



MODULE SPECIFICATION

Part 1: Information			
Module Title	Audio Recording		
Module Code	UFCFG4-30-2	Level	Level 5
For implementation from	2018-19		
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			
Module type:	Standard		
Pre-requisites	Audio Engineering 2018-19		
Excluded Combinations	None		
Co- requisites	None		
Module Entry requirements	None		

Part 2: Description
<p>Educational Aims: See Learning Outcomes</p> <p>In addition the educational experience may explore, develop, and practise but not formally discretely assess the following:</p> <ul style="list-style-type: none"> IT skills in context Awareness of professional literature Communication skills Problem formulation and decision making Self-management skills Working with others <p>Outline Syllabus: Music sequencing systems and application</p> <p>Transducers, mics and loudspeakers, specialist applications</p>

STUDENT AND ACADEMIC SERVICES

Analogue and digital recording technology, formats, sample rates, noise, distortion, artefacts
Mixing, effects and processes applied in a creative way to both music and postproduction
Listening formats - mono, stereo surround etc. and mixing for these formats
Room acoustics applied to recording
Spatial hearing
Location recording
Sound design for broadcast and post production, editing (especially dialogue), introduction to track-laying to picture
Foley
Critical listening and appreciation of music and recording techniques
Teaching and Learning Methods: Scheduled learning includes lectures, tutorials, demonstrations, practical classes and workshops; supervised and unsupervised time in studio. Project and event supervision in small groups.
Independent learning includes hours engaged with essential reading assignment preparation and completion as well as time spent in the studio involved in recording.

Part 3: Assessment			
Controlled assessment is by written examination (3hrs).			
Uncontrolled assessment is in three assignments. The first assignment is group and covers spoken word, sound effects and sound design. The second and third assignments are individual music recordings.			
First Sit Components	Final Assessment	Element weighting	Description
Practical Skills Assessment - Component B		18 %	Group recording assignment and technical report
Practical Skills Assessment - Component B		16 %	Solo recording assignment and technical report A
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Examination - Component A	✓	50 %	Written examination
Resit Components	Final Assessment	Element weighting	Description
Portfolio - Component B		50 %	Portfolio of recording assignments and technical reports
Examination - Component A	✓	50 %	Written examination

STUDENT AND ACADEMIC SERVICES

Part 4: Teaching and Learning Methods																					
Learning Outcomes	<p>On successful completion of this module students will be able to:</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="2" style="text-align: center;">Module Learning Outcomes</th> </tr> </thead> <tbody> <tr> <td>MO1</td> <td>The use of a range of sound and recording techniques</td> </tr> <tr> <td>MO2</td> <td>Microphone placement and use</td> </tr> <tr> <td>MO3</td> <td>Music sequencer programming</td> </tr> <tr> <td>MO4</td> <td>Digital and analogue audio recording and reproduction systems</td> </tr> <tr> <td>MO5</td> <td>Music recording and mixing</td> </tr> <tr> <td>MO6</td> <td>Sound design</td> </tr> <tr> <td>MO7</td> <td>Sound and acoustical environments</td> </tr> </tbody> </table>	Module Learning Outcomes		MO1	The use of a range of sound and recording techniques	MO2	Microphone placement and use	MO3	Music sequencer programming	MO4	Digital and analogue audio recording and reproduction systems	MO5	Music recording and mixing	MO6	Sound design	MO7	Sound and acoustical environments				
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Reading List	<p><i>The reading list for this module can be accessed via the following link:</i></p> <p>https://uwe.rl.talis.com/modules/ufcfg4-30-2.html</p>																				