

Integrat Mus Multimedia

Last Updated: Mon, 08/04/2025

Course prefix: MUSI

Course number: 4450

Section: U

CRN (you may add up to five):
91235

Instructor First Name: Jeremy

Instructor Last Name: Muller

Semester: Fall

Academic year: 2025

Course description:

This class will focus on using game design as a way of integrating music into multimedia. We will examine the four DGD1 personality types (first Demographic Game Design model) to use them as guides for projects throughout the course. While game design is involved, the goal will be to create music-centered games or interactive installations. This course will involve various topics ranging from animation, generative art, audio manipulation, storytelling, computer graphics, music composition, and more. Our approach will be interdisciplinary so be curious and inquisitive! For the final project, you and a partner will create a game or multimedia installation to present for our Neo-Arcade event at the end of the semester.

Course learning outcomes:

- Learn basics of animation and applying simple physics in code
- Learn ways to manipulate live-input audio
- Learn to incorporate procedural audio in a professional game engine
- Survey existing multimedia artists, installations, as well as historical figures and works

Required course materials:

Scores, readings, and any additional media files will be provided on Canvas and/or the Georgia Tech library.

Software:

- Unity (free for Personal version)

- Processing (FOSS)
- Pure Data (FOSS)
- Chuck (FOSS)
- Max/MSP (music students use a license provided by Georgia Tech)

Grading policy:

- 15% Class Participation, Attendance, Discussions
- 60% Assignments
- 25% Final Project (with partner)

(Total 100%)

The final grade for the course will be determined by dividing the total points earned by the number of points possible for each of the categories listed in Method of Evaluation. These numbers will be converted into a grade according to the following scale: A=100-90%, B=89-80%, C=79-70%, D= 69- 60%, F= 59% and below.

Attendance policy:

Attendance is required. If you are unable to attend a class, you need to email the instructor at least 2 hours before the class begins, and will need to make up the class assignments within 48 hours. Absences during presentations must be discussed with the instructor. YOU MUST ATTEND THE NEO-ARCADE EVENT. This is in lieu of a final exam.

Academic honesty/integrity statement:

Students are expected to maintain the highest standards of academic integrity. All work submitted must be original and properly cited. Plagiarism, cheating, or any form of academic dishonesty will result in immediate consequences as outlined in the university's academic integrity policy.

Core IMPACTS statement(s) (if applicable):

This is a Core IMPACTS course that is part of the Arts, Humanities & Ethics area.

Core IMPACTS refers to the core curriculum, which provides students with essential knowledge in foundational academic areas. This course will help master course content, and support students' broad academic and career goals.

This course should direct students toward a broad Orienting Question:

- How do I interpret the human experience through creative, linguistic, and philosophical works?

Completion of this course should enable students to meet the following Learning Outcome:

- Students will effectively analyze and interpret the meaning, cultural significance and ethical implications of literary/philosophical texts in English or other languages, or of works in the visual/performing arts.

Course content, activities and exercises in this course should help students develop the following Career-Ready Competencies:

- Ethical Reasoning
- Information Literacy
- Intercultural Competence