

University of the West of Scotland

Module Descriptor

Session: 2024/25

Title of Module: Audio Visual Integration			
Code: COMP09008	SCQF Level: 9 (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			
<p>The objective of this module is to develop students' skills and and knowledge of audio and video production and, through group and individual activities, to produce a short piece of video footage to a high production standard with an appropriate soundtrack.</p> <p>The essential elements covered by the module include:</p> <ul style="list-style-type: none"> • A review of video production techniques • Camera setup and operation • Shooting techniques • Lighting • The storyboard • Developing a narrative. • Completed AV Product • Roles of production personnel • Preproduction and shooting • Time code and synchronisation • Postproduction work flow • Recording and post-production of sound, music and effects • AV mixing • Preparing output for suitable delivery medium • 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
	✓				

<p>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.</p> <p>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</p> <p>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.</p> <p>HybridC Online with mandatory face-to-face learning on Campus</p> <p>HybridO Online with optional face-to-face learning on Campus</p>
<p>Work-based Learning Learning activities where the main location for the learning experience is in the workplace.</p>

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	Term 4	Term 5	Term 6	Term 7
	✓					

Learning Outcomes: (maximum of 5 statements)	
<p>On successful completion of this module the student will be able to:</p> <p>L1. Apply appropriate planning and preparation to a video sequence to be used in application for post-production sound synchronisation purposes.</p> <p>L2. Demonstrate the practical ability to produce an appropriately edited, processed and compiled video sequence from source material with reference to application of post-production sound.</p> <p>L3. Plan, record and execute the sourcing/recording of audio suitable to the compiled video sequence</p> <p>L4. Synchronisation of audio and visual elements in compilation for output to appropriate delivery medium for final product.</p>	
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:

<p>Knowledge and Understanding (K and U)</p>	<p>SCQF Level 9. Demonstrate an understanding of the scope and defining features of a AV technologies, AV capture, and synchronisation, and an integrated knowledge of its main areas and boundaries.</p> <p>Demonstrate a critical understanding of a range of the principles, principal theories, concepts and terminology of AV technologies, AV capture, and synchronisation.</p> <p>Demonstrate knowledge and understanding of AV technologies, AV capture, and synchronisation.</p>
<p>Practice: Applied Knowledge and Understanding</p>	<p>SCQF Level 9. Apply knowledge, skills and understanding of principal professional skills, techniques, and practices associated with AV hardware operation, capture, editing, and mastering.</p> <p>Apply knowledge, skills and understanding of exposure techniques, synchronisation, timeline editing, and colour grading.</p>
	<p>Apply knowledge, skills and understanding of core AV production concepts when conducting enquiry into production planning and development.</p> <p>Apply knowledge, skills and understanding of AV production concepts to undertake a video project working towards a professional level and deal with unpredicted problems which may arise.</p>
<p>Generic Cognitive skills</p>	<p>SCQF Level 9. Undertake critical analysis, evaluation and synthesis of ideas, concepts, information, and issues in related to AV production planning.</p> <p>Identify and analyse routine professional problems and issues such as camera exposure, and lighting techniques.</p> <p>Draw on a range of sources in making judgements, such as planning documentation, class content, and group discussions.</p> <p>Demonstrate originality and creativity in dealing with professional level issues Make aesthetic judgements in a technical environment.</p>
<p>Communication, ICT and Numeracy Skills</p>	<p>SCQF Level 9. Create a media product which communicates clearly to a target audience.</p> <p>Present personal logs and reports.</p> <p>Communicate with peers and colleagues through teamwork during the creation of a combined audio visual project.</p> <p>Use a range of software to facilitate the production process.</p> <p>Use appropriate planning tool and techniques to convey envisaged audio visual sequence.</p>

Autonomy, Accountability and Working with others	<p>SCQF Level 9. Take responsibility for the work of others obtaining all required permissions.</p> <p>Exercise managerial responsibility for the work delegated by your group to you and others.</p> <p>Review own and others' roles and responsibilities within a group project.</p> <p>Work with others within a group to conceptualise and execute a video sequence for application to a post-produced audio soundtrack.</p> <p>Deal with ethical and professional issues which may arise in the course of the project in accordance with current professional and/or ethical codes or practices.</p> <p>Work under the guidance of specialized staff with group members to complete project and meet desired outcomes.</p>	
Pre-requisites:	Before undertaking this module the student should have undertaken the following:	
	Module Code: COMP08064	Module Title: Recording and Production 2
	Other:	Equivalent prior learning of audio recording techniques. Prior learning of video production is desirable but not essential.
Co-requisites	Module Code:	Module Title:

* Indicates that module descriptor is not published.

Learning and Teaching	
Students will undertake the production of a video sequence which has been planned for the application of a post-produced audio track. Through lectures and practical work students will gain key skills in relevant audio and video production techniques and in the use of appropriate software and hardware.	
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 a DAW

Access to video cameras and audio capture equipment

Audio and video editing software

Wyatt, H. (2017). AUDIO POST PRODUCTION FOR TELEVISION AND FILM : an introduction to technology and techniques.

Andersson, B. and Geyen, J.L. (2015). The DSLR filmmaker's handbook : real-world production techniques. John Wiley & Sons Inc.

Keast, G. (2015). The art of the cut : editing concepts every filmmaker should know. Honolulu: Kahala Press.

Brindle, M. (2014). The digital filmmaking handbook : the definitive guide to digital filmmaking. Random House Inc.

Jennifer Van Sijll (2005). Cinematic storytelling : the 100 most powerful film conventions every filmmaker must know. Studio City, Ca: Michael Wiese Productions.

(**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 coursework.

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	2.13

Assessment: (also refer to Assessment Outcomes Grids below)
Coursework 1 - 20% Audio/Visual Project
Coursework 2 - 80% 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)	Learning Outcome (4)	Weighting (%) of Assessment Element	Timetabled Contact Hours	
Portfolio of written work	✓		✓		20	0	
Component 2							
Assessment Type (Footnote B.)	Learning Outcome (1)	Learning Outcome (2)	Learning Outcome (3)	Learning Outcome (4)	Weighting (%) of Assessment Element	Timetabled Contact Hours	
Portfolio of practical work	✓	✓	✓	✓	80	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):
<ol style="list-style-type: none"> 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 work in a group using a range of resources including Audio and Video computer applications to produce a music related video. Students must be able to discern the quality of audio and video products (with aids if required) and the affect of production stages.

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)