

# University of the West of Scotland

## Module Descriptor

Session: 2022/23

Last modified: 18/07/2022 11:53:03

**Title of Module: Recording and Production 2**

<b>Code: COMP08064</b>	<b>SCQF Level: 8</b> (Scottish Credit and Qualifications Framework)	<b>Credit Points: 20</b>	<b>ECTS: 10</b> (European Credit Transfer Scheme)
<b>School:</b>	School of Computing, Engineering and Physical Sciences		
<b>Module Co-ordinator:</b>	Colin Grassie		

### Summary of Module

This module is designed to advance students' understanding of recording and production techniques and practices and extend their practical experience in the use of a professional recording studio environment and associated technologies.

Theoretical topics presented through guided reading, personal study and practice will include:

- Microphone placement and recording techniques in relation to acoustic environment
- Digital recording practice

Students will apply their knowledge of digital audio workstations to preparing to work in a digital audio-media studio environment and practice skills and techniques relating to studio configuration.

Practical laboratory exercises and guided study on recording and production will cover the following topics:

- DAW software/hardware configuration.
  - Pre-production planning for recording (and mixing) projects.
  - Multitracking, overdubbing and punch-in techniques.
  - Editing and post production mixing techniques.
  - Pre-production planning.
  - Project delivery formats and file management.
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- Candidates will demonstrate a practical understanding of digital audio-media production systems configuration, interconnection and operation.
  - Candidates will demonstrate a practical understanding of the technical planning and preparation for a multi-track recording session with a range of acoustic and virtual instruments.
  - Candidates will critically analyse, synthesise ideas, concepts, information and issues common to pre-production planning for music recording and mixing projects.
  - Candidates will apply a range of complex and professional knowledge, skills and understanding associated with creative digital music production

- Candidates will demonstrate a practical understanding of project file formats and audio delivery levels.
- This module embeds the key “I am UWS” graduate attributes and in particular: Work Ready and Successful.

Module Delivery Method					
Face-To-Face	Blended	Fully Online	HybridC	HybridO	Work-based Learning
	✓				
<p><b>Face-To-Face</b> Term used to describe the traditional classroom environment where the students and the lecturer meet synchronously in the same room for the whole provision.</p> <p><b>Blended</b> 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</p> <p><b>Fully Online</b> 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.</p> <p><b>HybridC</b> Online with mandatory face-to-face learning on Campus</p> <p><b>HybridO</b> Online with optional face-to-face learning on Campus</p> <p><b>Work-based Learning</b> Learning activities where the main location for the learning experience is in the workplace.</p>					

Campus(es) for Module Delivery						
The module will <b>normally</b> 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	

Learning Outcomes: (maximum of 5 statements)
<p>On successful completion of this module the student will be able to:</p> <p>L1. Demonstrate a knowledge of the scope, defining features, and main areas of digital audio-media production systems components and their operation.</p> <p>L2. Apply knowledge, skills and understanding using a range of professional skills, techniques and practices associated with creative digital music production, a few of which are complex.</p> <p>L3. Undertake critical analysis, synthesis of ideas and concepts which are within the common understandings</p>

in pre-production planning for a music recording and mixing project.

L4. Work under guidance with others to acquire an understanding of current professional practice in working with artists within a studio recording session.

<b>Employability Skills and Personal Development Planning (PDP) Skills</b>	
<b>SCQF Headings</b>	During completion of this module, there will be an opportunity to achieve core skills in:
Knowledge and Understanding (K and U)	<p>SCQF Level 8.</p> <p>Demonstrate a broad knowledge of the scope, defining features, and main areas of a digital audio-media production systems and their operation.</p> <p>Demonstrate a detailed knowledge of the operation of digital audio workstation software.</p>
Practice: Applied Knowledge and Understanding	<p>SCQF Level 8.</p> <p>Develop competency in the skills, techniques and practices of contemporary music production.</p> <p>Apply audio processing with an understanding of associated theory.</p> <p>Adapt routine practices in a creative environment.</p>
Generic Cognitive skills	<p>SCQF Level 8.</p> <p>Undertake critical analysis, evaluation and/or synthesis of ideas, concepts, information and issues which are within the common understandings of pre-production planning for a music recording or mixing project.</p> <p>Critically evaluate the technical and aesthetic value of audio processes applied to a recorded source.</p>
Communication, ICT and Numeracy Skills	<p>SCQF Level 8.</p> <p>Demonstrate an understanding of software and hardware configuration terminology through verbal communication.</p> <p>Interpret graphical representations of audio systems interconnection</p>
Autonomy, Accountability and Working with others	<p>SCQF Level 8.</p> <p>Exercise autonomy and initiative in the use and application of audio recording equipment working towards a professional level.</p> <p>Manage and plan for the work of performers within a music recording project.</p> <p>Work towards professional practices and protocols in the management of music recording projects under guidance.</p>

<b>Pre-requisites:</b>	Before undertaking this module the student should have undertaken the following:	
	<b>Module Code:</b>	<b>Module Title:</b>
	<b>Other:</b>	COMP07068 Recording and Production 1
<b>Co-requisites</b>	<b>Module Code:</b>	<b>Module Title:</b>

\* Indicates that module descriptor is not published.

### Learning and Teaching

Self-directed learning activities will be implemented through the provision of digital reading material, such as technical documents, manufacturers data and web links alongside guided questioning and an Enquiry Based Learning approach set on a weekly basis.

Experiential learning will take place in the form of given projects with detailed outcome specifications to be met.

Instructional videos on software and hardware configuration and post-production mixing techniques will allow a degree of flexible learning to take place.

Where possible, collaboration and group learning and small group activity in terms of problem solving (Problem Based Learning) will be set within the studio environment.

Practical skills teaching can be primarily face-to-face in the form of practical exercises and demonstrations.

#### 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)

Tutorial/Synchronous Support Activity

12

Laboratory/Practical Demonstration/Workshop

36

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:

Huber, D. and Runstein, R., 2017. Modern recording techniques. 9th ed. Focal Press.

Owsinski, B., 2017. The mixing engineer's handbook. 4th ed. Bobby Owsinski Media Group.

Rumsey, F. and McCormick, T., 2021. Sound and recording: Applications and Theory. 8th ed. Focal Press.

Journal on the Art of Record Production - <https://www.arpjournal.com/asarpwp/>

The following is a useful extension resource:<https://www.avid.com>

The following is a useful extension resource: Beinhorn, M., 2015. Unlocking creativity. 1st ed. Hal Leonard Books.

Additional materials will be provided via the prescribed VLE

(\*\*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 submissions of CW 1 and CW 2.

### Supplemental Information

<b>Programme Board</b>	Computing
<b>Assessment Results (Pass/Fail)</b>	No
<b>Subject Panel</b>	Creative Computing
<b>Moderator</b>	Robert Goldie
<b>External Examiner</b>	J Paterson
<b>Accreditation Details</b>	This module is accredited by JAMES as part of BSc (Hons) Music Technology.
<b>Version Number</b>	2.12

<b>Assessment: (also refer to Assessment Outcomes Grids below)</b>
CW 1 (40%): Design: Software Template(s).
CW 2 (60%): Portfolio: Practical work(s).
(N.B. (i) <b>Assessment Outcomes Grids</b> 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 <b>indicative schedule</b> 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.)

<b>Component 1</b>						
<b>Assessment Type (Footnote B.)</b>	<b>Learning Outcome (1)</b>	<b>Learning Outcome (2)</b>	<b>Learning Outcome (3)</b>	<b>Learning Outcome (4)</b>	<b>Weighting (%) of Assessment Element</b>	<b>Timetabled Contact Hours</b>
Design/ Diagram/ Drawing/ Photograph/ Sketch			✓		40	0

<b>Component 2</b>						
<b>Assessment Type (Footnote B.)</b>	<b>Learning Outcome (1)</b>	<b>Learning Outcome (2)</b>	<b>Learning Outcome (3)</b>	<b>Learning Outcome (4)</b>	<b>Weighting (%) of Assessment Element</b>	<b>Timetabled Contact Hours</b>
Portfolio of practical work	✓	✓		✓	60	12

<b>Combined Total For All Components</b>	100%	12 hours
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**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**

The University policies on equality and diversity will apply to this module. In order for the student to complete this module the student will be required to assimilate the theories and principles of digital audio-media systems operation from written material and other guided activities. Operation of digital music production software and hardware is necessary.

Students must have a facility to discern audio (with an aid if required) in order to appreciate the affects of applied processes.

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)