Module Specification

Sound for Screen

Version: 2023-24, v2.0, 16 May 2023

Contents

Part 1: Information

Module title: Sound for Screen

Module code: UALAUT-15-2

Level: Level 5

For implementation from: 2023-24

UWE credit rating: 15

ECTS credit rating: 7.5

Faculty: Faculty of Arts Creative Industries & Education

Department: ACE Dept of Creative & Cultural Industries

Partner institutions: None

Field: Lens and Moving Image

Module type: Module

Pre-requisites: None

Excluded combinations: None

Co-requisites: None

Continuing professional development: No

Professional, statutory or regulatory body requirements: None

Part 2: Description

Overview: The module provides a thorough grounding in the theory and practice of sound for film. It explores techniques in sound recording, creative sound design, track-laying and mixing sound to picture. It examines the use of music in film as part of the sound track as well as outlining the business of creating original music scores. The module also builds understanding of professional practice: that is, the attributes and skills required in an industry context.

Features: Not applicable

Educational aims: Above all, the aim of the module is to enable students to appreciate the fundamental importance of sound in creating and supporting the narrative and creative intentions of a piece of moving image work and engaging an audience emotionally.

Outline syllabus: Students are introduced to key moments in the history of sound in film as well as exploring cutting-edge and emerging contemporary practice, such as that using surround sound and immersive sound techniques. Students research and analyse the work of influential practitioners and break-through sound artists, in order to appreciate a range of theory, aesthetic principles, movements and craft techniques. Throughout the module, the emphasis is on the development of creative and technical skills for actively hearing, appreciating and recording sound.

Part 3: Teaching and learning methods

Teaching and learning methods: Students work in small groups to design and produce a sound piece as per the brief in the Module Handbook. This should be technically well realized as well as display strong creative intention and evoke sensory and emotional connection in audiences. Alongside, they research and write an individual research paper that critically reflects on the project work undertaken in the context of relevant theory, the work of practitioners presented in the module and professional practice. Lectures introduce aspects of the syllabus which are expanded on in screenings and seminars. The module fosters a culture of continuous, supportive peer evaluation of work via formative presentations that help students to acquire a creative and analytical vocabulary for describing and evaluating specific creative activities. A range of technical workshops supports the acquisition of skills. In addition, there are scheduled group tutorials to support project. At the end of the module, students make presentations of their completed sound pieces for the purpose of live critique.

Module Learning outcomes: On successful completion of this module students will achieve the following learning outcomes.

>   **MO1** Develop strategies for actively hearing and recording sound

MO2 Initiate ideas for sound production

MO3 Discuss and critically analyse the a range of sound recording and post-production sound techniques, including the use of music and original scores in filmmaking

MO4 Use sound creatively to create engaging sensory, emotional and narrative experiences for audiences

MO5 Record and otherwise produce sound to a professional quality to achieve project work

MO6 Evaluate audience experiences through an analysis of their work with reference to their own creative intentions and to a wider context of practice

MO7 Demonstrate an appreciation and critical understanding of historical and contemporary theory, context and the work of practitioners through research

MO8 Develop creative, technical and professional skills through the production of projects to agreed deadlines

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 via the following link https://uwe.rl.talis.com/modules/ualaut-15-2.html

Part 4: Assessment

Assessment strategy: Assessment strategy:

The assessment is designed to encourage students to critically evaluate the theoretical discourses relevant sound for film, to do practical research into an area to

increase their technical and production knowledge and then to apply this to practice. In addition, the assessment builds academic writing skills. Clear expectations regarding academic probity, guidance about what constitutes plagiarism and advice about correct referencing will be supplied in the module handbook and developed by UWE Library Service and UWE Study Support sessions. Formative and summative assessments are designed to provide the opportunity for students to understand and reflect upon their achievements and to support the monitoring of progress by tutors and students.

Formative assessment:

Formative assessment activities involve students participating in the evaluation of presented work (their own and others') in group seminars and tutorials. All students will be expected to contribute to the critical evaluation of fellow students' work. Feedback (verbal and/or in writing) at regular points throughout the module provides students with a clear understanding of their progress and advice about how this can be improved.

Summative assessment: Portfolio (100%)

Guidance to the approach and detailed requirements for each element are fully explained in the module guide. Indicatively, the duration of the Sound Project is 3 minutes. The Research Paper (equivalent to 2000 words) should be supported by links to sound files, must be correctly referenced and contain a bibliography.

Assessment criteria (as related to learning outcomes):

Students will be assessed using the following criteria:

Research and Creative Development: the level of ability to employ appropriate research as a coherent strategy; the level of creative experimentation in the development and production process (LO1, LO3, LO6);

Audience Engagement and Storytelling: the level of appreciation of the power of

sound in relation to audience experience; the level of ability to engage the audience in the work (LO2, LO3, LO5);

Craft and Technical Skills: the level of appropriate technical skill evident in the work (LO1, LO3, LO4);

Professional Practice: the extent of clear and effective communication in the work as well as ability to effectively work collaboratively from development to delivery deadlines (LO1, LO4, LO7);

Contextual Understanding and Critical Evaluation: the level of understanding of appropriate historical and contemporary practices and appreciation of the formal qualities of sound works; the level of critical reflection on group project work as well as individual performance (LO2, LO5, LO6).

Assessment tasks:

Portfolio (First Sit)
Description: Portfolio
Weighting: 100 %
Final assessment: No
Group work: No
Learning outcomes tested: MO1, MO2, MO3, MO4, MO5, MO6, MO7, MO8

Portfolio (Resit)
Description: Individual negotiated portfolio
Weighting: 100 %
Final assessment: Yes
Group work: No
Learning outcomes tested: MO1, MO2, MO3, MO4, MO5, MO6, MO7, MO8

Part 5: Contributes towards

This module contributes towards the following programmes of study: