

Course Description: This comprehensive course is designed to provide students with a strong foundation in digital sound production. Students will learn various aspects of sound engineering, including mixing and mastering, recording, and advanced production techniques. Through a combination of theoretical knowledge and hands-on projects, students will develop practical skills in Digital Audio Workstations (DAWs) for creating appealing music. The course will culminate in group projects where students will apply their skills to create professional-quality digital sound projects.

Culture of Learning: In our Digital Sound course, we believe that a strong culture of learning empowers students to not only become skilled digital artists and producers but also to contribute meaningfully to the broader cultural conversation. By embracing exploration, collaboration, and growth, our students are prepared to excel in a rapidly evolving digital landscape.

This class reinforces PSSC's school wide agreements: Be Present, Be Respectful, Be Engaged and Be Professional. Each PSSC Classroom is responsible for re-enforcing the School Wide Agreements as well as developing Classroom Behavior Agreements. These agreements will be upheld through a positive, progressive support system including individual check-ins with students, positive reinforcement strategies, contact with families, interventions from Dean/Counselor, etc.

Student Learning Outcomes: By the end of the course, students will be able to:

- Understand the fundamentals of digital sound production.
- Use digital tools and software for recording, mixing/mastering, live performances, sound production.
- Apply principles of composition and music theory to mixes.
- Apply advanced techniques such as bussing, compression, filters, and effects to mixes.
- Demonstrate proficiency in live recording
- Develop a professional website that showcases their digital sound projects and branding opportunities.

Standards Assessed:

- 1.B.2 Be open and responsive to new and diverse perspectives; incorporate group input and feedback into the work
- 1.B.4 View failure as an opportunity to learn; understand that creativity and innovation is a long-term, cyclical process of small successes and frequent mistakes
- 2.C.2 Analyze and evaluate major alternative points of view
- 2.C.4 Interpret information and draw conclusions based on the best analysis
- 3.A.1 Articulate thoughts and ideas effectively using oral, written and nonverbal communication skills in a variety of forms and contexts
- 3.B.1 Demonstrate ability to work effectively and respectfully with diverse teams
- 3.B.2 Exercise flexibility and willingness to be helpful in making necessary compromises to accomplish a common goal
- 3.B.3 Assume shared responsibility for collaborative work, and value the individual contributions made by each team member

- 7.B.3 Understand, negotiate and balance diverse views and beliefs to reach workable solutions, particularly in multi-cultural environments
- 8.C.4 Reflect critically on past experiences in order to inform future progress
- 9.B.1 Respect cultural differences and work effectively with people from a range of social and cultural backgrounds
- 9.B.2 Respond open-mindedly to different ideas and values
- 9.B.3 Leverage social and cultural differences to create new ideas and increase both innovation and quality of work
- 10.A.1 Set and meet goals, even in the face of obstacles and competing pressures
- 10.A.2 Prioritize, plan and manage work to achieve the intended result
- 11.A.1 Use interpersonal and problem-solving skills to influence and guide others toward a goal
- 11.A.2 Leverages the strengths of others to accomplish a common goal
- 11.B.1 Act responsibly with the interests of the larger community in mind

Instructor Contact Information:

Thomas Moore

Thomas.Moore@highlineschools.org

(971)266-3385 (Google Voice/Text)

Credits Offered:

Credits per Semester: 1.5

Certifications:

Audio Engineering Society (AES) Certified Audio Engineer

Grading Scale:

4 (A; 3.2 - 4.0): EXCEEDING STANDARD

3 (B; 2.4 - 3.19): MEETING STANDARD

2 (C; 1.6 - 2.39): APPROACHING STANDARD

1 (D; 1.2 - 1.59): BEGINNING

NC (NC; 0 - 1.19): NO EVIDENCE/NO CREDIT

Assessment Components:

Projects and Assignments: Students will engage in hands-on projects and assignments that align with specific standards. These assessments will allow students to apply their skills and creativity in practical contexts.

*Students must receive a 2-4 on the entry project to continue with the course. The first project will assess students on their ability to **manage time, work with others, and complete tasks**. If students receive less than a 2 we will meet with the student, parents/guardians, and dean to address whether continuing with the course fits in with their goals.

Quizzes and Tests: Periodic quizzes and tests will evaluate students' comprehension of key concepts and technical skills. These assessments may include both theoretical knowledge and practical application. Students can reevaluate at any time.

Peer Reviews and Critiques: Participation in peer reviews and critiques is an integral part of the creative process. Students will assess each other's work based on established standards, providing constructive feedback to enhance their own and others' learning.

Participation and Engagement: Actively participating in class discussions, workshops, and collaborative activities contributes to a deeper understanding of the subject matter. Engagement in daily learning activities is essential to support you in your growth toward meeting industry standards.

Required Materials: N/A

Program Costs: N/A

Professional Attire & Uniform Requirements: Students must wear a lanyard with their student ID and PSSC provided attire and/or program-specific uniform as required by the instructor. Dress should be professional.

Course Technology:

Google Suite (email, classroom, sites)

Adobe Creative Cloud (Premiere Pro, After Effects, XD)

Reason Studios, Logic, Ableton, BandLab

Udemy

Coursera

Youscience

Teams

Google Sites

Google Classroom:

AM Session: class code [vajyqdd](#)

PM Session: class code [a5vrvgs](#)

Work-Based Learning (WBL):

WBL is an instructional strategy that provides students with career exploration opportunities and hands-on learning where knowledge gained in CTE courses can be applied to real-life work experiences. The goal of every work-based learning program is to prepare students for the next generation of the workforce. PSSC students are eligible to participate in Work Based Learning, either **Instructional** or **Cooperative**, through their CTE program and may be able to earn elective credits.

Common WBL opportunities

- Job placement in career pathway
- Internships

- Clinicals
- Externships

Contact your PSSC instructor to participate in Work Based Learning.

Leadership:

Leadership is a key component of Digital Sound and Recording where your student can be a member of SkillsUSA. The purpose of Skills USA is to encourage the development of vocational understanding, leadership qualities, social awareness, and a sense of responsibility to school and community. It is each student's choice as to how active they will become in SkillsUSA. **Note:** Second year students will also have leadership opportunities within the classroom as teacher assistants and studio managers

List of opportunities:

- CTSO conferences, competitions
- Community Service
- PSSC Program Leader

Cell Phone Policy:

Cell phones should be used for educational purposes only as directed by the instructor. No video or photos should be taken on personal devices unless the student has agreed to have their device viewed by instructor/PSSC. We need to ensure students who have opted out of being photographed do not have any digital trace on phones/cameras used for educational purposes.

Attendance Policy:

The seat time mandate for CTE courses in Washington ensures students receive sufficient instructional hours and hands-on training time to master necessary technical skills. Prescribed minimum seat time safeguards the quality of CTE programs by allowing for in-depth classroom learning, adequate lab practice on equipment, and fulfillment of certification requirements. Upholding seat time standards is crucial for preparing a workforce with job-ready expertise meeting industry needs.

Therefore, it is critical that students are present. Whether excused or unexcused, missed time is missed time.

1. ALL absences/tardies MUST be reported directly to PSSC Attendance Specialist, Kelsey Gomez (206-631-7353; Kelsey.gomez@highlineschools.org)
2. As a professional courtesy, please contact your instructors when you are absent as well.
3. Absences may be excused by any of the following methods within 48 hours of the absence:
 - a. Parent phone call
 - b. Parent Email
 - c. Parent hand-written note
4. Parent contact is required even when a student turns 18.
5. Please include the following information:
 - a. Student Name
 - b. Parent Name
 - c. Date of the absence
 - d. Reason for the absence
6. Reassessments will be arranged with the instructor when any absence occurs.
7. Prearranged absence forms are located in the office. The form will need to be completed with all required signatures prior to departure date.

8. If a student is tardy, they must complete the QR code in their classroom. It is their responsibility as a student to complete the QR code so their absence can be corrected to a tardy. If they do not complete the QR code, the student will be marked absent.

Student Handbook: [CLICK HERE TO VIEW](#)

2nd Year Student Eligibility

All Year 1 PSSC students will have quarterly check-ins with their PSSC teachers, student success dean, counselor, and families to assess performance in their program, needed supports, and progress towards mastery of content and skills necessary for Year 2 programming. All information will be shared with the home school support staff.



We have reviewed and agree to the learning agreements/course requirements listed in Digital Sound Syllabus.

Parent/Guardian Name _____ Date _____

Parent/Guardian Signature _____

Student Name _____ Date _____

Student Signature _____