

MODULE SPECIFICATION

Part 1: Information							
Module Title	Broadcast Technologies						
Module Code	UFCFGF-30-1		Level	Level 4			
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 [ET Dept of Computer Sci & Creative Tech					
Module type:	Stand	Standard					
Pre-requisites		None					
Excluded Combinations		None					
Co- requisites		None					
Module Entry requirements		None					

Part 2: Description

Overview: 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.

Educational Aims: 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.

Outline Syllabus: Brief Content:

Workflow and personnel; Communications; recording and editing; mic techniques; basic camera and video technology.

Workflow and personnel:

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

Delivery standards:

Formats and standards. Metering.

STUDENT AND ACADEMIC SERVICES

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).

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

STUDENT AND ACADEMIC SERVICES

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 achieve the following learning outcomes:							
	Module Learning Outcomes	Reference						
	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							
	Record, edit and broadcast packaged sound artifacts and demonstrate the application of real life dynamic range compression for broadcast sound Apply theories of broadcasting technology to practical scenarios culminating in successful broadcast of sound packages							
	Analyse and practice techniques in a variety of broadcast operations		MO4					
Contact Hours	Independent Study Hours:							
	Independent study/self-guided study	28						
	Total Independent Study Hours:	28						
	Scheduled Learning and Teaching Hours:							
	Face-to-face learning	7	2					
	Total Scheduled Learning and Teaching Hours:		2					
	Hours to be allocated	00						
	Allocated Hours	00						
Reading List	The reading list for this module can be accessed via the following link: https://uwe.rl.talis.com/modules/ufcfgf-30-1.html							

STUDENT AND ACADEMIC SERVICES

Part 5: Contributes Towards

This module contributes towards the following programmes of study:

Broadcast Audio and Music Technology {Foundation} [Sep][SW][Frenchay][5yrs] BSc (Hons) 2018-19 Broadcast Audio and Music Technology {Foundation} [Sep][FT][Frenchay][4yrs] BSc (Hons) 2018-19