Sound2Picture: Developing compositional pedagogies from the sound designer’s world

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Sound2Picture was the latest stage in a series of research and development projects being conducted at Manchester Metropolitan University (MMU). These began in 2002 with a grant from Palatine and an investigation into the songwriting practices of popular music composers (Savage 2003). Through the research dimension of this songwriting project, collaboration between MMU and Alchemy Audio Lab was established, in particular with the lead sound designer Andrew Diey. The Sound2Picture CDROM was the first product of this collaboration (www.sound2picture.net). Alongside the production of this CDROM of teaching resources, MMU researchers conducted a parallel piece of research into the sound design process.

Sound design is one example of a current artistic practice dominated by the computer and other digital technologies. These technologies can radically transform ‘the arts’ in ways that are beginning to be understood. Recent research evidence from ImpaCT2 has noted that it is a worthy goal to integrate new technologies with subject learning (DfES 2002, p.3). Sound design offers an exploration of exciting new notions of artistic practice that integrate rich mixes of subject learning with new technologies. It was hypothesised that this could help develop music education towards a holistic model of artistic practice mediated through the effective use of new technology.

So within the work of a sound designer are a host of new skills and imaginative practices with hardware and software that have tremendous potential for those educators seeking a major shift in culture and established practice. This presentation will share a case study of one sound designer’s work and apply the ideas therein to the work of music educators.

References
