University of the West of Scotland

Module Descriptor

Session: 2024/25

Title of Module: Audio For Broadcast			
Code: COMP07065	SCQF Level: 7 **(Scottish Credit and Qualifications Framework)**	Credit Points: 20	ECTS: 10 **(European Credit Transfer Scheme)**
School:	School of Computing, Engineering and Physical Sciences		
Module Co-ordinator:	Dr. Graeme Truslove		

Summary of Module
The module will introduce students to web-based audio broadcast technologies and reflect on current delivery mediums. This module will provide students with the opportunity to perform audio recording and production techniques working with dialogue, music and sound effects to create an audio programme for broadcast.   Students will work with creative commons licensed music material, sourced sound effects and recorded dialogue, learning how to properly record and produce voice tracks for on-air purposes in order to create an audio artefact suitable for broadcast.   This module embeds the key "I am UWS" graduate attributes and in particular: Digitally Literate, Problem-solver, Autonomous, Effective communicator, Creative, Imaginative, Transformational, Emotionally-intelligent, Motivated.

Module Delivery Method					
Face-To-Face	Blended	Fully Online	HybridC	HybridO	Work-based Learning
	✓				

Face-To-Face
Term used to describe the traditional classroom environment where the students and the lecturer meet synchronously in the same room for the whole provision.
Blended
A mode of delivery of a module or a programme that involves online and face-to-face delivery of learning, teaching and assessment activities, student support and feedback. A programme may be considered "blended" if it includes a combination of face-to-face, online and blended modules. If an online programme has any compulsory face-to-face and campus elements it must be described as blended with clearly articulated delivery information to manage student expectations
Fully Online
Instruction that is solely delivered by web-based or internet-based technologies. This term is used to describe the previously used terms distance learning and e learning.
HybridC
Online with mandatory face-to-face learning on Campus
HybridO
Online with optional face-to-face learning on Campus
Work-based Learning
Learning activities where the main location for the learning experience is in the workplace.

Campus(es) for Module Delivery

The module will **normally** be offered on the following campuses / or by Distance/Online Learning: (Provided viable student numbers permit)						
Paisley:	Ayr:	Dumfries:	Lanarkshire:	London:	Distance/Online Learning:	Other:
✓						

Term(s) for Module Delivery
(Provided viable student numbers permit).

Term 1	✓	Term 2		Term 3	

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Learning Outcomes: (maximum of 5 statements)
On successful completion of this module the student will be able to: L1. Work with others to acquire an understanding of current audio broadcast practice. L2. Successfully plan an audio production artefact suitable for broadcast in relation to a project brief L3. Record, edit, and process audio appropriately to supplied guidelines

Employability Skills and Personal Development Planning (PDP) Skills	
SCQF Headings	During completion of this module, there will be an opportunity to achieve core skills in:
Knowledge and Understanding (K and U)	SCQF Level 7. Demonstrate a broad knowledge of web-based broadcast media, and an awareness of technological constraint and development. Demonstrate an understanding of the requirements within the preparation, pre-planning, organisation and documentation of an audio broadcast production.
Practice: Applied Knowledge and Understanding	SCQF Level 7. Demonstrate a practical understanding of appropriate professional recording, mixing and production techniques applicable to a specified project.
Generic Cognitive skills	SCQF Level 7. Present and evaluate information on selected topics and concepts in contemporary media Use a range of approaches in problem solving practical tasks individually and within a group
Communication, ICT and Numeracy Skills	SCQF Level 7. Demonstrate a practical understanding of digital audio file handling and the current formats used within industry. Communicate effectively with peers and group members to convey complex ideas and concepts. Use a range of software to produce a final audio artefact suitable for broadcast

Autonomy, Accountability and Working with others	SCQF Level 7. Exercise some initiative and independence within a small team sharing responsibilities for a given project. Work with supervision and manage time efficiently in order to compete given tasks and project objectives	
Pre-requisites:	Before undertaking this module the student should have undertaken the following:	
	Module Code:	**Module Title:**
	Other:	
Co-requisites	**Module Code:** COMP07006	**Module Title:** Digital Recording & Production 1 *

* Indicates that module descriptor is not published.
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Learning and Teaching	
Students will participate in the following activities: Lectures Written and Video Tutorials Laboratory based workshops (practice-based) Group based workshops	
Learning Activities During completion of this module, the learning activities undertaken to achieve the module learning outcomes are stated below:	**Student Learning Hours** (Normally totalling 200 hours): (Note: Learning hours include both contact hours and hours spent on other learning activities)
Lecture/Core Content Delivery	10
Laboratory/Practical Demonstration/Workshop	10
Tutorial/Synchronous Support Activity	28
Independent Study	152
	200 Hours Total

Indicative Resources: (eg. Core text, journals, internet access)
The following materials form essential underpinning for the module content and ultimately for the learning outcomes: Morris, T., Terra, E. and Williams, R., 2008. Expert podcasting practices for dummies. Hoboken, NJ: Wiley Pub. Huber, D. and Runstein, R., 2014.?Modern recording techniques. Burlington, MA: Focal Press. Priestman, C., 2013.?Web radio. Burlington, MA: Focal Press. Stewart, P., 2015.?Essential radio skills. London: Bloomsbury Methuen Drama.

"Essential Radio Skills", P Stewart, 2010 ISBN 1408121794 Methuen Drama

(**N.B. Although reading lists should include current publications, students are advised (particularly for material marked with an asterisk*) to wait until the start of session for confirmation of the most up-to-date material)

Engagement Requirements
In line with the Academic Engagement Procedure, Students are defined as academically engaged if they are regularly engaged with timetabled teaching sessions, course-related learning resources including those in the Library and on the relevant learning platform, and complete assessments and submit these on time. Please refer to the Academic Engagement Procedure at the following link: [Academic engagement procedure](#) Where a module has Professional, Statutory or Regulatory Body requirements these will be listed here: In line with the Academic Engagement and Attendance Procedure, Students are defined as academically engaged if they are regularly engaged with timetabled teaching sessions, course-related learning resources including those in the Library and on the Virtual Learning Environment, and complete assessments and submit these on time. Please refer to the Academic Engagement and Attendance Procedure at the following link For the purposes of this module, academic engagement equates to: attending arranged classes (either physically or virtually), completing laboratory exercises and delivering a presentation on work in progress. Course delivery and engagement monitoring methods are subject to variation, and students should refer to the module handbook for further clarification.

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Supplemental Information

Programme Board	Computing
Assessment Results (Pass/Fail)	No
Subject Panel	Creative Computing
Moderator	Colin Grassie
External Examiner	J Paterson
Accreditation Details	JAMES
Version Number	2.09

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Assessment: (also refer to Assessment Outcomes Grids below)
Students will produce a single coursework comprising an audio artefact and accompanying Documentation. Students will also deliver a short presentation.
(N.B. (i) **Assessment Outcomes Grids** for the module (one for each component) can be found below which clearly demonstrate how the learning outcomes of the module will be assessed. (ii) An **indicative schedule** listing approximate times within the academic calendar when assessment is likely to feature will be provided within the Student Handbook.)

Assessment Outcome Grids (Footnote A.)

Component 1						
Assessment Type (Footnote B.)	**Learning Outcome (1)**	**Learning Outcome (2)**	**Learning Outcome (3)**	**Weighting (%) of Assessment Element**	**Timetabled Contact Hours**	
Creative output/ Audiotapes/ Videotapes/ Games/ Simulations	✓	✓	✓	100	0	
Combined Total For All Components				100%	0 hours	

Footnotes

A. Referred to within Assessment Section above

B. Identified in the Learning Outcome Section above

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Note(s):
1. More than one assessment method can be used to assess individual learning outcomes.
2. Schools are responsible for determining student contact hours. Please refer to University Policy on contact hours (extract contained within section 10 of the Module Descriptor guidance note). This will normally be variable across Schools, dependent on Programmes &/or Professional requirements.

Equality and Diversity
This module is designed to provide equal opportunities for all students irrespective of their age, additional support requirements, gender, sexual orientation, race, colour, nationality, ethnicity, religion, beliefs, or sexual orientation. Students may take differing viewpoints with respect to their cultural, religious or family backgrounds. Reasonable adjustments can be made if related issues arise. UWS Equality and Diversity Policy
(N.B. Every effort will be made by the University to accommodate any equality and diversity issues brought to the attention of the School)