

Session: 24/25

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Title of Module: Audio for Film & Animation			
Code: COMP10056	SCQF Level: 10 (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			
<p>This module aims to further enhance students awareness and abilities within the technical and creative aspects involved in the successful audio-post production project. Students will gain a further understanding of industry-standard requirements and expectations as well as developing a deeper appreciation of the role and effect of audio. This module will build upon and enhance technical, practical and creative skills acquired in previous modules in audio-post such as pre-planning, group-work, resource management, archiving, recording & processing foley, dialogue replacement, music manipulation, and mixing & post-production. The module output will be a professional-level audio-visual product that can be utilised in a PDP portfolio and personal showreel.</p> <p>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.</p>			

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		

[Top of Page](#)

Learning Outcomes: (maximum of 5 statements)	
<p>On successful completion of this module the student will be able to:</p> <p>L1. Successfully implement industry standards regarding audio-post production mixing standards & delivery methods on a local and international level.</p> <p>L2. Apply knowledge, skills and understanding in using a range of hardware and software to create a audio-post-production artefact to a professional level.</p> <p>L3. Practise working in a post-production team in ways that show awareness of own and others' roles and responsibilities</p> <p>L4. Demonstrate some originality and creativity in the acquisition discipline-specific audio materials.</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:
Knowledge and Understanding (K and U)	SCQF Level 10. Students will work with knowledge that covers and integrates most of the principal areas, features, boundaries, terminology and conventions of professional audio postproduction.
Practice: Applied Knowledge and Understanding	SCQF Level 10. Use a range of the principal skills, practices and/or materials associated with audio-postproduction.
Generic Cognitive skills	SCQF Level 10. Demonstrate some originality and creativity in dealing with professional level issues. Critically identify, define, conceptualise, and analyse complex/professional level problems and issues
Communication, ICT and Numeracy Skills	SCQF Level 10. Use a wide range of routine skills and some advanced and specialised skills in support of established practices in a subject/discipline by using a wide range of software enhance work at this level.
Autonomy, Accountability and Working with others	SCQF Level 10. Exercise autonomy and initiative in professional/equivalent activities. Take significant responsibility for the work of others and for a range of resources.
Pre-requisites:	Before undertaking this module the student should have undertaken the following:

	Module Code: COMP09008	Module Title: Audio Visual Integration
	Other:	
Co-requisites	Module Code:	Module Title:

* Indicates that module descriptor is not published.

[\[Top of Page\]](#)

Learning and Teaching	
Teaching and learning will focus on the following: professional standards and practices in audio-post; job roles within the industry; project management; foley recording and processing techniques; contextual music mixing in post; dialogue and ADR; mixing for post. Lab exercises will be utilised to provide feedback informally prior to beginning the main project.	
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	16
Tutorial/Synchronous Support Activity	16
Laboratory/Practical Demonstration/Workshop	16
Personal Development Plan	0
Independent Study	152
	200 Hours Total
**Indicative Resources: (eg. Core text, journals, internet access)	
<p>The following materials form essential underpinning for the module content and ultimately for the learning outcomes:</p> <p>Rose, Jay (Latest Edition) - Audio Postproduction for Film & Video: Focal Press</p> <p>Holman, Tomlinson (Latest Edition) - 5.1 Up & Running: Focal Press</p> <p>Various - Soundscape (The School of Sound Lectures 1998-2001: The School of Sound London</p> <p>Viers, Ric (Latest Edition) - The Sound Effects Bible: Michael Wiese Productions</p> <p>Yewdall, David Lewis (3rd Edition) - Practical Art of Motion Picture Sound: Focal Press</p> <p>Chion, M. 1994 "Audio-Vision : Sound on Screen" (Trans. Claudia Gorbman) Columbia University Press</p>	
(**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](#)

[Top of Page](#)

Supplemental Information

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

[Top of Page](#)

Assessment: (also refer to Assessment Outcomes Grids below)

Students will submit a single coursework comprising a practical audio-post artefact and accompanying documentation.

(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	
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

[Top of Page](#)

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)