



Module Specification

Broadcast Practice

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Part 1: Information

Module title: Broadcast Practice

Module code: UFCFJF-15-3

Level: Level 6

For implementation from: 2023-24

UWE credit rating: 15

ECTS credit rating: 7.5

Faculty: Faculty of Environment & Technology

Department: FET Dept of Computer Sci & Creative Tech

Partner institutions: None

Delivery locations: Not in use for Modules

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: Broadcast Practice is a module aimed at building on the foundations of level 4 and level 5 audio engineering and audio recording, and to introduce new concepts of content delivery, video workflows, current professional media transportation and communication systems. Using this knowledge to build and design broadcast systems and produce and deliver content where quick decision making, problem solving and team work is key, is paramount to this module. There

will be a strong emphasis on current professional trends in broadcast and a wide range of scenarios will be covered including music and sports, live studio shows and large-scale current events.

Assessment will be in the form of a single project portfolio consisting of a live broadcast and supporting documentation. Students will be given autonomy over creative content and expected to take responsibility for organisation and communication of their broadcast project.

Features: Not applicable

Educational aims: The module aims to enable students to understand relevant technologies and techniques within the broadcast industry and to apply them in a live broadcast environment. Success in this fast paced, multi-disciplinary and complex environment is found in a deep understanding of the technology and current standards in video, audio and communication systems. The module aims to equip students with this knowledge. Equally important, are problem solving skills, working under pressure and the ability to work well with other engineers, production personnel and clients. The module aims to develop these interpersonal skills by providing students with ample opportunities for practice.

Outline syllabus: Brief Content:

- Delivery Formats and Standards: R-128, Dolby E, Dolby Digital, Dolby Atmos, HD, HD HDR, 4K etc. Audio specific encoding, embedding and line position.
- Digital and IP Media Transportation: MADI, AES50, IP Audio and Video (AES67, Dante, AES50, SMPTE 2110, PTP), digital consoles and hardware.
- Certification in Dante levels 1 and 2.
- Current professional workflows – from camera to outgoing circuits, conversions, signal flow and sync. Working with Vision, VT and external systems and outside sources.
- Outgoing Circuits – Satellite and fibre feeds. Remote production and networked delivery methods.
- Introducing communication systems, 4 wires and their importance in production. From large mainframe-based systems to IP based comrex and ISDN.
- Mixing for live: multiple main outputs, clean feeds, mix minus' and pre hears. Delay and where to put it. Providing a viewer experience. Monitoring and metering. Current editorial content.

- Wireless: RF Frequency standards and current digital systems. RF Camera's – Sennheiser Certification?
- Planning/Design and Build: meeting clients production and technical requirements: sourcing the right equipment for purpose and building systems to accommodate demands and resilience. Providing schematics, kit lists, plugging and line sheets.
- H & S, Sustainability and Power.
- Looking to the future. Automated systems and A.I

Part 3: Teaching and learning methods

Teaching and learning methods: Contact time: 36 hours

Assimilation and development of knowledge: 74 hours

Coursework preparation: 40 hours

Total study time: 150 hours

Teaching sessions will comprise a series of lectures, workshops, masterclasses and practicals based on the syllabus content and leading towards the development of the necessary skills and techniques to produce work for the portfolio. In lecture sessions topics will be introduced. Workshops and masterclasses will expand on these topics in some depth, whilst practicals will provide a means for students to explore some of the techniques and systems explored in the lectures.

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

MO1 Understand relevant technologies and techniques in broadcast and be able to employ these in a live working environment.

MO2 Produce broadcast content to an approaching professional standard, whilst demonstrating the ability to work with others and to a schedule, following a given brief.

MO3 Produce appropriate planning documentation to achieve complex and multi-disciplinary broadcast systems for use in a variety of scenarios.

MO4 Think intelligently under pressure and have the knowledge and confidence to problem solve under time constraints.

Hours to be allocated: 150

Contact hours:

Independent study/self-guided study = 114 hours

Face-to-face learning = 36 hours

Total = 150

Reading list: The reading list for this module can be accessed at [readinglists.uwe.ac.uk](https://uwe.rl.talis.com/modules/ufcfjf-15-3.html) via the following link <https://uwe.rl.talis.com/modules/ufcfjf-15-3.html>

Part 4: Assessment

Assessment strategy: Assessment will be in the form of a single project portfolio consisting of a live broadcast and supporting documentation. Students will be given autonomy over creative content and expected to take responsibility for organisation and communication of their broadcast project.

Technical details of assessment delivery methods will be developed over time and updated regularly in conjunction with current industry standards and practise via course partners.

Delivery of the broadcasted element of the portfolio should demonstrate knowledge and understanding of working within multi-disciplinary roles and environments (e.g. music, comms, video, camera, lighting etc.) to professional standards.

Supporting documentation should show a high level of technical planning, the application of industry level workflows and a critical analysis of the chosen content

requirements.

Final submissions will require proficient project management, interpersonal and problem-solving skills alongside meeting the technical requirements of current broadcast standards.

Portfolio – 100% - Portfolio (media evidence, planning documentation and supporting materials)

Resit – As above.

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

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

Assessment components:

Portfolio (First Sit)

Description: Portfolio (media evidence, planning documentation and supporting materials).

Weighting: 100 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4

Portfolio (Resit)

Description: Portfolio (media evidence, planning documentation and supporting materials).

Weighting: 100 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4

Part 5: Contributes towards

This module contributes towards the following programmes of study:

Creative Music Technology [Sep][FT][Frenchay][3yrs] BSc (Hons) 2021-22

Audio and Music Technology [Sep][FT][Frenchay][3yrs] BSc (Hons) 2021-22

Creative Music Technology [Sep][SW][Frenchay][4yrs] BSc (Hons) 2020-21

Audio and Music Technology [Sep][SW][Frenchay][4yrs] BSc (Hons) 2020-21

Audio and Music Technology {Foundation} [Sep][FT][Frenchay][4yrs] BSc (Hons)
2020-21

Audio and Music Technology {Foundation} [Sep][SW][Frenchay][5yrs] BSc (Hons)
2019-20