



MODULE SPECIFICATION

Part 1: Information			
Module Title	Sound Design and Post Production		
Module Code	UFCFQL-30-2	Level	Level 5
For implementation from	2021-22		
UWE Credit Rating	30	ECTS Credit Rating	15
Faculty	Faculty of Environment & Technology	Field	Computer Science and Creative Technologies
Department	FET Dept of Computer Sci & Creative Tech		
Module Type:	Project		
Pre-requisites	None		
Excluded Combinations	None		
Co-requisites	None		
Module Entry Requirements	None		
PSRB Requirements	None		

Part 2: Description
<p>Overview: Students will be introduced to professionally relevant contexts, skills and practices in sound recording, editing, mixing and design through a series of units on core domains in film/TV and game audio.</p> <p>Educational Aims: Each unit will cover threshold concepts and practical techniques in the discipline, building upon one another to provide a solid foundation for professional sound practices and careers in media and creative industries.</p> <p>Outline Syllabus: Unit 1: Audio Post-production for Film and TV Track-laying, libraries and licences, dialogue music and effects, editing and processing, mixing and automation, delivery standards and specifications, production sound and post sync recording.</p> <p>Unit 2: Sound Design for Games Game audio cues, sound effects models, dynamic music, procedural and generative techniques, parameter mapping, game engines, audio middleware and integration, studio/field recording, audio asset processing and production.</p>

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Teaching and Learning Methods: The syllabus will be explored through a combination of weekly lectures and practical activities in audio labs, recording studios and external locations.

Students will be expected to complete independent and group tasks as well as carry out reading and self-directed study beyond that available within taught classes.

Formative tasks and feedback will support and develop skills and understanding to be demonstrated in the summative coursework assignments.

Field trips will be organised where appropriate to attend events/releases, undertake field work, and visit professional working locations.

This module will scaffold a range of media, game and sound design projects and portfolios in level 6, placements and career destinations.

Part 3: Assessment

This module will be assessed through two small summative "portfolio" assignments each weighted 50% that explore the two distinct domains of the module: film/TV post production and game sound design.

Each final coursework "portfolio" should consist of a complete artefact, original audio/music assets and documentation that demonstrate and critically evaluate the context of the domain, the techniques used as well as the media sources provided and assets created.

These professionally relevant portfolios are intended to enhance students' entry into placement and career destinations for audio practitioners and scaffold a range of level 6 modules, projects and portfolios.

First Sit Components	Final Assessment	Element weighting	Description
Portfolio - Component A		50 %	Film/TV audio coursework demonstrating abilities in tracklaying, editing and mixing a range of audio material (dialogue, music and effects) for a short film/TV artefact and a technical report critically evaluating techniques and media sources.
Portfolio - Component A	✓	50 %	Game audio coursework consisting of a simple yet complete game audio implementation, sound/music assets and a technical report critically evaluating techniques and media sources.
Resit Components	Final Assessment	Element weighting	Description
Portfolio - Component A		50 %	Resit Game Coursework
Portfolio - Component A	✓	50 %	Resit Film/TV coursework

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
	Demonstrate sound recording and design methods used in TV, film and game audio contexts.	MO1

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	Tracklay, edit and mix a range of audio materials (dialogue, music and effects) for film/TV post-production contexts.	MO2
	Design audio assets, implement dynamic events and map parameters with audio middleware for game contexts.	MO3
	Compare, evaluate and report on the techniques and resources used in the execution of practical tasks.	MO4
Contact Hours	Independent Study Hours:	
	Independent study/self-guided study	228
	Total Independent Study Hours:	228
	Scheduled Learning and Teaching Hours:	
	Face-to-face learning	72
	Total Scheduled Learning and Teaching Hours:	72
	Hours to be allocated	300
	Allocated Hours	300
Reading List	<p>The reading list for this module can be accessed via the following link:</p> <p>https://uwe.rl.talis.com/modules/ufcfql-30-2.html</p>	

Part 5: Contributes Towards

This module contributes towards the following programmes of study:

Audio and Music Technology [Sep][SW][Frenchay][4yrs] BSc (Hons) 2020-21

Audio and Music Technology [Sep][FT][Frenchay][3yrs] BSc (Hons) 2020-21

Creative Music Technology [Sep][SW][Frenchay][4yrs] BSc (Hons) 2020-21

Creative Music Technology [Sep][FT][Frenchay][3yrs] BSc (Hons) 2020-21

Digital Media [Sep][FT][Frenchay][3yrs] BSc (Hons) 2020-21

Digital Media [Sep][SW][Frenchay][4yrs] BSc (Hons) 2020-21

Audio and Music Technology {Foundation} [Sep][FT][Frenchay][4yrs] BSc (Hons) 2019-20

Digital Media {Foundation}[Sep][SW][Frenchay][5yrs] BSc (Hons) 2019-20

Digital Media {Foundation}[Sep][FT][Frenchay][4yrs] BSc (Hons) 2019-20

Audio and Music Technology {Foundation} [Sep][SW][Frenchay][5yrs] BSc (Hons) 2019-20