21M.380 Music and Technology
Sound Design

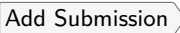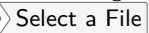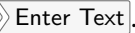Writing assigment (wr)
Soundwalk reflection

Due: Wednesday, March 2, 2016, 9:30am
Submit to: MIT Learning Modules ▸ Assignments
5% of total grade

1   Instructions

Reflect your sonic experience from our recent soundwalk in a written essay (2000 words max.). It probably makes sense to start working on this asignment very soon, while the memory is still fresh.

In the MIT Learning Modules' web interface for this assignment, please submit your response via [Add Submission]⟩[Select a File] as a single .pdf file. Please do *not* submit .txt, .doc(x), .rtf, or .odt files, and please do *not* submit your assignment directly through the web interface via [Add Submission]⟩[Enter Text].

2   Points to address

Describe your aural experience from the soundwalk in as minute detail as possible. Describe not only specific sounds, but also acoustic effects of the surrounding architecture, etc. Consult our main textbook for suggestions on how to describe sonic experiences using rich language.[1]

[1] Farnell 2010, sec. 6.7, pp. 110ff.

- What did you expect to hear before the soundwalk?

- What did you actually hear during the soundwalk?

- Describe the differences between your expectations and your actual experience.

- Are any aspects of your experience likely to have a lasting effect on how you listen to your everyday environment?

- Did the experience hold any surprises for you in terms of the relationship between visual and aural perception?

- Did you notice any effect on your sensory experience beyond hearing (i.e., touch, smell, taste, vision)?

3 Assessment criteria

Your submission will be assessed according to the following criteria:

Level of detail At what level of detail can you describe your aural experience? A soundwalk can be a vehicle for improving your listening skills. This essay, in turn, can serve as a vehicle for improving your ability to verbalize these skills and communicate them to others. This is an important aspect of sound design that we are trying to train.

Linguistic expressivity How well can you communicate to the readers a sense of 'being there' themselves? Think about what kind of language is required (e.g., descriptive? poetic? analytic?) to achieve this effect.

References and useful resources

Farnell, Andy (2010). *Designing Sound*. Cambridge, MA and London: MIT Press. 688 pp. isbn: 978-0-262-01441-0. mit library: 001782567. Hardcopy and electronic resource.

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