Module Specification

Sound Design and Post Production

Version: 2022-23, v4.0, 20 Jul 2022

Contents

Part 1: Information

Module title: Sound Design and Post Production

Module code: UFCFQL-30-2

Level: Level 5

For implementation from: 2022-23

UWE credit rating: 30

ECTS credit rating: 15

Faculty: Faculty of Environment & Technology

Department: FET Dept of Computer Sci & Creative Tech

Partner institutions: None

Delivery locations: Frenchay Campus

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: 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.

Features: Not applicable

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.

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.

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.

Part 3: Teaching and learning methods

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.

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

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

MO2 Tracklay, edit and mix a range of audio materials (dialogue, music and effects) for film/TV post-production contexts.

MO3 Design audio assets, implement dynamic events and map parameters with audio middleware for game contexts.

MO4 Compare, evaluate and report on the techniques and resources used in the execution of practical tasks.

Hours to be allocated: 300

Contact hours:

Independent study/self-guided study = 228 hours

Face-to-face learning = 72 hours

Total = 300

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/ufcfql-30-2.html

Part 4: Assessment

Assessment strategy: 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.

Assessment components:

Portfolio - Component A (First Sit)

Description: Portfolio 1: 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.

Weighting: 50 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1, MO2, MO4

Portfolio - Component B (First Sit)

Description: Portfolio 2: 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.

Weighting: 50 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO3, MO4

Portfolio - Component A (Resit)

Description: Portfolio 1: Film/TV Audio Coursework

Weighting: 50 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1, MO2, MO4

Portfolio - Component B (Resit)

Description: Portfolio 2: Resit Game Audio coursework

Weighting: 50 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO3, MO4

Part 5: Contributes towards

This module contributes towards the following programmes of study:

Audio and Music Technology [Sep][SW][Frenchay][4yrs] BSc (Hons) 2021-22

Creative Music Technology [Sep][SW][Frenchay][4yrs] BSc (Hons) 2021-22

Audio and Music Technology [Sep][FT][Frenchay][3yrs] BSc (Hons) 2021-22

Creative Music Technology [Sep][FT][Frenchay][3yrs] BSc (Hons) 2021-22

Digital Media [Sep][SW][Frenchay][4yrs] BSc (Hons) 2021-22

Digital Media [Sep][FT][Frenchay][3yrs] BSc (Hons) 2021-22

Digital Media {Foundation}[Sep][FT][Frenchay][4yrs] BSc (Hons) 2020-21

Audio and Music Technology {Foundation} [Sep][FT][Frenchay][4yrs] BSc (Hons) 2020-21

Audio and Music Technology {Foundation} [Sep][SW][Frenchay][5yrs] BSc (Hons) 2020-21

Digital Media {Foundation}[Sep][SW][Frenchay][5yrs] BSc (Hons) 2020-21