

IGNACY JAN PADEREWSKI ACADEMY OF MUSIC IN POZNAŃ

Course name	Illustrative Music Studies	ECTS CREDITS	3
Course coordinator	mgr Paweł Pełczyński	Credit hours total	60
Faculty of	Instrumental Studies, Historically Informed Performance, Jazz and Pop Music	Course type	lecture - individual instruction
Institute of	Jazz and Pop Music	Mode of study	full-time programme
Major	Jazz and Pop Music	Profile of study	general academic
Specialisation	Composition and Arrangement	Language of instruction	Polish
Cycle	First- and Second-Cycle Studies	Course group	elective (module B)

Course placement in the study plan			
Semester 1	30 hours, pass/fail, 1 ECTS	Semester 2	30 hours, exam, 2 ECTS

Teacher	mgr Paweł Pełczyński
Learning aims and objectives	<p>The course aims to:</p> <ul style="list-style-type: none"> • Develop the ability to compose music for static visual media, including the creation of sound for mobile devices using available technology • Develop the ability to compose musical jingles for broadcast and stage applications • Develop the ability to compose illustrative music for short film formats, including narrative, documentary, and animated productions • Encourage students to express artistic ideas concisely, particularly in the creation of thematic material for film, theatre, and commercially oriented music • Introduce students to the field of illustrative music, where music often plays a supportive role in relation to visual and verbal content. • Foster the ability to maintain artistic independence while exploring and developing an individual musical style. • Introduce terminology and theoretical foundations of technical and broadcast requirements in radio, streaming, and the film industry, in preparation for professional work in the field of illustrative music composition. • Address the challenges of communication and collaboration with directors, producers, and other industry professionals.
Prerequisites	<p>The student should demonstrate:</p> <ul style="list-style-type: none"> • Strong interest in and aptitude for composing and interpreting music within the fields of jazz and popular music • General familiarity with the stylistic conventions of jazz and related genres is expected • Ability to engage creatively with musical imagination • Musical intuition and the capacity to generate original sonic solutions. • Basic skills in operating a computer or other devices—such as mobile technologies—that enable the presentation of creative work in audio format.

COURSE CONTENT

Semester 1
<p>The course covers:</p> <ul style="list-style-type: none"> • Composing musical illustrations for visual artworks by selected contemporary painters, with the aim of creating soundtracks for interactive museum guides • Designing personalised ringtones for multimedia devices and computers, applying their understanding of sound design and user experience • Creating musical jingles for broadcast, stage, and interactive media, with a focus on developing improvisational skills • Composing original, contemporary music for selected scenes from silent films • Enhancing production and arrangement skills through the use of computer-based tools and digital audio workstations (daws), applying these techniques to individual creative projects
Semester 2
<ul style="list-style-type: none"> • Deepening compositional imagination and versatility. Students are tasked with composing music that varies in emotional tone and stylistic approach for a single film scene • Score analysis of works by renowned film composers, studying these in conjunction with the corresponding video material • Composing music for an animated film. Collaborating directly with animation creators—including directors, animators, and illustrators—to align musical ideas with visual narratives • Participation in theatre rehearsals, where students compose music specifically for live productions. Observing and analysing the collaborative process with directors, singing actors, and sound engineers • Composing musical illustrations for excerpts from documentary films, student film projects, and similar audiovisual formats

Learning outcome reference code	LEARNING OUTCOMES	Descriptors	
		PQF STAGE 2	PQF STAGE 1

Knowledge		Student:		
	JiME_W05	Knows the historical context of music and its relation to other fields of contemporary life	P6S_WG	P6 U_W
JiME_W06	Knows and understands the relations between theoretical and practical components of the studies and is able to fuse the knowledge and skills			
Skills		Student is able to:		
	JiME_U01	Create, carry out and express individual artistic ideas drawing on a developed artistic personality	P6S_UW	P6 U_U
	JiME_U06	Construct and perform coherent artistic programmes using knowledge on music styles and their corresponding performance traditions		
	JiME_U06	Use audio and (optionally) video recording equipment, confidently use specialist software required to carry out such projects		
	JiME_U15	Create and carry out artistic projects including interdisciplinary projects and is able to assume a leading role in a variety of ensembles	P6S_UO	
JiME_U16	Function in a range of ensembles and to cooperate with other musicians in a variety of ensembles or on joint tasks and projects, including multidisciplinary projects			
		Student is able to	P6S_UU	
Competence	JiME_K01	Purposefully integrate knowledge gained as regards own specialization and other broadly defined artistic activities drawing on a competent and independent artistic experiences	P6S_KK	P6 U_K
	JiME_K01	Critically evaluate own artistic activities as well as to deliver critique on other activities involving art or cultural events, or other artistic activities		
	JiME_K04	Is qualified to lead a variety of teamwork projects in a purposeful and responsible manner	P6s_ko	

TEACHING METHODS

Lecture
Reading comprehension and discussion
Case studies
Problem solving
Addressing artistic challenges,
Individual work
Group work
Analysing past CD /DVD recordings
Online training/learning

LEARNING OUTCOME VERIFICATION METHODS

Final requirements – successfully completed year, grading criteria	Learning outcome reference code
	JiME_W06, JiME_U01, JiME_U09, JiME_K01, JiME_K02

ASSESSMENT METHODS AND CRITERIA

Course completion requirements	To successfully complete the course, students must attend classes regularly (attendance is monitored), and achieve all intended learning outcomes defined for the course.
Exam requirements	To be eligible for the final examination, students must obtain a course credit (pass). In order to pass the examination, students are required to present their creative works in accordance with the objectives and scope defined in the course programme.

Student workload	Credit hours total	ECTS CREDITS
Contact hours with the instructor	60	3
Hours of independent student work	20	

Recommended reading

- Audissino, Emilio. *The Film Music of John Williams: Reviving Hollywood's Classical Style*.
- Pomostowski, Piotr. *Muzyka w filmie*.
- Chion, Michel. *Audio-Vision: Sound on Screen*.
- Przedpełska-Bieniek, Maria. *Dźwięk w filmie*.

Supplementary reading

- Roads, Curtis. *Composers and the Computer*.
- Tonks, Peter. *Film Music*.
- Casanelles, Sergi. *The Hyperorchestra: A Study of a Virtual Musical Ensemble in Film Music That Transcends Reality*. Pejrolo, Andrea, and Richard DeRosa. *Acoustic and MIDI Orchestration for the Contemporary Composer*.

On-line resources (optional)

- <https://www.youtube.com/@thecuetube/featured>
- <https://www.researchgate.net/journal/journal-of-film-music-1758-860x>
- <https://www.rilm.org/>
- <https://www.soundonsound.com/techniques/making-living-music-picture-part-1>