Technology
Arts Sciences
TH Köln

Course
VAO - Research Project in Virtual Acoustics and Object Based Audio

Version: 1 | Last Change: 20.09.2019 11:16 | Draft: 0 | Status: vom verantwortlichen Dozent freigegeben

General information

Long name	Research Project in Virtual Acoustics and Object Based Audio
Approving CModule	VAO_MaMT
Responsible	Prof. Dr.-Ing. Ulrich Reiter Professor Fakultät IME
Level	Master
Semester in the year	every semester
Duration	Semester
Hours in self-study	132
ECTS	5
Professors	Prof. Dr.-Ing. Ulrich Reiter Professor Fakultät IME
Requirements	- knowledge of acoustics / room acoustics as well as audio engineering / digital audio technology - basic knowledge of audio signal processing and algorithms
Language	German, English if necessary
Separate final exam	Yes

Final exam

Details

After the end of the research project, students turn in a research report that is written according to the rules of scientific literature. The report will be graded based on the approach chosen and the result achieved, but also based on the discussion of the result and the assessment of the result provided. The research report accounts for 70% of the final grade.

Furthermore, students give a final project presentation. They have to present and assess their project in a given time frame. The presentation accounts for 30% of the final grade.

Minimum standard

Rules of good scientific practice have been followed.
A working prototype has been created.

Exam Type

After the end of the research project, students turn in a research report that is written according to the rules of scientific literature. The report will be graded based on the approach chosen and the result achieved, but also based on the discussion of the result and the assessment of the result provided. The research report accounts for 70% of the final grade.
Furthermore, students give a final project presentation. They have to present and assess their project in a given time frame. The presentation accounts for 30% of the final grade.

Project

Learning goals

Knowledge

- development of a deep understanding for the properties of object based audio technologies
- knowledge of simulation methods of virtual acoustics

Skills

- confident handling of object based audio technologies and methods of virtual acoustics
- mastering of methods of good scientific practice, especially with respect to information retrieval as well as to documentation and presentation of project results

Expenditure classroom teaching

Type	Attendance (h/Wk.)
Project	1
Tutorial (voluntary)	0

Separate exam

none