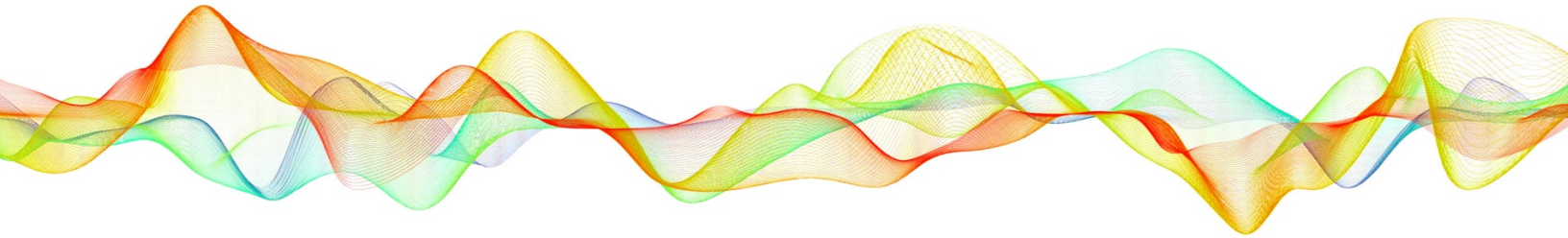# USC School of Cinematic Arts

IML 328: SONIC MEDIA ARTS
SPRING 2023 | 2 Units
Thursdays | 11-1:50pm

COURSE DESCRIPTION

Sonic Media Art explores sound as a distinct material and experiential modality with an independent set of theories, terminology, and processes. Sound has a social resonance and communicates in unique ways, shapes experience, transforms place, transcends time, provides fantasy and escape, influences memory, and creates invisible connections through vibrations. The evolution of sound technologies allows for new ways for sound to mediate our perceptions of reality and daily experience. A foundation for understanding sonic experience will be built through listening practices and sense perception. An exposure to a broad array of sound practices and approaches is intended to inform and inspire the development of sound-based projects.

This course provides an overview of the field of sound art and sound design as an evolution of aesthetic, technological, and cultural approaches from the historical Avant-garde to global contemporary practices. Ideological and political contexts of sound will be considered in relationship to developing sonic forms, structures, and non-musical compositional methodologies. Soundscape studies in this class has a broad application that addresses global and subaltern sonic terrains including: noise, silence, counterpublics, diasporic border-traversing sounds, sonic agency, refusals, warfare, and resilience, among other subjects. Technical methods will incorporate field recordings, microphones, resonant objects, archives & digital sound objects, amplification, and software for arranging and mixing. Sound theories and sound screenings will give insight into psychoacoustics, acoustic ecologies, materiality, interactivity, audience awareness, site-specificity, ephemerality, soundwalks, and installations. Students will be encouraged to follow their own interests while conceptualizing and presenting sound-based media works.

Questions? **email:** Kim Zumpfe (zumpfe@usc.edu)