Glasgow School of Art Course Specification
Studio 3 - Sound and Video



Image Credit: Sean de Francesco and Claude Nouk, 2019. *Butoh: The Body & Imagination*

Please note that this specification is correct on the date of publication but may be subject to amendment prior to the start of the academic year.

Course Code	HECOS Code	Academic Session
USMIST301A		2027-28

Course Title	Studio 3 - Sound and Video
Course Contact	Dr. Jessica Argo

Credits	30
SCQF Level	9
When Taught	Stage 3, Semester 1

Associated Programmes	BDes Sound
Lead School	School of Innovation and Technology (SIT)
Other Schools	N/A
Date of Approval	Programme Approval October 2026

Course Introduction

In this course, students will develop and advance a range of skills, knowledge and understanding required for creative practice with sound and audio-visual material. Students will be familiarised with the tools, technologies and methods for developing meaningful sound and audio-visual practice. Students will be given strategies to enhance their acousmatic listening skills and awareness, learning from key theorists and practitioners in film sound and acoustic ecology

Students are encouraged to devise original concepts for their projects, and to then use professional tools, software and studio workflows to develop final sound and audio-visual outcomes. Students are further encouraged to apply their own research in this practice, from site visits, reading and sampling work from disparate fields, as well as incorporating archive materials, where appropriate, using ethical and non-extractivist approaches.

This course runs over 12 weeks in Semester 1. The course is worth 30 credits, with students working on two projects (one individual project and one group project). One project encourages independent conceptualising and exploration of experimental sound workflows. The other project will be completed as a group, to align with the industry standard of working in a team, simulating the collaboration at the heart of professional production and post-production practice.

Course Aims

The course aims to enable students, as creative learners, to advance and develop their practical understanding of the essential processes, tools and professional workflows involved in sound recording and production, as well as the complementary acousmatic listening skills and understanding.

Students will gain experience in creative practice with a range of sound recording equipment, and engage with the workflows applicable to sound recording, editing, mixing and synchronisation.

In this course, students will participate in the pre-production, production and post-production journey to generate sound and audio-visual content for a range of outputs, such as soundscapes, video documentary, or related forms.

Through practical projects, students will consolidate and expand upon established knowledge and understanding, allowing them to build confidence with specialist and creative practical techniques in audio-visual production, while growing their experience with ethical and sustainable practices. In pursuing these projects, students are encouraged to devise original creative concepts, and develop confidence in creative communication, working independently and with others to complete projects to set deadlines.

Through group work, students will develop and strengthen strategies and skills for creative collaboration and communication. The group work aims to prepare students for professional production and post-production practices - for example, assigning roles within filmmaking workflows to each group member, creating planning documents, shared concept boards, and managing assets, to develop and assemble the final audio-visual outcome.

Course Intended Learning Outcomes

By the end of this course students will be able to:

- Apply and justify the use of a range of methods for sound recording, production and audio post-production in individual and collaborative workflows for sound alone and audio-visual work.
- Demonstrate an understanding of how sound (verbal and non-verbal) can communicate concepts, have symbolic meaning or elicit a response in sound-based and screen media.
- Develop audio-visual production work following professional and ethical approaches.
- Communicate project outcome and processes in a structured and accessible manner to diverse audiences.

Indicative Content

This course will cover key topics in sound production for the moving image, such as:

- Monaural and Stereo Audio – Critical listening, recording equipment, techniques, processes and challenges.
- the theory and practice of acoustic ecology and soundscapes, and relevant historical and contemporary issues related to sound and video
- Field recording tools, technologies, and practices (e.g. mic and camera technologies and techniques)
- Ethical considerations for fieldwork
- Audio-visual production processes, workflows and technologies
- Production sound and video capture
- Post-Production (Picture Editing): Picture assembly, editing and audio synchronisation using non-linear editing software, narrative and storytelling
- Post-Production (Sound): recording, mixing and synchronisation
- Creative sound design tools, methods and meanings

Description of Learning and Teaching Methods

This course is primarily studio-based, supported by lectures, tutorials and practical lab/workshop sessions.

Students will be required to engage with a range of key texts and papers to provide a deeper contextual and theoretical underpinning for the practical techniques and methods developed in studio practice and through practical tutorials, workshops and fieldwork.

Teaching Assistants support learning with practical support sessions, supporting students as they gain experience in working with a range of audio-visual equipment, software and workflows.

Lectures and seminars are used to disseminate theoretical, contextual and historical knowledge and address specific issues underpinning practical work. Lectures also have the broad aim of generating further debate in seminars, tutorials or further enquiry in self-directed learning or research.

Labs, Tutorials, Workshops, and Practical sessions provide students with hands-on experience. These sessions usually follow or relate to lectures and take place in computer laboratories as practical classes. Lecturers/Demonstrators will be on hand during the sessions to help students and answer their questions. Tutorials vary between individual student-tutor tutorials, group tutorials and workshops. These provide opportunities for scaffolded problem solving and discussion, and for broader discussion of the programme themes and topics.

This course is supported by a virtual learning environment tool (Canvas) for the dissemination, discussion and access to relevant course information, and signpost to other relevant teaching and learning platforms used by GSA.

Students will be encouraged to communicate their processes and outcomes, as presentation skills are taught in addition to the studio techniques and creative ideation.

Indicative Contact Hours	Notional Learning Hours
30	300

Description of Formative Assessment and Feedback Methods

Students are supported in their learning through a range of formative assessment activities as they progress through the course. These include:

- Engagement in scheduled peer review sessions where students can present work in progress for feedback from peers and tutors
- Regular feedback from tutors through in-class discussion and verbal feedback from tutors on work in progress

Where student projects require ethical approval, or Health & Safety review, submission of relevant documentation is required at week 2 (Project 1) or week 7 (Project 2).

Description of Summative Assessment arrangements

In this course, summative assessment emulates the demands of industry and artistic professional practices in sound and moving image. Project submissions will demonstrate the ability of the student to conceptualise and create two projects.

Project 1 – Individual / Portfolio of work
The first project is an individual 'sound alone' work, such as a soundscape for a possible radio/experimental or gallery context. Students submit an audio file, conceptual statement and reflective journal for formal assessment.

Project 2 – Group / Portfolio of work and individual Critical Reflection

The second project is a small group short film project (such as a documentary on a given theme), with accompanying original soundtrack. This project should include the use of audio-visual archive materials. This is supported with a joint technical report (written as a group), and each student will submit their own individual critical reflection (700 words).

Students will be supported to create group work by setting out key agreements and responsibilities, given guidance on communication/planning learning technologies to schedule collaborative working sessions and create/share materials to implement in the project.

Both projects are developed based on student-led concepts, within the scope of set project briefs which define creative and technical parameters for the work. Final assessment will be via portfolio submission and written reflections on concept, process and outcomes.

Students are awarded an aggregate grade based on the weighted grade of the two components. Submissions will be assessed and moderated in line with the Code of Assessment.

Reassessment opportunities where a student has not passed the course are outlined in the Code of Assessment.

Description of Summative Assessment Method	Weight %	Submission week
Project 1 – Individual / Portfolio of work including: - practical sound-based outcome (approx. 3 minutes) - conceptual statement relating to field (700 words) - reflective journal (500 words)	50%	Week 6
Project 2 – Group / Portfolio of work including: - practical audio-visual outcome (approx. 6 minutes) - Joint technical report (500 words)	35%	Week 12
Project 2 – Individual deliverable: - Individual critical reflection (700 words)	15%	Week 12

Exchange/Study Abroad	
Can this course be taken by Exchange/Study Abroad students?	Yes
Are all the students on the course taught wholly by distance learning?	No
Does this course represent a work placement or a year of study abroad?	No
Is this course collaborative with any other institutions?	No
If yes, then please provide the names of the other teaching institutions	

Reading and On-line Resources
The course indicative Reading and on-line resource list is accessible via Resource Lists (see section "Studio 3 Sound and Video"): This list will be reviewed and updated annually to reflect course content and subject developments.