



4.5 PA – Acou Basics Basics of Acoustics

Basics of Acoustics

Content	<ul style="list-style-type: none"> ▪ Sound terminology: SPL, frequency etc. ▪ Modeling sound sources ▪ EASE Address: simulation of ceiling speaker systems ▪ Room acoustics <ul style="list-style-type: none"> ▪ Absorption, reflection, scattering ▪ Reverberation time ▪ Impulse response ▪ Prediction programs ▪ Speech intelligibility ▪ Sound measurements: SPL, STI
Target Audience	For people who are not familiar with acoustical simulation and measurement and who want to attend the Sound System Design Training
Purpose	<p>After the training the trainees should:</p> <ul style="list-style-type: none"> ▪ Have an understanding of the basics of sound ▪ Have an understanding of how sound interacts at room boundaries ▪ Have an understanding of what reverberation time is ▪ Know what influences speech intelligibility ▪ Be able to measure basic acoustical parameters with a handheld meter ▪ Have an understanding of measurement of the impulse response of a room ▪ Have an understanding of the basics of acoustical modeling
Prerequisites	No experience is required
Learning Methods	PowerPoint presentations, hands-on training, demonstration and training material (handouts & memory stick)
No. of participants	min. 5 max. 12 (Max. 2 persons per company if training is fully booked)
Instructor	Michel van Loon
Duration	1 Day
Location	Bosch Security Systems Breda, Kapittelweg 10, 4827 HG Breda, Netherlands.
Remarks	<ul style="list-style-type: none"> ▪ A max. of 2 persons per company if the training is fully booked ▪ Required materials are available in training room
Price	€ 100 excl BTW incl. lunch