digital audio, and multi-track recording and editing
  - Signal processing (hardware and software)
  - Recording techniques
  - Techniques in music, sound effects and ambient sound
  - Soundtrack manipulation and exploration of the audio toolkit in appropriate editing software
  - Processes for integrating audio in digital media projects and cross platform editing
  - Promotes content creation in relation to social justice, race/ethnicity, gender, class, sexual orientation, and ability
1. An overview of the process of pre-production, production, and post-production in digital audio, multi-track nonlinear editing.
  2. Digital input and output options.
  3. Signal processing.
  4. Signal flow.
  5. Recording techniques.
  6. Techniques in sound effects and ambient sound.
  7. Processes for integrating audio in digital media projects and cross-platform editing.
  8. Basic production techniques.

9. Basic vocal techniques.
10. Digital production techniques.
11. Telling a story using sound.
12. FCC rules, copyrights, and ethics.

#### Laboratory Activities

- Participate in group and individual project work to produce digital projects while exploring audio production applications and media sound design for broadcast, web, live, and other distribution methods.

#### Sample Assignments:

##### Reading:

Students will read information on sound, recording, reproduction, and audio broadcasting.

##### Writing:

Audio, Podcast, Narrative, and News

1. Students will write scripts for various audio production projects.

#### Out-of-Class:

Audio Production

Students will produce a pre-recorded audio project including music beds, sound effects and dialogue/vocals.

#### Methods of Instruction:

Methods of instruction may include, but are not limited to, the following: (from methods of instruction data page).

- Lab
- Lecture

#### Methods of Evaluation:

A student's grade will be based on a required final examination and multiple measures of performance including critical thinking. These methods may include, but are not limited to the following:

- Projects
- Portfolios
- Equipment Usage Demonstrations
- Classroom Participation
- Quizzes
- Lab Assignments

**Other Method of Evaluation**

Students will demonstrate subject matter proficiency through the submission of:

Lab projects

Individual and group projects

Competency evaluations

Written assignments, including pre-production plan for lab projects

Scheduled quizzes and/or exams

Active participation in classroom discussions

**Textbooks:**

1. Karen Collins. *Game Sound: An Introduction to the History, Theory, and Practice of Video Game Music and Sound Design* Current Edition. MIT Press. 2008
2. Jay Rose. *Producing Great Sound for Film and Video* Current Edition. Focal Press. 2014
3. Woody Woodhall. *Audio Production and Postproduction* Current Edition. Jones & Bartlett Learning; Pap/Com edition. 2010
4. Stanley Alten. *Audio in Media* 10th or current. Wadsworth Publishing. 2013
5. Ric Viers. *The Sound Effects Bible* Current Edition. Michael Wiese Productions. 2008
6. Samuel J. Sauls. *Audio Production Worktext: Concepts, Techniques, and Equipment* 8th or Current . Focal Press. 2016

**Manuals:** None

**Periodicals:** None

**Other Instructional Materials:**

**Comparable Courses:**

1. **Community College Course**  
Mt. San Antonio College  
Beginning Radio Production  
R-TV 11A
2. **CSU**  
San Francisco State University  
Audio Production  
BCST 120

**Board of Trustees Approval Date:** 12/13/2022