Module Specification

Sound Production

Version: 2023-24, v2.0, 23 May 2023

Contents

Part 1: Information

Module title: Sound Production

Module code: UAMB3P-20-1

Level: Level 4

For implementation from: 2023-24

UWE credit rating: 20

ECTS credit rating: 10

Faculty: Faculty of Arts Creative Industries & Education

Department: ACE Dept of Creative & Cultural Industries

Partner institutions: Bristol Old Vic Theatre School

Field: Stage Management (BOVTS)

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: Not applicable

Features: Not applicable

Educational aims: This module will introduce you to how sound can support a live performance and what processes and creative choices inform the production of audio material and choice of equipment appropriate for each context.

Outline syllabus: The syllabus will cover basic sound theory, the range of equipment (basic fault finding, uses) for live and recorded sound, rigging and plotting, recording techniques, the studio environment, reproduction in performance, sound reinforcement in performance, role of sound department within the production process, sound design and software used in content creation, networking of audio and other technical equipment, communication headsets and networks for talkback and effective show communication.

Part 3: Teaching and learning methods

Teaching and learning methods: You will have a range of classroom sessions and practical projects during the first two terms that will explore all the aspects of preparing and reinforcing sound for a live production. Group projects will show you how the sound team's activity fits in within the wider production process and helps to realise a creative vision from a text. You will practice operation of a sound system and look at how sound and lighting can be synchronised using network protocols like OSC, Timecode and MIDI.

You will be involved in the rigging of public productions as part of the general technical team and see how a sound design develops in "tech" towards a first performance.

This module will usually run across Terms 1 and 2 of your first year.

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

MO1 Articulate the role of the sound department in the overall process of mounting a theatre production and the technology and processes commonly used.

MO2 Research, select, record and edit material to a specified brief to a given budget and deadline, appropriate to the period and style identified from a play text.

MO3 Safely select, rig and connect equipment for a temporary sound installation.

MO4 Communicate a simple design and schematic and ensure that it is executed safely and effectively to a deadline.

Hours to be allocated: 200

Contact hours:

Independent study/self-guided study = 40 hours

Face-to-face learning = 160 hours

Total = 200

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/index.html?lang=en

Part 4: Assessment

Assessment strategy: To pass this module you must successfully pass the assessment tasks listed below.

Task 1: There will be a practical assessment of basic competencies in sound recording and reinforcement.

Task 2: A portfolio of recorded material will assess your ability to work to a given brief, select the appropriate equipment, record and produce work to an appropriate technical standard.

This is a pass / fail module – meaning that students are not given a grade or percentage for their work but either pass or fail the module.

Assessment tasks:

Practical Skills Assessment (First Sit)
Description: Students' live sound skills

Weighting:

Final assessment: No

Group work: No

Learning outcomes tested: MO3

Project (First Sit)

Description: Sound Recording Project

Weighting:

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO4

Practical Skills Assessment (Resit)

Description: Students' live sound skills

Weighting:

Final assessment: No

Group work: No

Learning outcomes tested: MO3

Project (Resit)

Description: Sound Recording Project

Weighting:

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO4

Part 5: Contributes towards

This module contributes towards the following programmes of study:

Production Arts (Stage) [BOVTS] FdA 2023-24

Production Arts (Stage and Screen) [BOVTS] BA (Hons) 2023-24