

New York City College of Technology

Entertainment Technology Department

ENT-2370 Sound II, Section HE45

2022 Spring Semester

Instructor: Matt Werden

Email: mwerden@entertainmenttechnology.org, I will generally respond within 48 hours.

A note on Covid and class meeting policy:

This semester ENT2370 is a hybrid class that will meet synchronously in-person once per week. There will also be asynchronous work throughout the entire semester, generally one main assignment per week. We will need to remain flexible throughout the semester, any relevant updates on class meetings will be sent via Blackboard Announcement.

Class Meeting Time:

W 6-7:40pm, Room V014

Course Description:

In Sound Technology, you got an overview of sound theory and equipment. In Sound II, we go further in depth. We introduce system design and construction concepts, and engineering for live sound systems.

Required Texts:

For Sound II there is a no cost OER website for all class materials. The OER is available at <https://openlab.citytech.cuny.edu/ent2370>. You will check the OER before class meetings, this involves video links and/or websites to browse and read. Then we will meet weekly for class discussion, lecture, and questions on the material.

Attendance/Promptness:

If you have a legitimate reason for missing a class/assignment or if you will be late, you must contact me (see above) **BEFORE** class begins. I guarantee if you contact me we can find a solution to any work you must miss. Any missed work due to unexcused absences will receive zero credit.

Computers and Internet Access:

Blackboard, Zoom, internet, and email access are required for this class. All class materials for the entire semester are available on the OER site. Announcements, quizzes, and “written” exams will be done via Blackboard.

Grades:

Blackboard Exams	35%
Practical Exams	35%
Projects/Homework	20%
Class participation, Homework, Attitude, Attendance	10%

In this upper-level class, professional quality presentations are mandatory. Any hand-drawn/written paperwork submitted will be marked down substantially. Late projects will also be marked down at least one full grade (10 points). NOTE: If you miss a quiz, project, or test due to an unexcused absence, you will receive a zero, and the only way to make up the zero is to propose a make-up project.

Learning Outcomes:

After completing this course, students should be able to:

- Recall the basics of sound engineering as covered in sound technology class.
- Differentiate between polarity and phase as applied to sound systems.
- Apply critical listening skills to the field of sound engineering.
- Diagram sound systems.
- Explain the impact of sound propagation velocity on sound systems with multiple speaker locations.
- Properly implement good gain structure in sound systems.
- Compare and apply both pre- and post-fade sends and mixes.
- Identify and employ a process for designing sound systems.