



Module Specification

Live Sound

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Part 1: Information

Module title: Live Sound

Module code: UFCFV5-15-3

Level: Level 6

For implementation from: 2021-22

UWE credit rating: 15

ECTS credit rating: 7.5

Faculty: Faculty of Environment & Technology

Department: FET Dept of Computer Sci & Creative Tech

Partner institutions: None

Delivery locations: Frenchay Campus, School for Higher and Professional Education

Field: Computer Science and Creative Technologies

Module type: Standard

Pre-requisites: None

Excluded combinations: None

Co-requisites: None

Continuing professional development: No

Professional, statutory or regulatory body requirements: None

Part 2: Description

Overview: Live Sound is a module that enables final year students to develop the practical craft skills, technical and theoretical knowledge, problem solving ability and the interpersonal skills required for working within the live sound industry. Building on the fundamental audio engineering principles taught at L4 and L5, this module provides hands-on opportunities for students to engage with live sound events.

Features: Not applicable

Educational aims: The module aims to develop in students the key skills required for a career as a live sound professional. The fundamental basis for successful sound in a fluid, unpredictable, live environment is a solid understanding of the technology and science relating to sound reproduction. The module aims to equip students with this knowledge. Equally important, are problem solving skills and the ability to work well with others; both fellow sound engineers and clients. The module aims to develop these interpersonal skills by providing students with ample opportunities for practice.

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

Part 3: Teaching and learning methods

Teaching and learning methods: Teaching will comprise a series of lectures and masterclasses. 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

Viva preparation: 10 hours

Coursework preparation: 30 hours

Total study time: 150 hours

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

Module Learning outcomes:

MO1 Evaluate and explain systems, hardware, technology and techniques available to a live sound engineer and all aspects likely to affect live sound reinforcement

MO2 Demonstrate understanding and awareness of the health and safety requirements of live sound within the context of a live event

MO3 Apply a methodical, structured approach to planning and problem solving

Hours to be allocated: 150

Contact hours:

Independent study/self-guided study = 114 hours

Face-to-face learning = 36 hours

Total = 150

Reading list: The reading list for this module can be accessed at [readinglists.uwe.ac.uk](https://uwe.rl.talis.com/modules/ufcfv5-15-3.html) via the following link <https://uwe.rl.talis.com/modules/ufcfv5-15-3.html>

Part 4: Assessment

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

Although specific details will change in line with industry practice, students will be evaluated via two separate assessments: A portfolio of practical live sound work, with supporting planning documentation, and a viva examination. Assessments will evaluate the student's ability to plan and problem solve; their technical knowledge; and their application of this knowledge in practice.

Assessment components:

In-class test - Component A (First Sit)

Description: Viva

Weighting: 25 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO3

Practical Skills Assessment - Component B (First Sit)

Description: Live Sound Event with supporting documentation

Weighting: 75 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1, MO2, MO3

In-class test - Component A (Resit)

Description: Viva

Weighting: 25 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO3

Practical Skills Assessment - Component B (Resit)

Description: Live Sound Event with supporting documentation

Weighting: 75 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1, MO2, MO3

Part 5: Contributes towards

This module contributes towards the following programmes of study:

Digital Media {Top-Up} [Sep][FT][SHAPE][1yrs] BSc (Hons) 2019-20

Broadcast Audio and Music Technology [Sep][FT][Frenchay][3yrs] BSc (Hons) 2019-20

Audio and Music Technology [Sep][FT][Frenchay][3yrs] BSc (Hons) 2019-20

Creative Music Technology [Sep][FT][Frenchay][3yrs] BSc (Hons) 2019-20

Digital Media [Sep][FT][Frenchay][3yrs] BSc (Hons) 2019-20

Audio and Music Technology {Foundation} [Sep][FT][Frenchay][4yrs] BSc (Hons) 2018-19

Broadcast Audio and Music Technology {Foundation} [Sep][FT][Frenchay][4yrs] BSc (Hons) 2018-19

Audio and Music Technology [Sep][SW][Frenchay][4yrs] BSc (Hons) 2018-19

Broadcast Audio and Music Technology [Sep][SW][Frenchay][4yrs] BSc (Hons) 2018-19

Digital Media [Sep][SW][Frenchay][4yrs] BSc (Hons) 2018-19

Digital Media {Foundation}[Sep][FT][Frenchay][4yrs] BSc (Hons) 2018-19

Creative Music Technology [Sep][SW][Frenchay][4yrs] BSc (Hons) 2018-19