Module Specification

Broadcast and Live Engineering

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Part 1: Information

Module title: Broadcast and Live Engineering

Module code: UFCESW-30-3

Level: Level 6

For implementation from: 2028-29

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: None

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: This module develops advanced competencies in live production technologies and practices across live music, theatre, and broadcast contexts. Students enhance their ability to manage projects, collaborate in teams, and apply current industry standards and values in complex, real-world production environments.

Features: Not applicable

Educational aims: This module aims to develop students' in-depth and specialist understanding of live production and broadcast practices, with a focus on current industry standards, technologies, and multimedia workflows. Students will apply this knowledge in complex industry environments to produce technically ambitious, professional-standard work.

Through independent and collaborative learning, students will refine their ability to critically evaluate and develop live engineering systems, demonstrating autonomy, initiative, and responsibility. The module also supports the development of interpersonal, project management, and communication skills, enabling students to engage with professional communities and meet the values and technical expectations of the live creative industries, including music, theatre, and broadcast.

Outline syllabus: Topics are likely to include but not limited to:

Advanced Microphone Techniques for Broadcast and Live Production

Video Technology and Cameras

Signal Processing and Audio Video Sync

Audio and Video Signal Paths and Embedding

Audio Networks and Transportation Protocol

Interpersonal and Communication Skills

Broadcast Workflows in Live Production

Streaming Software

Broadcast Signal Paths and Outputs

Advanced Communication Technologies

Industry Specifications

Industry Level Planning and Documentation

Project Management

Creating Experiences for an Audience

Professionalism and Team Working in Live Environments

Meeting Industry Standards and Practices in Live Production and Broadcast.

Part 3: Teaching and learning methods

Teaching and learning methods: The syllabus will be delivered through weekly practical activities, discussions, and demonstrations, primarily in a live production environment, with some sessions taking place in external locations.

Fieldwork will be required, and students will be encouraged to engage in practice beyond the classroom. Health and safety considerations, including risk assessments, will be embedded into the module and will be underpinned by the appropriate qualification (e.g. BECTU X2 Health and Safety certification).

Students will undertake a range of independent and group-based formative tasks, supported by research and self-directed study beyond taught sessions. Formative feedback will be used to develop technical, collaborative, and reflective skills in preparation for the summative assessment.

Students will engage in both self-led and collaborative project work, with structured support and guidance provided throughout the assessment process.

Learning will be contextualised through field trips, visiting professionals, and extra-

curricular events, which will also inform coursework tasks.

This module scaffolds the development of advanced audio engineering portfolios and projects, supporting progression into Level 6 placements and career pathways in the live creative industries.

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

MO1 Demonstrate in-depth understanding of current standards in live production practices, technologies, and workflows, and apply specialist knowledge in multimedia environments.

MO2 Autonomously develop, critically evaluate and refine live engineering systems using industry-standard practices and technologies to meet professional standards and values.

MO3 Collaborate and communicate effectively within a team to deliver solutions to industry-aligned briefs.

Hours to be allocated: 300

Contact hours:

Independent study/self-guided study = 228 hours

Face-to-face learning = 72 hours

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/ufcesw-30-3.html

Part 4: Assessment

Assessment strategy: This module is assessed through group work, in the form of a project designed to reflect current industry practices in live production and broadcast.

Students will collaboratively plan and deliver a live broadcasted production that

demonstrates in-depth understanding of multimedia workflows and the operational demands of working in complex industry environments. They will be expected to develop and implement multimedia systems, applying technical solutions and practices introduced during the module, and demonstrate their ability to operate, problem-solve, and critically evaluate systems in a live production context.

As part of the assessment process, students will engage in a period of project planning and system development, producing relevant technical documentation and system designs. This will evidence their understanding of live event workflows and engineering processes, and their ability to work autonomously and collaboratively. Observations of teamwork, leadership, and decision-making will contribute to the final grade.

In addition to observations during the project build that contribute to the final grade, students will produce comprehensive and professional planning documentation, alongside an engaging, audiovisual broadcast production that meets current industry standards.

Formative tasks and feedback throughout the module will scaffold the development of technical, collaborative, and reflective skills required for the summative assessment.

This assessment is designed to:
Enable students to apply specialist knowledge and technical skills in a complex, industry-relevant context.
Assess students' ability to work autonomously and collaboratively on a live production project.
Evaluate critical thinking, problem-solving, and professional communication within a team-based workflow.
Prepare students for employment by simulating real-world production environments and expectations

Resit Assessment

The resit assessment will mirror the first sit. Deliverables will be scaled appropriately to reflect group size and task complexity.

Assessment tasks:

Group work (First Sit)
Description: Broadcast and Live Production Project
Weighting: 100 %
Final assessment: Yes
Group work: Yes
Learning outcomes tested: MO1, MO2, MO3

Group work (Resit)
Description: Broadcast and Live Production Project. A group of one is permissible.
Weighting: 100 %
Final assessment: Yes
Group work: Yes
Learning outcomes tested: MO1, MO2, MO3

Part 5: Contributes towards

This module contributes towards the following programmes of study:

Audio and Music Technology [Frenchay] BSc (Hons) 2026-27

Creative Music Technology [Frenchay] BSc (Hons) 2026-27