

CRMT250 Immersive Audio

Assessment Brief

Audio Stems (50%) / Spatial Audio Project (30%) / Critical Documentation (20%)

Brief

You will create an immersive audio project based on one of the topics from the module. You will create and submit:

1. A folder of audio assets / stems
2. A 5-7 minute demonstration of your spatial audio project
3. A 1000-word individual report

Your project will relate to one of the topics covered in the module, for example

- A playable game level
- A 5.1 soundtrack for a visual media clip
- A binaural composition for headphones
- An interactive audio installation
- A multichannel electroacoustic composition
- An interactive mobile composition

If you have an idea that falls outside of these topics, please speak to a module tutor.

Please note the following:

1. All audio assets / stems should be high-quality, bespoke to the project and recorded / created by you - as opposed to using existing samples or recordings.
2. Your demonstration may be a bounced video or audio (for a linear project) or a video or audio recording (for an interactive project). If you wish to present work live, then please speak to a module tutor.
3. Your 1000-word individual report should contain
 - An overview of your project including a clear aim
 - A discussion of two immersive audio techniques with discussion of appropriate research and analysis of your practical work
 - A conclusion summarising the success of the project
 - An evaluation covering strengths, weaknesses and areas for further study
 - In-text references and a reference section for a range of sources

Submission

Please submit the following to the link relating to the assessment number on Learning Space by the date shown on MyFalmouth.

No.	Name	File Type	Length
1	Audio Stems	High quality audio files Other assets e.g. bespoke software or instrument patches	As appropriate
2	Spatial Audio Project	Bounce of your project as audio, video OR a .docx or .pdf with brief details of a live demonstration / performance	5-7 minutes
3	Individual Report	.docx or .pdf	1000 words (+/- 10%)

Ensure that you allow sufficient time to upload your work. It is highly recommended that you upload on campus to make use of the University's high speed and stable internet connection. For files larger than 1GB, please upload to a OneDrive folder, set the permissions to 'People in Falmouth University' and submit the link to the Learning Space as a .docx, or .pdf.

Marking Criteria

Marks are awarded as follows:

Percentage	Classification	Description
90-100%	1 st	Exceptional
80-89%	1 st	Outstanding
70-79%	1 st	Excellent
60-69%	2:1	Very good
50-59%	2:2	Good
40-49%	3 rd	Satisfactory
30-39%	Fail	Poor
1-29%	Fail	Very poor

Detailed criteria for each part of the assessment are given in the following tables...

1. Audio Stems

Learning Outcome	Assessment Criteria	Guidance
1. Creativity <i>Demonstrate a creative and innovative approach to ideas, materials and methods.</i>	Demonstrate creativity in the composition of a new work that makes innovative use of immersive audio techniques.	The materials should be bespoke to the project, stylistically appropriate and be indicative of substantial practical exploration and refinement.
2. Critical thinking <i>Think critically about concepts, contexts and practice, evaluating these through scholarship, and/or self-reflection.</i>	Evidence a clear rationale for the artistic and technical decisions you have made in the production of an immersive audio experience.	The audio should be high quality both sonically and in terms of appropriate format.
5. Research <i>Produce informed work through the use of appropriate research methods.</i>	Evidence technical and artistic research undertaken in the development of your project.	The audio should be consistent with the research discussed in your critical documentation.

2. Spatial Audio Project

Learning Outcome	Assessment Criteria	Guidance
2. Critical thinking <i>Think critically about concepts, contexts and practice, evaluating these through scholarship, and/or self-reflection.</i>	Evidence a clear rationale for the artistic and technical decisions you have made in the production of an immersive audio experience.	The final project should be coherent stylistically and be consistent with the critical documentation.
4. Professionalism <i>Demonstrate the application of industry standards and recognized external arbiters of best practice within your discipline, including appropriate project management.</i>	Demonstrate knowledge and understanding of appropriate professional workflows for the production of an immersive audio experience.	The final project should achieve high levels of immersivity through successful technical implementation and artistry - and evidence successful project management through level of ambition and completeness.
5. Research <i>Produce informed work through the use of appropriate research methods.</i>	Evidence technical and artistic research undertaken in the development of your project by means of critical documentation.	The project should be indicative of substantial independent study and consistent with the research discussed in your critical documentation.
6 Skills <i>Demonstrate a sufficiently high-quality skill-set to realise your work.</i>	Evidence ability to make appropriate use of a range of spatial audio technologies in the production of an immersive audio experience.	The project should involve successful implementation of tools and techniques relevant to your chosen topic.

3. Critical Documentation

Learning Outcome	Assessment Criteria	Guidance
2. Critical thinking <i>Think critically about concepts, contexts and practice, evaluating these through scholarship, and/or self-reflection.</i>	Evidence a clear rationale for the artistic and technical decisions you have made in the production of an immersive audio experience.	State a clear aim for the project. Explain, as well as document, your key decisions using evidence from analysis of your work and research as appropriate. Draw an appropriate conclusion summarising the project's success.
4. Professionalism <i>Demonstrate the application of industry standards and recognized external arbiters of best practice within your discipline, including appropriate project management.</i>	Demonstrate knowledge and understanding of appropriate professional workflows for the production of an immersive audio experience.	Discuss two key techniques that were implemented in your work. Present your written work effectively. Evaluate your work in terms of strengths, weaknesses and areas for further study.
5. Research <i>Produce informed work through the use of appropriate research methods.</i>	Evidence technical and artistic research undertaken in the development of your project by means of critical documentation.	Apply arrange of research sources to your work and reference them correctly - both in-text and in a reference section.

Feedback

You will receive written feedback against the above criteria which will be uploaded onto Learning Space. This will be discussed during the summative feedback tutorials towards the end of the module. You will also be able to get feedback on your work before submission during taught sessions.

Questions

Please ask questions during timetabled sessions or use the Module Forum on the Learning Space.