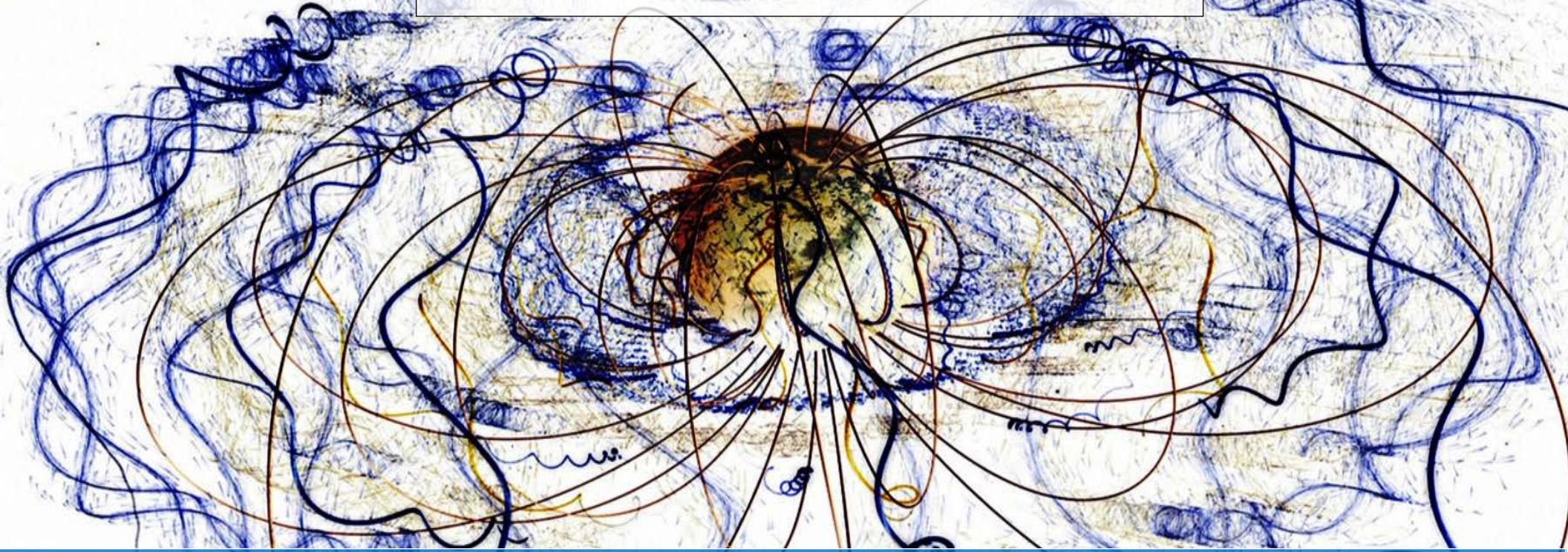


**IML 428: Advanced Platform: Sound**  
**Spring 2024 | 4 Units | Tuesdays | 10am-12:50pm**



Sound is inseparable from its spatial dimensions, including: urban development and architecture, musical and cinematic experiences, and is present in every human, technological, and biological ecosystem. This course provides a spectrum of theories and practices that address the complex interweave between sound and space, and examines ways that artists and designers capture and create sonic environments that have a dynamic interaction with narratives, physiology, perception, location, geography, and information. Soundscape studies will address perspectives from diverse fields of study including science, linguistics, performance and installation art, broadcasting, musicology, film, and cartography.

Sound has been explored by listeners for thousands of years, but human relationships to sound has drastically changed with mediated sound technologies that range from transmissions and archives – to immersive, interactive, and virtual sound experiences. Sound theories and screenings will give an overview of global, historical, contemporary, maginalized, and lesser-known perspectives and practices that give insight into acoustic ecologies, psychoacoustics, transmissions and broadcasting, interference, simulations, image/sound relations, site, sound mapping, psychogeography, soundwalks, installation, and interactive media design. Studio soundscape projects will include a multi-channel sound gallery installation, a research-based project on acoustic ecologies utilizing the 5.1 surround sound theater system, and a radio program or virtual soundwalk.

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