

**025:250 COMPOSITION: ELECTRONIC MEDIA I**

**Fall 2011**

**Terminology**

Acoustics

frequency

harmonics

Hz

interference

perceptual threshold

periodicity

phase

Sound technology

bit depth

clipping

fade in, fade out

normalize

sample rate

Special terms for class

cardboard sounds

expectation

gesture

micro-randomness

partitioning

permutation

repetition

shading

signal

sound-class