

Key resources (to be updated)

Websites:

- City Lit Sonic Arts on Twitter: <https://twitter.com/CityLitSonicArt>
- Facebook page: <http://www.facebook.com/IntroSonicArts>
- Sound art on Monoskop: http://monoskop.org/Sound_art
- Ears (ElectroAcoustic Resource Site): <http://ears.dmu.ac.uk/>
- Sound Art Archive: <http://soundartarchive.net/>
- Freesound: <http://www.freesound.org/>
- Sound and Music: <http://soundandmusic.org/>
- Journal of Sonic Studies: <http://journal.sonicstudies.org/>
- Ubuweb: <http://www.ubu.com/sound/>
- Resonance FM: <http://resonancefm.com/>
- Toplap: <http://toplap.org/>
- Research tools on Google: <http://books.google.com/> and <http://scholar.google.com/>

Software used on this course:

- Audacity: <http://audacity.sourceforge.net/>
- Ableton Live: <http://www.ableton.com/>
- Max: <http://www.cycling74.com/>
- Pure Data: <http://www.puredata.info>
- Soundflower: <http://rogueamoeba.com/freebies/soundflower/>
- Sonic Visualiser: <http://www.sonicvisualiser.org/>

Suggested reading:

- COLLINS, N. (2006). Handmade electronic music: the art of hardware hacking. Taylor & Francis.
- COX, C. & WARNER, D. 2004. Audio culture: Readings in modern music, Continuum.
- GIBBS, T. 2007. The Fundamentals of Sonic Art & Sound Design. AVA.
- HENDY, D. 2013. Noise: A Human History of Sound and Listening. Profile.
- KAHN, D. 1999. Noise, water, meat: a history of sound in the arts, MIT Press.
- KIM-COHEN, S. 2009. In the Blink of an Ear: Toward a Non-cochlear Sonic Art, Continuum.
- ROADS, C. 1996. The Computer Music Tutorial, MIT Press.
- SCHAEFFER, P. 2012. In Search of a Concrete Music (Trans J. Dack and C. North), University of California Press.
- SCHAFER, R. M. Soundscape: Our sonic environment and the tuning of the world, Destiny Books
- VOEGELIN, S. Listening to Noise and Silence: Toward a Philosophy of Sound Art. Continuum.
- WISHART, T. 1996. On Sonic Art, Routledge.