



Module Specification

Live Sound

Version: 2024-25, v1.0, 20 May 2024

Contents

Module Specification	1
Part 1: Information	2
Part 2: Description	2
Part 3: Teaching and learning methods	4
Part 4: Assessment.....	5
Part 5: Contributes towards	6

Part 1: Information

Module title: Live Sound

Module code: UFCEHM-30-3

Level: Level 6

For implementation from: 2024-25

UWE credit rating: 30

ECTS credit rating: 15

College: College of Arts, Technology and Environment

School: CATE School of Computing and Creative Technologies

Partner institutions: School for Higher and Professional Education

Field: Computer Science and Creative Technologies

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: 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: Indicative Content:

Live sound engineering; Sound System Requirements; 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; audio networking.

Sound System Requirements:

Music reinforcement; speech reinforcement; multichannel system for theatre and installations; channel-based surround; object-based immersive sound.

Location Recording:

Planning and liaison. Mic splitters. Issues concerning simultaneous recording and PA (or broadcast)

Stage Management:

Personnel. Procedures

Power Systems:

Electrical units. Load calculations. Balancing loads. Single-phase and three-phase power supplies. Connectors and converters. Earthing systems. Interference. Backup systems. Generators.

Monitoring and Communication Systems:

Monitor mixing. IEM. Communication systems and conventions.

Loudspeaker Systems:

Loudspeaker units: frequency ranges. Crossovers. Power amps. Line arrays. System design. Phase and Time alignment.

Control Systems:

DMX and lighting. Special effects. Show control.

Part 3: Teaching and learning methods

Teaching and learning methods: Teaching will comprise a series of lectures, workshops, masterclasses and practicals. Masterclass/workshop sessions may involve 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. These sessions may include early starts, late finishes and weekend sessions.

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

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

MO1 Demonstrate understanding of hardware, technology and techniques for live sound engineering.

MO2 Apply knowledge of live sound engineering in practical settings.

MO3 Employ a methodical and structured approach to planning and problem solving within live sound context.

MO4 Critically reflect on effectiveness of system design and operation.

Hours to be allocated: 300

Contact hours:

Independent study/self-guided study = 228 hours

Face-to-face learning = 72 hours

Total = 0

Reading list: The reading list for this module can be accessed at [readinglists.uwe.ac.uk](https://rl.talis.com/3/uwe/lists/94F805DF-B321-E976-2287-54287CD46C30.html) via the following link <https://rl.talis.com/3/uwe/lists/94F805DF-B321-E976-2287-54287CD46C30.html>

Part 4: Assessment

Assessment strategy: Assessment will be in the form of a single project portfolio consisting of a number of live events and supporting documentation.

Students will be expected to take responsibility for organisation and the delivery of their project.

Technical details of assessment delivery methods will be developed over time and updated regularly in conjunction with current industry standards and practise via course partners.

Delivery of the portfolio will demonstrate knowledge and understanding of working within a live sound environment to approaching professional standards.

Supporting documentation will show an appropriate level of technical planning for the chosen events including the application of industry level workflows as well as a critical reflection.

Final submissions will require proficient project management, interpersonal and problem-solving skills alongside meeting the technical requirements of current live event standards.

Criteria against which student performance is assessed will be provided with portfolio brief.

Students will also receive formative feedback from the outset during a weekly practical session.

The resit strategy is the same as for first sit.

Assessment tasks:

Portfolio (First Sit)

Description: Portfolio of practical tasks and supporting documentation.

Weighting: 100 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4

Portfolio (Resit)

Description: Portfolio of practical tasks and supporting documentation.

Weighting: 100 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4

Part 5: Contributes towards

This module contributes towards the following programmes of study:

Digital Media [Frenchay] BSc (Hons) 2022-23

Digital Media [Frenchay] BSc (Hons) 2022-23

Digital Media {Foundation}[Sep][FT][Frenchay][4yrs] BSc (Hons) 2021-22

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