STUDENT AND ACADEMIC SERVICES

MODULE SPECIFICATION

Part 1: Information			
Module Title	Live Sound		
Module Code	UFCFV5-15-3	Level	Level 6
For implementation from	2019-20		
UWE Credit Rating	15	ECTS Credit Rating	7.5
Faculty	Faculty of Environment & Technology	Field	Computer Science and Creative Technologies
Department	FET Dept of Computer Sci & Creative Tech		
Module type:	Standard		
Pre-requisites	None		
Excluded Combinations	None		
Co- requisites	None		
Module Entry requirements	None		

Part 2: Description

Educational Aims: Live Sound is a module aimed at developing craft skills with a solid foundation of technical knowledge and understanding upon which to base strategies for successful sound in a fluid, unpredictable live environment. Problem solving, interpersonal skills and teamwork are high priorities as is a solid grasp of the technology and science relating to sound reproduction.

Outline Syllabus: Brief Content:
Live sound engineering; Stage management; Health and safety; Location recording; Power systems; Lighting systems; Monitoring and communication systems; Loudspeaker systems; Control systems.

Live Sound Engineering:
Mics, consoles, effects, cabling, radio systems

Location Recording:
Planning and liaison. Mic splitters. Mobile recording vehicles. Issues concerning simultaneous recording and PA (or broadcast)

Stage Management:

Personnel. Procedures

Health and Safety:
Laws and frameworks. The Purple Book. Categories: structural, electrical, chemical/biological, sound levels

Power Systems:
Electrical units. Load calculations. Balancing loads. Single-phase and three-phase power supplies. Connectors and converters. Earthing systems. Interference. Backup systems. Generators.

Lighting Systems:
Connectors: power and control. Dimmers and dimmer controllers. Brief introduction to lighting unit types. Liaison with lighting engineers

Monitoring and Communication Systems:
Cueing. Communication systems and conventions

Loudspeaker Systems:
Loudspeaker units: frequency ranges. Crossovers. Power amps. Line arrays

Control Systems:
DMX. Special effects. Pyrotechnics. Show control

Teaching and Learning Methods: Teaching will comprise a series of lectures supported by online/distance learning systems. There will also be a series of live event productions (which will form part of the teaching and assessment). This may be in the form of intensive one- and/or two-day sessions or individual public events comprising planning, rigging, striking and running a live music event in terms of live sound systems and/or location recording. These sessions are likely to comprise around six days throughout the teaching year and may include early starts, late finishes and weekend sessions.

Contact Hours:

Activity:
Contact time: 36 hours
Assimilation and development of knowledge: 74 hours
Exam preparation: 10 hours
Coursework preparation: 30 hours
Total study time: 150 hours

Part 3: Assessment

Details of assessments will be developed and updated continually in conjunction with industry practitioners.

Currently the assessments will be:

A1 - The controlled assessment element in the form of a 3 hour written exam will test, planning, problem solving and technical knowledge as well as the application of knowledge.

A2 - Is a Health and Safety course leading to the iosh safety passport on successful completion of the test (valid for 3 years)

B2 - Group Live event. This will test team working, planning, practical application of knowledge of process and hardware.

The resit for element A will entail a 3 Hour exam. Students just failing the CRISP will be offered an opportunity to retake this as a non assessed element for career development only.

Criteria against which student performance is assessed will be provided with each assessment brief.

Students will also receive formative feedback from the outset during practical tutorials and master classes.

First Sit Components	Final Assessment	Element weighting	Description
Practical Skills Assessment - Component B		50 %	Group live sound event
In-class test - Component A		10 %	CRISP (iosh/BECTU H&S)
Examination - Component A	✓	40 %	Written Exam (180 mins)
Resit Components	Final Assessment	Element weighting	Description
Report - Component B		50 %	Individual report
Examination - Component A	✓	50 %	Written Exam (180 mins)

Part 4: Teaching and Learning Methods	
Learning Outcomes	On successful completion of this module students will achieve the following learning outcomes:

Module Learning Outcomes	Reference
Evaluate and explain systems, hardware, technology and techniques available to a live sound engineer and all aspects likely to affect live sound reinforcement	MO1
Plan and execute the sound system for a live event	MO2
Demonstrate an understanding and awareness of the health and safety requirements within the context of a live event	MO3
Demonstrate a methodical, structured approach to problem solving	MO4

Contact Hours

Independent Study Hours:	
Independent study/self-guided study	114
Total Independent Study Hours:	114
Scheduled Learning and Teaching Hours:	
Face-to-face learning	36
Total Scheduled Learning and Teaching Hours:	36
Hours to be allocated	150
Allocated Hours	150

Reading List	*The reading list for this module can be accessed via the following link:* https://uwe.rl.talis.com/modules/ufcfv5-15-3.html

Part 5: Contributes Towards
This module contributes towards the following programmes of study: