



Module Descriptor

Title	Audio Post-Production		
Session	2025/26	Status	Normal
Code	COMP08052	SCQF Level	8
Credit Points	20	ECTS (European Credit Transfer Scheme)	10
School	Computing, Engineering and Physical Sciences		
Module Co-ordinator	Christopher Fisher		
Summary of Module			
<p>This module introduces students to the principles and practices of audio post-production for visual media. It covers synchronisation, dialogue editing, Foley, ADR, sound effects layering, mixing, and final delivery formats. Students will work with existing picture edits to develop a complete post-production soundscape. Emphasis is placed on creative and technical skills, critical listening, and professional workflows aligned to industry conventions.</p>			
<p>Aspects which will be discussed include:</p>			
<ul style="list-style-type: none">• Dialogue and voice editing techniques• Foley and sound effects performance• Synchronisation using timecode and cue spotting• Session planning and track management in DAWs• Creative spatialisation and panning• Balancing audio elements for picture• Mixdown and final delivery for screen			
<p>This module embeds the key “I am UWS” graduate attributes and in particular: Universal (Critical Thinker, Collaborative), Work Ready (Potential leader, Effective communicator, Digitally Literate, Problem-solver) and Successful (Innovative, Creative, Transformational).</p>			

Module Delivery Method	On-Campus¹ <input type="checkbox"/>	Hybrid² <input checked="" type="checkbox"/>	Online³ <input type="checkbox"/>	Work -Based Learning⁴ <input type="checkbox"/>		
Campuses for Module Delivery	<input type="checkbox"/> Ayr <input type="checkbox"/> Dumfries		<input type="checkbox"/> Lanarkshire <input type="checkbox"/> London <input checked="" type="checkbox"/> Paisley	<input type="checkbox"/> Online / Distance Learning <input type="checkbox"/> Other (specify)		
Terms for Module Delivery	Term 1	<input type="checkbox"/>	Term 2	<input checked="" type="checkbox"/>	Term 3	<input type="checkbox"/>
Long-thin Delivery over more than one Term	Term 1 – Term 2	<input type="checkbox"/>	Term 2 – Term 3	<input type="checkbox"/>	Term 3 – Term 1	<input type="checkbox"/>

Learning Outcomes	
L1	Demonstrate a knowledge of the scope, defining features, and main areas of audio post-production industry, technology and relevant technical standards.
L2	Apply knowledge, skills and understanding using a range of professional skills, techniques and practices associated with planning and executing an audio post-production project, a few of which are complex.
L3	Apply knowledge, skills and understanding using a range of professional skills, techniques and practices associated with audio asset acquisition and creative processing, a few of which are complex.
L4	Critically evaluate audio quality and effectiveness within a visual media context.
L5	

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 8 <ul style="list-style-type: none"> • Understand the key components and stages of the audio post-production process. • Describe and explain synchronisation, ADR, and mix techniques.
Practice: Applied Knowledge and Understanding	SCQF 8 <ul style="list-style-type: none"> • Use DAW-based tools and techniques to edit, mix, and deliver a post-production audio track. • Follow workflows consistent with industry practice.

¹ Where contact hours are synchronous/ live and take place fully on campus. Campus-based learning is focused on providing an interactive learning experience supported by a range of digitally-enabled asynchronous learning opportunities including learning materials, resources, and opportunities provided via the virtual learning environment. On-campus contact hours will be clearly articulated to students.

² The module includes a combination of synchronous/ live on-campus and online learning events. These will be supported by a range of digitally-enabled asynchronous learning opportunities including learning materials, resources, and opportunities provided via the virtual learning environment. On-campus and online contact hours will be clearly articulated to students.

³ Where all learning is solely delivered by web-based or internet-based technologies and the participants can engage in all learning activities through these means. All required contact hours will be clearly articulated to students.

⁴ Learning activities where the main location for the learning experience is in the workplace. All required contact hours, whether online or on campus, will be clearly articulated to students

Generic Cognitive skills	SCQF 8 <ul style="list-style-type: none"> Identify and solve technical problems in audio editing and synchronisation. Make aesthetic decisions based on critical listening.
Communication, ICT and Numeracy Skills	SCQF 8 <ul style="list-style-type: none"> Use naming conventions, labelling, and metadata for asset organisation. Interpret visual timecode and audio waveform data accurately.
Autonomy, Accountability and Working with Others	SCQF 8 <ul style="list-style-type: none"> Manage personal workflow and time independently. Take responsibility for completing a multi-stage project to deadline.

Prerequisites	Module Code COMP07029	Module Title Recording and Production 1
	Other Or equivalent prior experience of sound production	
Co-requisites	Module Code N/A	Module Title N/A

Learning and Teaching	
<p>In line with current learning and teaching principles, a 20-credit module includes 200 learning hours, normally including a minimum of 36 contact hours and maximum of 48 contact hours.</p> <p>This module combines lectures, technical demonstrations, studio-based labs, and independent project development. Students will engage with both technical and aesthetic aspects of audio post-production using professional tools and guided critical analysis.</p>	
Learning Activities During completion of this module, the learning activities undertaken to achieve the module learning outcomes are stated below:	Student Learning Hours (Note: Learning hours include both contact hours and hours spent on other learning activities)
Tutorial / Synchronous Support Activity	12
Laboratory / Practical Demonstration / Workshop	36
Independent Study	152
n/a	
n/a	
n/a	
TOTAL	200

Indicative Resources
<p>The following materials form essential underpinning for the module content and ultimately for the learning outcomes:</p> <ul style="list-style-type: none"> DAW Software (e.g. Pro Tools / Logic / Reaper) Wyatt, H. (2017). Audio Post Production for Television and Film

- Sonnenschein, D. (2001). Sound Design: The Expressive Power of Music, Voice and Sound Effects

- Yewdall, D. (2012). Practical Art of Motion Picture Sound

(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)

Attendance and Engagement Requirements

In line with the [Student Attendance and Engagement Procedure](#), Students are academically engaged if they are regularly attending and participating in timetabled on-campus and online teaching sessions, asynchronous online learning activities, course-related learning resources, and complete assessments and submit these on time.

For the purposes of this module, academic engagement equates to the following:

The School of Computing, Engineering and Physical Sciences considers attendance and engagement to mean a commitment to attending, and engaging in, timetabled sessions. You will scan your attendance via the scanners each time you are on-campus and you will log in to the VLE several times per week. Where you are unable to attend a timetabled learning session due to illness or other circumstance, you should notify the Programme Leader that you cannot attend. Across the School, an 80% attendance threshold is set. If you fall below this, you will be referred to the Student Success Team to see how we can best support your studies.

Equality and Diversity

The University's Equality, Diversity and Human Rights Procedure can be accessed at the following link: [UWS Equality, Diversity and Human Rights Code](#).

Aligned with the University's commitment to equality and diversity, this module supports equality of opportunity for students from all backgrounds and learning needs. Using the VLE, material will be presented electronically in formats that allow flexible access and manipulation of content. This module complies with University regulations and guidance on inclusive learning and teaching practice. This module has lab-based teaching and as such you are advised to speak to the Module Co-ordinator to ensure that specialist assistive equipment, support provision and adjustment to assessment practice can be put in place, in accordance with the University's policies and regulations.

(N.B. Every effort will be made by the University to accommodate any equality and diversity issues brought to the attention of the School)

Supplemental Information

Divisional Programme Board	Computing
Overall Assessment Results	<input type="checkbox"/> Pass / Fail <input checked="" type="checkbox"/> Graded
Module Eligible for Compensation	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No If this module is eligible for compensation, there may be cases where compensation is not permitted due to programme accreditation requirements. Please check the associated programme specification for details.
School Assessment Board	Creative Computing
Moderator	Robert Goldie
External Examiner	N Aurriccio

Accreditation Details	JAMES
Module Appears in CPD catalogue	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No
Changes / Version Number	3.0

Assessment (also refer to Assessment Outcomes Grids below)
Assessment 1
Audio Post-Production research and critical listening report (30%)
Assessment 2
Audio-visual project (70%)
Assessment 3
(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 Module Handbook.)

Component 1							
Assessment Type	LO1	LO2	LO3	LO4	LO5	Weighting of Assessment Element (%)	Timetabled Contact Hours
Portfolio of written work	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	30	4

Component 2							
Assessment Type	LO1	LO2	LO3	LO4	LO5	Weighting of Assessment Element (%)	Timetabled Contact Hours
Portfolio of practical work	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	70	4

Component 3							
Assessment Type	LO1	LO2	LO3	LO4	LO5	Weighting of Assessment Element (%)	Timetabled Contact Hours
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Combined total for all components						100%	8 hours

Change Control

What	When	Who
Updated to 2025/26 template and updated delivery/component/learning outcomes.	24/03/2025	Christopher Fisher
