



## MODULE SPECIFICATION

Part 1: Information			
Module Title	Broadcast Technologies		
Module Code	UFCFGF-30-1	Level	Level 4
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	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		
Module type:	Standard		
Pre-requisites	None		
Excluded Combinations	None		
Co- requisites	None		
Module Entry requirements	None		

Part 2: Description
<p><b>Overview:</b> Broadcast Technology is a module aimed at introducing the broad spectrum of technologies involved in the broadcast industry, looking at best professional practice across audio broadcasting and a variety of allied jobs.</p> <p><b>Educational Aims:</b> This module is designed to broaden the students practice and understanding of the likely professional situations they may encounter and an insight into allied technical issues faced by colleagues in camera, engineering and production departments.</p> <p><b>Outline Syllabus:</b> Brief Content:</p> <p>Workflow and personnel; Communications; recording and editing; mic techniques; basic camera and video technology.</p> <p>Workflow and personnel:</p>

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Directors and producers. Sound/music editors/mixers. Compression formats.

Delivery standards:

Formats and standards. Metering.

Production aspects:

Editorial content, putting together packages including Vox Pop recording using location sound.

Techniques:

Radio studio mic technique, location recording, studio communications. ISDN, Introduction to metadata and IP for broadcast.

Dialogue recording, production and editing. Automatic dialogue replacement (ADR).

Dubbing:

Mixing. Metering. Automation. Surround sound.

**Teaching and Learning Methods:** Teaching sessions will comprise a series of lectures and tutorials based on the syllabus content and leading towards: the development of the project for assessment and the development of the necessary skills for the practical exam. The lectures will introduce topics and examine some areas in more detail. Tutorials will provide a means for students to explore some of the techniques and systems explored in the lectures. Some sessions will involve real world broadcast situations designed to develop teamworking skills along side technical and production skills.

Contact time: 72 hours

Assimilation and development of knowledge: 148 hours

Exam preparation: 20 hours

Coursework preparation: 60 hours

Total study time 300: hours

### Part 3: Assessment

Details of assessments will be developed and updated continually in conjunction with our industry partner BBC R and M Ops.

Currently the assessments will be:

A1/A2 Practical exam set around a real world scenario given in advance to the group to plan and then execute under controlled conditions. This will test problem solving and application of knowledge and appropriate technical solutions. The presentation will give context to the decisions made in the exam and test communication and applied knowledge (learning outcome i, ii, iii).

B1 The project will be a piece of work that could be in an area of specific interest to the student and will test research, evaluation and planning (i, iv).

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

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

(Assessment of Learning Outcome number 4 in Component B depends on the project undertaken).

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First Sit Components	Final Assessment	Element weighting	Description
Project - Component B	✓	50 %	Project
Presentation - Component A		20 %	Group Presentation (15 mins)
Examination - Component A		30 %	Group Practical Exam 3 Hrs
Resit Components	Final Assessment	Element weighting	Description
Project - Component B	✓	50 %	Resubmission of project, improved or augmented
Presentation - Component A		20 %	Presentation either in person or by approved remote link (6 mins)
Examination - Component A		30 %	Practical Exam (Individual) 3 Hrs

Part 4: Teaching and Learning Methods		
Learning Outcomes	On successful completion of this module students will be able to:	
	<b>Module Learning Outcomes</b>	
	MO1 Explain and use a range of technologies and techniques employed in sound broadcasting and communications. Demonstrate an understanding that there are many different ways with which a modern audience engages with TV and Radio broadcasts	
	MO2 Record, edit and broadcast packaged sound artifacts and demonstrate the application of real life dynamic range compression for broadcast sound	
	MO3 Apply theories of broadcasting technology to practical scenarios culminating in successful broadcast of sound packages	
	MO4 Analyse and practice techniques in a variety of broadcast operations	
Contact Hours	<b>Contact Hours</b>	
	<b>Independent Study Hours:</b>	
	Independent study/self-guided study	228
	<b>Total Independent Study Hours:</b>	228
	<b>Scheduled Learning and Teaching Hours:</b>	
	Face-to-face learning	72

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	<b>Total Scheduled Learning and Teaching Hours:</b>	72
	<b>Hours to be allocated</b>	300
	<b>Allocated Hours</b>	300
Reading List	<p><i>The reading list for this module can be accessed via the following link:</i></p> <p><a href="https://uwe.rl.talis.com/modules/ufcfgf-30-1.html">https://uwe.rl.talis.com/modules/ufcfgf-30-1.html</a></p>	