



9173
APPLIED SOUND
ENGINEERING (12D)

40S/40E/40M

A Sound Engineering Course

9173: APPLIED SOUND ENGINEERING (12D) 40S/40E/40M

Course Description

In this course, students apply the knowledge and skills learned in previous courses to initiate and manage all aspects of studio productions and live performances at an advanced level.

Goal 1: Describe and apply appropriate **health and safety** practices.

GLO 1.1: Describe and apply appropriate **health and safety** practices.

- SLO 12D.1.1.1 Create and maintain a safe and organized working environment.
- SLO 12D.1.1.2 Give examples of workplace safety and health hazards related to sound engineering.
- SLO 12D.1.1.3 Discuss sound pressure levels and their relationships to hearing loss.
- SLO 12D.1.1.4 Use hearing protection as required.
- SLO 12D.1.1.5 Demonstrate proper selection and use of a variety of personal protective equipment.
- SLO 12D.1.1.6 Outline the safety principles for working on and around electrical and sound equipment.
- SLO 12D.1.1.7 Outline workplace fire safety principles.

Goal 2: Demonstrate an understanding of **audio theory** and **music theory**.

GLO 2.1: Demonstrate an understanding of **audio theory**.

No applicable SLOs.

GLO 2.2: Demonstrate an understanding of **music theory**.

No applicable SLOs.

Goal 3: Communicate by **making music**.

GLO 3.1: Communicate by **making music**.

No applicable SLOs.

GLO 3.2: Participate in a **musical performance**.

SLO 12D.3.2.1 Supervise, with a minimum of instruction, a musical performance.

Goal 4: Engineer studio sessions and live performances.

GLO 4.1: Demonstrate the identification, selection, and management of **musical instruments** and **recording equipment**.

SLO 12D.4.1.1 Identify, select, and manage all of the musical instruments and recording equipment required for a studio production and a live performance.

GLO 4.2: Perform **pre-production** sound engineering duties.

SLO 12D.4.2.1 Initiate and perform a sound check for a live performance and a studio production.

GLO 4.3: Demonstrate **blocking** a live performance.

SLO 12D.4.3.1 Initiate and perform the blocking of a live performance.

GLO 4.4: Engineer studio sessions and live performances.

SLO 12D.4.4.1 Initiate, at an advanced level, the editing, mixing, and incorporation of special effects (including reverb, EQ, delay, and compression) during a live performance.

GLO 4.5: Perform **post-production** sound engineering duties.

SLO 12D.4.5.1 Initiate, at an advanced level, the editing, mixing, and incorporation of special effects (including reverb, EQ, delay, and compression) after a live performance.

SLO 12D.4.5.2 Initiate, at an advanced level, the mastering process for a live performance.

GLO 4.6: Demonstrate **striking** a live performance.

SLO 12D.4.6.1 Initiate the striking of a stage used in a performance that includes several performers and instruments.

Goal 5: Describe and demonstrate the transferable **cross-curricular** knowledge and skills that are relevant to sound engineering.

GLO 5.1: Read, interpret, and communicate information that is relevant to sound engineering.

SLO 12D.5.1.1 Read, interpret, and communicate information found in equipment manuals and on equipment.

GLO 5.2: Apply the knowledge and skills from **mathematics** that are relevant to sound engineering.

No applicable SLOs.

GLO 5.3: Apply the knowledge and skills from **the sciences** that are relevant to sound engineering.

No applicable SLOs.

GLO 5.4: Apply the knowledge and skills from **other subject areas** (e.g., information and communication technology, electronics, the arts) that are relevant to sound engineering.

SLO 12D.5.4.1 Demonstrate proficiency in the use of music production software.

Goal 6: Demonstrate an awareness of **sustainability** as it pertains to sound engineering.

GLO 6.1: Describe the impact of **human sustainability** on the well-being of those employed in the music industry and their consumers.

SLO 12D.6.1.1 Demonstrate the ability to reflect on a live performance or studio production and how it might affect the well-being of the artists and listeners.

GLO 6.2: Describe the industry's **sustainability practices** and impact on the environment.

No applicable SLOs.

GLO 6.3: Describe **sustainable business practices** within the industry.

SLO 12D.6.3.1 Discuss the types of business practices that promote the long-term viability of businesses in the music industry.

Goal 7: Demonstrate an awareness of the **ethical and legal standards** as they pertain to sound engineering.

GLO 7.1: Demonstrate an awareness of the **ethical and legal standards** as they pertain to sound engineering.

SLO 12D.7.1.1 Discuss the use of copyrighted material in the music industry.

Goal 8: Demonstrate **employability skills.****GLO 8.1: Demonstrate **fundamental employability skills**.**

- SLO 12D.8.1.1 Demonstrate regular and punctual attendance.
 - SLO 12D.8.1.2 Demonstrate the ability to communicate respectfully and effectively with teachers, supervisors, co-workers, and students.
 - SLO 12D.8.1.3 Demonstrate accountability by taking responsibility for their actions.
 - SLO 12D.8.1.4 Demonstrate adaptability, initiative, and effort.
 - SLO 12D.8.1.5 Demonstrate teamwork skills.
 - SLO 12D.8.1.6 Demonstrate the ability to stay on task and effectively use time in class and work environments.
 - SLO 12D.8.1.7 Demonstrate the responsible use of wireless communication devices.
 - SLO 12D.8.1.8 Demonstrate the ability to communicate effectively with studio musicians and performing artists.
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GLO 8.2: Demonstrate an awareness of **cultural proficiency and its importance in the workplace.**

- SLO 12D.8.2.1 Identify elements of traditional FNMI music in the works of contemporary artists.
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GLO 8.3: Demonstrate **critical thinking skills.**

- SLO 12D.8.3.1 Use critical thinking skills to solve problems related to the supervision of a musical performance.
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GLO 8.4: Demonstrate an understanding of the **business operation of a music organization.**

- SLO 12D.8.4.1 Demonstrate an understanding of the business operation of a music organization (e.g., billing customers).
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Goal 9: Demonstrate an understanding of the **industry.****GLO 9.1: Demonstrate an understanding of the **scope** of the music industry.**

- SLO 12D.9.1.1 Demonstrate an understanding of the scope of the music industry.
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GLO 9.2: Demonstrate an understanding of the **educational and career opportunities**, as well as **industry associations**, in the sound engineering industry.

SLO 12D.9.2.1 Research career opportunities in sound engineering.

SLO 12D.9.2.2 Research educational opportunities in sound engineering.

SLO 12D.9.2.3 Develop a digital audio portfolio.

GLO 9.3: Demonstrate an understanding of **working conditions** in sound engineering.

SLO 12D.9.3.1 Research the working conditions for sound engineers working on live performances and studio productions.

Goal 10: Demonstrate an awareness of the **evolution, technological progression**, and **emerging trends** in sound engineering.

GLO 10.1: Describe the **history, technological progression**, and **emerging trends** in sound engineering.

No applicable SLOs.
