

**Southeast Missouri State University**

**Department:** Department of Theatre & Dance      **Course No.:** TH 386

**Title of Course:** Sound Design for the Theatre      **Revision:** New

**I. Catalog Descriptions and Credit Hours of Course:**

Application of the artistic and technological aspects of theatrical sound design and production. (3)

**II. Prerequisite(s):**

TH 100 Theatre Appreciation

**III. Purposes or Objectives of the Course:**

- To provide students with hands-on experience in the analysis, conception, and realization of a sound design as an integral component of a theatrical performance.
- To develop skills in the technology of audio production: equipment maintenance, troubleshooting, digital editing, and sound reinforcement.
- To explore the aesthetics of sound design as an adjunct to the other design aspects of a theatrical production.

**IV. Expectations of Students:**

- Attend class regularly.  
Participate fully in all classroom activities.
- Successfully complete all assignments as scheduled.
- Demonstrate professional courtesy and openness to new ideas and alternative theories.
- Participate in departmental productions as Assistant Sound Designer or technician.

**V. Course Outline:**

UNIT I Lecture & Discussion: from the *Sound Reinforcement Handbook* and *Sound and Music for the Theatre*

18 hrs

- |   |   |
|---|---|
| • The nature and properties of sound                          | 3 |
| • Acoustics and the physics of sound                          | 4 |
| • Sound systems   | 4 |
| • Microphones, sound processors, amplifiers, and loudspeakers | 4 |
| • Test equipment and audio specifications                     | 3 |

UNIT II	Lecture & Discussion: Technical aspects of digital audio recording, editing, and production.	8 hrs
UNIT III	Lecture & Discussion of :	19 hrs
	• Analysis of sound design as a component of the overall production design	3
	• Aesthetic considerations for the sound designer	2
	• Psychological effects of sound on an audience	2
	• Sources for music, sound effects, and soundscapes	4
	• Creating original sound effects	8
TOTAL:		45 hrs

**VI. Textbook(s) and/or Other Required Materials or Equipment:**

- *Sound Reinforcement Handbook 2<sup>nd</sup> Edition* by Davis & Jones
- *Sound and Music for the Theatre, 2<sup>nd</sup> Edition* by Deena Kaye and James LeBrecht

**VII. Basis for Student Evaluation:**

Written Examinations (100 pts.)

- There will be two written examinations covering lecture discussion and the assigned chapters from both textbooks.
- Students who miss the written examination without a written excused absence will automatically receive a zero.

Quizzes (25-50 pts. each)

- Short quizzes will be given periodically to reinforce particular technical or theoretical concepts.
- No makeup quizzes will be given.

Projects (200 points)

Each student will complete four assigned projects throughout the semester to demonstrate their skills in editing, sound reinforcement, and creative sound design.

The creative/technological process must be demonstrated by submission of notes, experimental editing, and a journal of the creative process.

Late projects will lose a full letter grade each subsequent day beginning the afternoon after class. If you wish to turn in a rough edit of the project at an earlier date, I will be happy to give you feedback that will undoubtedly improve your final grade.

Final Project (200 points)

Each student will submit a complete sound design of an assigned play. The design will include documentation of the creative process, critical analysis of the play from a design point of view, all associated production paperwork, and a final mix of the design on an audio CD.

Late projects will not be accepted.