Glasgow School of Art Course Specification
Studio 4 - Sound for Industry



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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
USMI403		2027-28

Course Title	Studio 4 - Sound for Industry
Course Contact	Daniel Neil

Credits	40
SCQF Level	10
When Taught	Stage 4, Semester 2

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

Studio 4 Sound for Industry supports students to develop audio outcomes for a range of commercial markets and audiences.

The course explores diverse stylistic techniques to record speech delivery for various narrative or commercial purposes. This course is also a place for students to build contextually appropriate sonic environments and soundtracks, aligned with the conventions and expectations in contemporary and emergent workflows, markets, and audiences.

Through a portfolio of practical projects, students will create a range of work building on the skills, knowledge and expectations found in mass market media practices.

Course Aims

This course aims to:

- Provide deeper understanding and awareness of key current and emergent commercial forms of audio production.
- Provide students with more practical experience in developing audio for a range of commercial markets and audiences.
- Support students in further developing their autonomous and self-directed sonic practice and understand how this may relate to commercial opportunities.
- Encourage critical discussion of genre, emotion, ideology and originality in creative sound design and music development.
- Support students to critically communicate individual and collaborative project outcomes and processes.
- Help students develop their professional collaborative processes, understanding and experience, following ethical practices and professional guidelines.

Course Intended Learning Outcomes

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

- Apply and justify complex technical processes and audio mixing techniques for industry or professional contexts

- Conceptualise, design and develop a portfolio of audio works, (individually and in collaboration), that meet professional expectations
- Demonstrate the ability to professionally manage time/tasks, audio processes and perform audio asset management with professional standards and practices.
- Critically discuss nuanced consideration of genre, emotion, ideology and originality in creative sound design and music development.
- Evaluate and communicate project outcomes and processes to peers and diverse audiences, with consideration of alignment to professional standards and conventions.

Indicative Content

This course covers the following content:

- Audio commercial landscape in the 21st Century: forms of audio (e.g. narrative, music for moving image, radio, podcast and audiobook)
- Advanced production audio
- Advanced production and post-production
- Production and Asset management
- Contemporary issues in sound production
- Business, commercial and professional development
- Cultural references, meanings and functions of sound design and music in narrative film or animation

Description of Learning and Teaching Methods

This course is taught through lectures, discussions, and workshops to support a focus on project-based learning. Self-directed and collaborative study and development are supported by reviews of work in progress in interactive lab sessions.

Indicative Contact Hours	Notional Learning Hours
40	400

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 a range of peer review activities
- In-class discussion and questions and answers activities
- Written or verbal feedback on work in progress
- Formal review point half-way through the course

Description of Summative Assessment arrangements

This Course has two summative assessment components, one to be completed individually and one to be completed as a group:

Project 1: Portfolio of work with technical report (individual)

The first component requires students to build a portfolio of short audio works, suitable for specified commercial audiences and requirements. This will be detailed in a set brief, and may involve, for example, producing an audiobook sample, radio jingle and/or radio advertisement.

The portfolio is accompanied by a 1000-word technical report, highlighting the professional workflows used as well as explaining the intention of the vocal performances.

Project 2: Music and Sound design (group and individual)

The second component requires students to work in pairs on music and sound design for short film/video works, according to a set brief. As well as the group practical outcome, each partner will individually write a 700 word critical reflection evaluating their role in the collaboration, creative negotiations and how their music and sound design referenced or subverted historical / contemporary conventions in their chosen genre.

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.

The two assessment components are assessed holistically against the course ILOs. 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: - Audiobook, Radio Jingle and Advertisement audio file - technical report (1000 words)	50%	Week 11
Project 2 – Group / Portfolio of work including: - Music and Sound Design for Film Practical Outputs (approx. 3-5 minute duration) x 2	35%	Week 11
Project 2 – Individual deliverable: - Individual critical reflection (700 words)	15%	Week 11

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 sections “Film/Broadcast/Audio Recording” / “Radio”). This list will be reviewed and updated annually to reflect course content and subject developments.