University of the West of Scotland

Module Descriptor

Session: 2024/25

Title of Module: Audio Post-Production			
Code: COMP08052	**SCQF Level: 8** (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:	Christopher Fisher		

Summary of Module

This module will provide students with the required practical and theoretical skillsets within the area of audio post-production covering foley, audio editing & mixing, sound sourcing & recording while adhering to relevant industry standards. Content includes:

Preproduction planning, production sound recording strategies, sound designing and editing, ADR and dialogue editing, foley techniques and recording, audio-to-video synchronization, industry standards, requirements and documentation.

- 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)

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	Other:

					Learning:	
✓						

Term(s) for Module Delivery

(Provided viable student numbers permit).

Term 1		Term 2	✓	Term 3	

Learning Outcomes: (maximum of 5 statements)

On successful completion of this module the student will be able to:
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

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 8. Demonstrate a broad knowledge of the scope of skills and abilities required in a post-production project. Demonstrate an understanding of appropriate professional recording, mixing and production techniques applicable to a specified project. Display a detailed working knowledge of current industry requirements informed by critical listening and viewing with reference to commercial releases.
Practice: Applied Knowledge and Understanding	SCQF Level 8. Use a selection of the principle skills, techniques, practices associated with post-production recording, mixing and production techniques. Apply advanced techniques and practices relating to the process of making a professional release. Engage in the research and application of current and past post-production techniques and industry standard requirements.
Generic Cognitive skills	SCQF Level 8. Undertake critical analysis, evaluation or synthesis of ideas, concepts, information and issues of existing post-production examples that can be incorporated into the assigned project. Study existing post-production examples and justify their application when utilised within the project.

Communication, ICT and Numeracy Skills	SCQF Level 8. Use a range of routine skills and some advanced skills in support of previously established practices in recording, mixing and production.	
Autonomy, Accountability and Working with others	SCQF Level 8. Exercise autonomy and initiative during the various stages of the recording, mixing and production stages to a professional level. Work actively with others in a small group taking account of own and others roles and responsibilities.	
Pre-requisites:	Before undertaking this module the student should have undertaken the following:	
	Module Code: COMP07006 COMP07065	**Module Title:** Digital Recording & Production 1 * <u>Audio For Broadcast</u>
	Other:	
Co-requisites	**Module Code:**	**Module Title:**

* Indicates that module descriptor is not published.

Learning and Teaching	
Module will be delivered via presentation of practical work and examples within labs utilising DAWs and recording studios as required.	
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	12
Tutorial/Synchronous Support Activity	16
Laboratory/Practical Demonstration/Workshop	20
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: Access to suitable DAW software Access to recording equipment Yewdall, D., 2011. The Practical Art of Motion Picture Sound. 4th ed. Routledge. Watt, H., 2013. Audio Post Production for Television and Film. 1st ed. Berklee Press.	

(**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: Students must complete the assessment milestones laid out in the handbook in respect of the coursework submissions.
Students must attend formal lecture sessions and separate tutorial-group sessions.

Supplemental Information

Programme Board	Computing
Assessment Results (Pass/Fail)	No
Subject Panel	Creative Computing
Moderator	Colin Grassie
External Examiner	J Paterson
Accreditation Details	This module is accredited by JAMES as part of BSc (Hons) Music Technology.
Version Number	2.10

Assessment: (also refer to Assessment Outcomes Grids below)

Coursework 1 - 30%
Written Assessment

Coursework 2 - 70%
Audio/Visual Project

(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	
Essay	✓			30	0	

Component 2

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		✓	✓	70	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

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

In order for the student to complete this module an element of individual and group work will require to be undertaken.
This module is designed to provide equal opportunities for all students irrespective of their age, additional support needs, 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)