

Module	Interactive Audio 2
Course code	BAMPH-IA2
Credits	5
Allocation of marks	50% Assignment 1 50% Assignment 2

Intended Module Learning Outcomes

On successful completion of this module the learner will be able to:

- iv. Work as a key member of a music production team in diverse contexts including concert performance, interactive installation and theatre.
- v. Design Max/MSP programs for the real-time processing of audio signal dynamics, spatialisation and sound synthesis in music and theatre contexts.
- vi. Specify and operate appropriate sensors and controllers for use in interactive installation contexts.

Module Objectives

The module curriculum is an advanced continuation of the Stage 2 module, Interactive Audio 1. Learners will further develop canonical concepts and strategies in Max/MSP programming and develop confidence and problem-solving skills that enable them to independently bring complex systems from concept to implementation.

Module Curriculum

- Artistic, cultural, and social impact of new performance interfaces
- Advanced Max/MSP programming
- MIDI implementation in Max/MSP
- Sound synthesis in Max/MSP
- Audio processing in Max/MSP
- Data mapping algorithms
- Sensor technologies for installations and live performance
- Real-time gestural control in musical performance
- Ableton Max For Live