

Audio Arts and Acoustics Assessment Plan Fall 2017

Program: Audio Design and Production BA

Learning Outcomes to Assess:

- Demonstrate fluency on a variety of audio production technologies and platforms appropriate for the completion of projects in live and studio contexts.
- Apply effective planning, communication, management and quality control skills to complete professionally and aesthetically successful audio production projects.

Courses, Artifacts, and Methods:

Recording II- Team Critiques assessed by Benj, incorporating students' responses and critique dialogue

Program: Live and Installed Sound BA

Learning Outcomes to Assess:

- Manage audible content on a jobsite with respect to aesthetically correct performance, targeted at client satisfaction.
- Define, document, present, and implement sound system designs applicable to a given live sound event for a variety of musical styles and event contexts.

Course, Artifact, and Method:

-Live Sound Engineering Practicum – three “Live Sound System Designs” assessed by instructor, using rubric

Program: Acoustics BS

Course, Artifact, and Method:

Audio Production 1- “Dream Project” assignment, assessed by instructors, using common rubric