



MODULE SPECIFICATION

Part 1: Information			
Module Title	Live Sound		
Module Code	UFCFV5-15-3	Level	Level 6
For implementation from	2020-21		
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
<p>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.</p> <p>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.</p> <p>Live Sound Engineering: Mics, consoles, effects, cabling, radio systems</p> <p>Location Recording: Planning and liaison. Mic splitters. Mobile recording vehicles. Issues concerning simultaneous recording and PA (or broadcast)</p> <p>Stage Management: Personnel. Procedures</p>

STUDENT AND ACADEMIC SERVICES

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. With compliance to the COVID19 rules in force at the time 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. Should these sessions not be possible there will be small group exercises or online webinar sessions arranged with professional practitioners.

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 in a non-contact form to minimise the risk of COVID19 infection and transmission:

A1 - The controlled assessment element in the form of a 20 minute aural exam will test individual, planning, problem solving and technical knowledge as well as the application of industry knowledge.

B2 - Group Planning Exercise and online group viva. This will test team working, planning, practical application of knowledge of process and hardware. the course tutors will have the chance to directly question the group on their choices and practice.

The resit for element A will entail an online aural examination of 20 minute duration.

The resit for element B will be the same format as the main sit but individually undertaken and with a different task

STUDENT AND ACADEMIC SERVICES

allocated.

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
In-class test - Component A	✓	50 %	On-line Aural Examination duration 20 minutes
Group work - Component B		50 %	Group Planning Exercise, Documentation hand-in and on-line Viva
Resit Components	Final Assessment	Element weighting	Description
In-class test - Component A	✓	50 %	On-line Aural Examination 20 minutes
Report - Component B		50 %	Similar planning exercise to the first sit with different task allocated and an individual viva

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

STUDENT AND ACADEMIC SERVICES

	Allocated Hours	150
Reading List	<i>The reading list for this module can be accessed via the following link:</i> https://uwe.rl.talis.com/modules/ufcfv5-15-3.html	

Part 5: Contributes Towards

This module contributes towards the following programmes of study:

Digital Media [Sep][FT][Frenchay][3yrs] BSc (Hons) 2018-19

Audio and Music Technology [Sep][FT][Frenchay][3yrs] BSc (Hons) 2018-19

Broadcast Audio and Music Technology [Sep][FT][Frenchay][3yrs] BSc (Hons) 2018-19

Digital Media [Sep][FT][SHAPE][3yrs] BSc (Hons) 2018-19

Creative Music Technology [Sep][FT][Frenchay][3yrs] BSc (Hons) 2018-19