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Crafting Sonic Worlds: Developing a Comprehensive Curriculum for Sound Design

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Paper (25 minutes)

ABSTRACT

Teaching sound design to college students involves a dynamic blend of theory, practical skills, and creative exploration. Instructors aim to cultivate an understanding of the fundamental concepts of sound, including acoustics, audio technology, and the artistic elements of sound composition. By integrating hands-on projects with software tools and studio equipment, students gain valuable experience in recording, editing, and mixing audio. Collaborative projects encourage teamwork and the sharing of diverse perspectives, enhancing their learning experience. Additionally, discussions on sound design's role in various media, such as film and video games, provide students with a broader context for their work. Ultimately, the goal is to prepare students not only to master technical skills but also to develop their unique artistic voices within the evolving landscape of sound design.

ABOUT THE PRESENTER

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Dr. Igor Karača is a Bosnian-American composer and pianist of classical and jazz music. He has written three symphonies, a suite for concert band, concertante works for clarinet and piano, fifty

electronic and electro-acoustic compositions, over seventy chamber compositions, including the award-winning Wind Trio, Between Walls for violin, clarinet and piano, and Handful of Dust for bass clarinet and piano. Karača composed dramatic scores for three motion pictures: "A House Over the Rainbow", "Sarajevo War Diary" and "Tell Me Your Name Again", and three theater plays: "Twelfth Night", "Fate of a Cockroach" and "Requiem for Bird Parker". He employs a wide variety of techniques, ranging from controlled aleatoric, avant-jazz inspired textures, to more traditional, neoclassical style; he usually aims to make his work accessible to a relatively large audience. Dr. Karača is teaching courses on music composition, orchestration and music technology at Oklahoma State University, Stillwater. Additionally, he teaches Canvas-based courses on Video Game Music and Film Music.