STUDENT AND ACADEMIC SERVICES

MODULE SPECIFICATION

Part 1: Information			
Module Title	Applied Audio Systems		
Module Code	UFCFA4-30-2	Level	Level 5
For implementation from	2019-20		
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		
Contributes towards	Creative Music Technology [Sep][FT][Frenchay][3yrs] BSc (Hons) 2018-19 Broadcast Audio and Music Technology [Sep][FT][Frenchay][3yrs] BSc (Hons) 2018-19 Broadcast Audio and Music Technology [Sep][SW][Frenchay][4yrs] BSc (Hons) 2018-19 Digital Media [Sep][FT][Frenchay][3yrs] BSc (Hons) 2018-19 Audio and Music Technology [Sep][FT][Frenchay][3yrs] BSc (Hons) 2018-19 Creative Music Technology [Sep][SW][Frenchay][4yrs] BSc (Hons) 2018-19 Audio and Music Technology [Sep][SW][Frenchay][4yrs] BSc (Hons) 2018-19 Digital Media [Sep][SW][Frenchay][4yrs] BSc (Hons) 2018-19 Digital Media [Sep][FT][SHAPE][3yrs] BSc (Hons) 2018-19		
Module type:	Standard		
Pre-requisites	Audio Engineering 2019-20		
Excluded Combinations	None		
Co- requisites	None		
Module Entry requirements	None		

Part 2: Description
Pre-requisites: Students must take one out of UFCFH4-30-1 Audio Technology or UFCFC4-30-1 Audio Engineering.

Educational Aims: See Learning Outcomes

Outline Syllabus: Generative techniques in graphical programming: interactive music and sound.

Musical applications of technology: software systems, samplers, effects processors, synthesisers, outboard gear, transducers etc.

Fundamentals of audio applied to image-based contexts: track-laying, mixing, effects, dialogue and voice-over editing.

Mapping and application of control signals to audio: audio synthesis, control of audio processing and automation control systems.

Language, history, context of audio technology applied to other media (film, television, games, multimedia).

Teaching and Learning Methods: Contact time: 72 hours

Assimilation and development of knowledge: 148 hours

Exam preparation: 20 hours

Coursework preparation: 60 hours

Total study time: 300 hours

Theoretical and conceptual aspects of the module will be introduced by lecture on a weekly basis and, where appropriate, contextualised with practical demonstrations of application. Relevant reading material and sections from the course text should be read in preparation for each lecture. On average this will require a total of 3 hours study each week.

Learners will apply the conceptual elements of taught material in weekly practical sessions where abilities in problem solving and implementation surrounding audio technology concepts will be developed. Learners are required to complete exercises, extend ideas, and develop further understanding independently of the timetabled sessions. On average this will require a total of 4 hours study each week.

Assignments will be staged throughout the year which will require students to complete additional unsupervised learning. Typically this will require 4 hours study each week although it should be anticipated that the majority of this time will be biased towards the assignment deadlines.

Part 3: Assessment

The presentation will be used to demonstrate learners' ability to analyse and evaluate the use of sound and music in a variety of contexts. The use of a presentation will give the students scope to consider the use of sound in a wider context than many other forms of controlled assessment (e.g a traditional exam) might do. It will also give the students the opportunity to practice industry-essential transferable skills such as presenting their findings to an expert audience.

The assignment will be used to assess learners' practical skills in the application of music and audio technology systems. This will involve demonstrating an ability to create an extended piece of work beyond the examples seen in lectures and practicals. The assignment activity will be staged in order to allow progressive development of skills and understanding.

Formative assessment will be provided as part of the practical sessions. Individual feedback will be provided on the assignment and verbally in the case of the presentation.

Assessment criteria will be supplied with the assignment and presentation specifications.			
First Sit Components	**Final Assessment**	**Element weighting**	**Description**
Practical Skills Assessment - Component B	✓	40 %	Practical assignment and write-up
Presentation - Component A		60 %	Individual presentation (10 mins +10 Mins Q and A)
Resit Components	**Final Assessment**	**Element weighting**	**Description**
Practical Skills Assessment - Component B		40 %	Practical assignment and write up
Presentation - Component A	✓	60 %	Individual presentation (10 mins + 10 mins Q and A)

Part 4: Teaching and Learning Methods	
Learning Outcomes	On successful completion of this module students will be able to:

	Module Learning Outcomes
MO1	Create interactive and generative music or sound works using graphical programming environments for audio
MO2	Edit, track-lay and mix sound effects and dialogue within the context of film or TV sound postproduction
MO3	Design mapping strategies from control parameters to audio processes to produce believable sound behaviours in both graphical programming environments and conventional audio production contexts
MO4	Analyse, evaluate and compare the application of sound in variety of contexts including film, television, video games and multimedia

Contact Hours	**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	*The reading list for this module can be accessed via the following link:* https://uwe.rl.talis.com/modules/ufcfa4-30-2.html	