

Music and Audiovisual Media

Code: 104155
 ECTS Credits: 6

Degree	Type	Year	Semester
2500240 Musicology	OT	3	0
2500240 Musicology	OT	4	0

Contact

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Use of Languages

Principal working language: catalan (cat)
 Some groups entirely in English: No
 Some groups entirely in Catalan: No
 Some groups entirely in Spanish: No

Prerequisites

No specific prior knowledge is required to complete the course.

Objectives and Contextualisation

- Recognize the different historical stages and stylistic tendencies in audiovisual creation.
- Reflect and innovate about the different tendencies in contemporary audiovisual creation.
- Know and apply the principal audiovisual analysis methodologies.
- Apply in a practical way (in various audiovisual projects) the theoretical knowledge acquired
- Acquire essential skills for the creation of the musical part of an audiovisual project.

Competences

Musicology

- Apply technological and informatic media (internet, data bases, specific editing software and sound processing, etc.) to the discipline of musicology.
- Critically analyse musical works from any of the points of view of the discipline of musicology.
- Define relevant musicological research topics and manage the appropriate methods and sources to carry out the research.
- Developing critical thinking and reasoning and communicating them effectively both in your own and other languages.
- Identify and compare the different channels of reception and consumption of music in society and in culture in each period.
- Producing innovative and competitive proposals in research and professional activity.
- Recognise the role of music in current society, its function in performances, its relationship with audio-visual culture, technology and informatics, and with leisure and cultural enterprises.
- Relate musical creations with their different contexts, differentiating between the social functions of music, its roles and that of the musician in society and in relation to other artistic manifestations.

- Students must be capable of applying their knowledge to their work or vocation in a professional way and they should have building arguments and problem resolution skills within their area of study.
- Students must be capable of collecting and interpreting relevant data (usually within their area of study) in order to make statements that reflect social, scientific or ethical relevant issues.
- Students must be capable of communicating information, ideas, problems and solutions to both specialised and non-specialised audiences.
- Students must develop the necessary learning skills to undertake further training with a high degree of autonomy.
- Students must have and understand knowledge of an area of study built on the basis of general secondary education, and while it relies on some advanced textbooks it also includes some aspects coming from the forefront of its field of study.

Learning Outcomes

1. Carry out projects and/or give presentations using the appropriate terminology corresponding to the analyses used by images and music as support in their language.
2. Coherently relate the data included in audiovisual documents to argue their discourse.
3. Distinguish between the basic tools to carry out research autonomously.
4. Dominate and relate the technical language of music analysis to the contexts of History of music on a basic level.
5. Identify and evaluate new paths for research.
6. Identify new lines of research according to the changes taking place in audiovisual media.
7. Identify the different musical languages and relate them to the different historical period in which they were developed.
8. Identify the new functions of music in audiovisual media.
9. Recognise the different functions of audi-visual discourse, staying up to date with new analytical methods.
10. Relate and argue in a coherent and ordered manner the projects of the subject with the rudimentary knowledge of musicology.
11. Relate images to music analysing their social functions and the relationship between music and images in a cultural environment.
12. Use Spanish, Catalan and English bibliography to support the discourse.
13. Use different technological and computer methods as support for projects and analysis.

Content

BLOCK OF HISTORY.

1. Beginnings of cinema and sound processes during the silent film era.
2. First years of sound cinema.
3. The classic soundtrack. The Hollywood of the 30s and 40s.
4. Plurality of tendencies. 50's and 60's
5. Rock and electronic music.
6. Videoclip
7. Videogame
8. New trends

BLOCK of ANALYSIS.

1. Analytical models of film music.
2. Functions of music in the cinema
3. Music functions of videoclips, video games, and new formats.
4. Practical analysis exercises.

BLOCK of AUDIOVISUAL CREATION.

1. Performing exercises with various techniques of musical creation for the audiovisual.

2. Creation of an audiovisual sound project.

Methodology

The first block of the subject will consist of theoretical sessions in master-class format.

The second block will be configured from sessions where the theory and practice will be combined, carrying out specific analyzes and expositions during the classes.

The third block will be eminently practical. During the sessions, the students will carry out a project to create the musical part of an audiovisual piece.

Activities

Title	Hours	ECTS	Learning Outcomes
Type: Directed			
Block of Audiovisual Creation - On-site lessons	23	0.92	5, 3, 4, 1, 7, 8, 6, 11, 13
Block of History - On-site lessons	30	1.2	5, 3, 4, 2, 10, 11, 12
Block of analysis - On-site lessons	22	0.88	4, 1, 7, 8, 6, 9, 11, 13
Type: Supervised			
Individual or group mentoring sessions	4	0.16	
Presentation of the work's results	3	0.12	5, 3, 4, 13
Type: Autonomous			
Creation and writing of the proposed works	25	1	3, 4, 1, 2, 10
Organization of notes and class material	15	0.6	3, 4, 6, 12, 13
Study of the course matter	25	1	5, 3, 7, 8, 11, 12

Assessment

BLOCK OF HISTORY

1. The student will do one task related to the content treated in the classes.
2. There will be a written test of the theoretical contents.

A minimum grade of 4 out of 10 is required.

BLOCK of ANALYSIS.

- The practical exercises carried out in class will be qualified.
- There will be a written test with the theoretical contents.

A minimum grade of 4 out of 10 is required.

BLOC of AUDIOVISUAL CREATION.

- The quality of the project will be qualified concerning the items worked in class through a public presentation.

A minimum grade of 4 out of 10 is required.

- The fact of presenting two of the works or tests will be an "in-site" event in the course. Therefore, only the student who has not made any evaluation test during the sessions or has solely presented one evaluation element may be considered as "not evaluable."
- In case of partial failure of the deliveries of the works or of not overcoming any of the written tests established, the student will be able to opt for the recovery of 2 of the items, except for the Audiovisual Creation Block, which will not be reevaluable.
- The course cannot be passed if, after the reevaluation test, the student does not reach the minimum qualifications established in each evaluation element. In case they do not meet the requirements mentioned above, the final qualification will be 0-fail.
- The reevaluation tests will be done on the date set by the Faculty.
- The student will have to achieve a total average of 5 out of 10 to pass the course.

Assessment Activities

Title	Weighting	Hours	ECTS	Learning Outcomes
1A. Block of History - Test	20%	1.5	0.06	7, 8, 6, 2, 10
1B. Block of History - Task	20%	0	0	3, 4, 1, 2, 10, 12
2A. Block of Analysis - Exercises	15%	0	0	3, 4, 1, 7, 8, 9, 11
2B. Block of Analysis - Test	15%	1.5	0.06	4, 7, 8, 6, 9, 2, 11
3. Block of Audiovisual Creation - Development and Presentation	30%	0	0	5, 3, 4, 1, 8, 6, 9, 2, 10, 11, 12, 13

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