



## Semester description

### General information about the semester

Semester: SMC7, 1st semester, M.Sc. in Sound and Music Computing

Department: [Architecture, Design and Media Technology](#)

Study Board: [Media Technology](#)

Period: 1 September 2022 — 31 January 2023

Study plan: <https://studieordninger.aau.dk/2022/35/3505>

### Semester theme description

Title: Foundations of SMC

The goal of the semester is to investigate sound and music computing from a formal perspective, with a focus on the following:

- 1) constructing an application related to sound processing or
- 2) constructing and application related to new interfaces for musical expression,
- 3) a combination of 1) and 2)

Additionally, students are required to work according to a scientific method and to report results in scientific forms, such as papers and posters.

The theme of the semester allows students to get acquainted with introductory topics in Sound and Music. The project will benefit from the courses Sound Processing, NIME and Music Perception and Cognition.

### Semester organization

The semester is comprised of a 15 ECTS group based project module and three 5 ECTS course modules.

A range of project proposals will be presented at the semester start as a foundation for group forming and choice of project. Groups can also develop their own project proposals in collaboration with an appointed supervisor. Some project proposals are in collaboration with external partners, mostly Danish companies, but projects of a more research oriented nature are also encouraged.

The courses offered this semester, that support the project, are: Sound Processing, Music Perception and Cognition and New Interfaces for Musical Expression.

The project builds the foundation of the SMC studies.

Sound processing will provide the necessary theories and tools to manipulate sounds and create sound effects. Music Perception and Cognition will teach how to perceive sounds and how the brain elaborate sounds. New Interfaces for Musical Expression teaches how to design interfaces for real-time music interactions and exploration.

It should be stressed that AAU expects each student to spend 30 hours of study per ECTS credit, amounting to 900 hours per semester. This gives a load of about 45 hours per week.

### Semester coordinator and secretary

[Sofia Dahl](#) (coordinator), [Judi Stærk Poulsen](#) (secretary)