Module	Interactive Audio 1
Course code	BAMPH-IA1
Credits	5
Allocation of marks	50% Assignment 1 50% Assignment 2

Intended Module Learning Outcomes

On successful completion of this module the learner will be able to:

i. Work as a key member of a music production team in diverse contexts including concert performance, interactive installation and theatre.

ii. Design Max/MSP programs for the real-time processing of audio signal dynamics, spatialisation and sound synthesis in music and theatre contexts.

iii. Specify and operate appropriate sensors and controllers for use in interactive installation contexts.

Module Objectives

This module explains and demonstrates the principles of modular programming software for music performance, interactive installation and theatre presentation. Learners will also acquire familiarity with canonical concepts and strategies in Max/MSP programming and develop confidence and problem-solving skills that enable them to independently bring complex systems from concept to implementation.

Module Curriculum

- Artistic, cultural, and social impact of new performance interfaces
- Introduction to Max/MSP programming
- MIDI implementation in Max/MSP
- Introduction to sound synthesis in Max/MSP
- Introduction to Audio processing in Max/MSP
- Data mapping algorithms
- Introduction to sensor technologies for installations and live performance
- Real-time gestural control in musical performance
- Introduction to Ableton Max for Live