

**AUTUMN 2017 SEC 401**  
**DEPAUL UNIVERSITY** LOOP CAMPUS  
**14 E. JACKSON** ROOM 210

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## **DC 327: INTERACTIVE AUDIO AND VIDEO**

**TUESDAYS** 5:45 – 9:00PM

**OFFICE HOURS:** 2:30 – 5:30pm, Tuesdays, CDM Room 478

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### **PROFESSOR**

Chris Kalis

### **CONTACT**

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Office 478, 4th Floor CDM

### **COURSE DESCRIPTION**

This course focuses on the integration of perception, theory, and practice using examples of real-time sound synthesis utilizing object-oriented programming. Students will learn how to create custom software for musical, video, and interactive experiences. Projects will incorporate case-studies and experimental tutorials and lectures will include guest artists working in audio visual media, sound design, and interactive composition.

### **COURSE OBJECTIVES / LEARNING GOALS**

By the end of DC327, students will be able to:

- Practice a knowledge of sound perception and digital signal processing with Max, Ableton Live, and Max for Live and be able to create works of sound design, music, and video.
- Understand Digital sound synthesis, dynamics processing, and effects and how to apply it to digital media and video using object-oriented programming and external MIDI and CC controllers.
- Navigate the Ableton and Max environments to create media and and experiment with interactive principles and applications.

### **RECOMMENDED READING**

*Weekly Readings will be made available via D2L in the CONTENT section each week.*

*Interactive Composition*. VJ Manzo and Will Kuhn. Oxford University Press. 2015.

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### **GRADE BREAKDOWN**

**10pts Project 1**

**10pts Project 2**

**10pts Project 3**

**10pts Project 4**

**10pts Project 5**

**10pts Project 6**

**20pts Project 7**

**20pts Project 8**

### **GRADING SCALE**

A 100-93	EXCELLENT WORK
A- 92-90	
B+ 89-97	
B 86-83	ABOVE SATISFACTORY
B- 82-80	
C+ 79-77	
C 76-73	SATISFACTORY/GOOD
C- 72-70	
D+ 69-67	
D 66-63	UNSATISFACTORY
D- 62-60	
F 61-0	SUBSTANTIALLY UNSATISFACTORY

All assignments, readings, grades, and submissions at **d2l.depaul.edu**

For discussions and sharing links and projects:

The course **SLACK** page can be found at: **dc327.slack.com**

Learn more about, and download instruments, etc:

Max for Live **maxforlive.com**

Max **cycling74.com**

Ableton Live **ableton.com**

*You can download trial versions of both Ableton Live and Max 7 that will last you 30 days if you want to work on your own computer.*

*You must download the MAX FOR LIVE essentials pack to complete exercises in this class:*

*<https://www.ableton.com/en/packs/max-live-essentials/>*

### **MATERIALS**

This class will involve a large amount of lab time each week for exercises and projects that require Ableton Live and Max.

### **REQUIRED:**

A portable external hard drive 1TB or larger or Cloud Storage 1TB or larger.

### **OPTIONAL (but highly recommended):**

An external controller / small MIDI Controller like Akai MPK Mini or Korg Nanokey or Nanokontrol.

Or **MIRA** – Cycling '74 has an app for controlling Max called MIRA for Apple and Android

MIDI controllers are also available to check out at the cage.

You are responsible for checking out the gear yourself.

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#### **EVALUATION OF PROJECTS:**

**THOUGHT / RESEARCH:** This is the intellectual or conceptual component of a project. You might equate it with ‘art direction’ or ‘strategy’.

#### **STRUCTURE / FORM / RHYTHM / TIME:**

Your use of the basic ‘elements and principles of design as we say. How well you’ve managed to communicate the previous component. Sometimes we call these two aspects of our work: form and content.

**CRAFT / DETAIL:** Ability to follow project parameters and instructions. Attention to detail. Desire to have a clean edge, uniformity, clarity, and detail.

#### **PROCESS / EFFORT / PROFESSIONALISM:**

This is where we collect some aspects of our work that are perhaps a bit more intangible. Both ‘effort’ and ‘professionalism’ fall into this category. Your ability to show up to class on time, participate meaningfully in critiques, attempt things that seem beyond your reach, etc.

#### **COURSE POLICIES**

##### **ATTITUDE**

A professional and academic attitude is expected throughout this course. Measurable examples of non-academic or unprofessional attitude include but are not limited to: talking to others when the instructor is speaking, mocking another's opinion, cell phones ringing, emailing, texting or using the internet whether on a phone or computer. If any issues arise a student may be asked to leave the classroom. The professor will work with the Dean of Students Office to navigate such student issues.

##### **CIVIL DISCOURSE**

DePaul University is a community that thrives on open discourse that challenges students, both intellectually and personally, to be Socially Responsible Leaders. It is the expectation that all dialogue in this course is civil and respectful of the dignity of each student. Any instances of disrespect or hostility can jeopardize a student's ability to be successful in the course. The professor will partner with the Dean of Students Office to assist in managing such issues.

##### **CELL PHONES/ON CALL**

If you bring a cell phone to class, it must be off or set to a silent mode. Should you need to answer a cell during class, students must leave the room in an unobtrusive manner. Out of respect to fellow students and the professor, texting is never allowable in class. If you are required to be on call as part of your job, please advise me at the start of the course.

##### **LATE PAPERS/PROJECTS**

Late papers and projects are not accepted. If there is an emergency, proper documentation is required before the deadline.

##### **ATTENDANCE**

Students are expected to attend each class and to remain for the duration. Coming 15 minutes late or leaving 15 minutes early constitutes an absence for the student. Three absences for any reason, whether excused or not, may constitute failure for the course.