



## Module Descriptor

Title	Audio for Film & Animation		
Session	2025/26	Status	
Code	COMP10056	SCQF Level	10
Credit Points	20	ECTS (European Credit Transfer Scheme)	10
School	Please select		
Module Co-ordinator	Dr. Graeme Truslove		
<b>Summary of Module</b>  This modules 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.			

<b>Module Delivery Method</b>	<b>On-Campus<sup>1</sup></b> <input type="checkbox"/>		<b>Hybrid<sup>2</sup></b> <input checked="" type="checkbox"/>		<b>Online<sup>3</sup></b> <input type="checkbox"/>		<b>Work -Based Learning<sup>4</sup></b> <input type="checkbox"/>
<b>Campuses for Module Delivery</b>	<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)		
<b>Terms for Module Delivery</b>	Term 1	<input checked="" type="checkbox"/>	Term 2	<input type="checkbox"/>	Term 3	<input type="checkbox"/>	

<sup>1</sup> 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.

<sup>2</sup> 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.

<sup>3</sup> 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.

<sup>4</sup> 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

<b>Long-thin Delivery over more than one Term</b>	Term 1 – Term 2	<input type="checkbox"/>	Term 2 – Term 3	<input type="checkbox"/>	Term 3 – Term 1	<input type="checkbox"/>
---	-----------------	--------------------------	-----------------	--------------------------	-----------------	--------------------------

<b>Learning Outcomes</b>	
<b>L1</b>	Successfully implement industry standards regarding audio-post production mixing standards & delivery methods on a local and international level.
<b>L2</b>	Apply knowledge, skills and understanding in using a range of hardware and software to create a audio-post-production artefact to a professional level.
<b>L3</b>	Practise working in a post-production team in ways that show awareness of own and others' roles and responsibilities
<b>L4</b>	Demonstrate some originality and creativity in the acquisition discipline-specific audio materials.
<b>L5</b>	

<b>Employability Skills and Personal Development Planning (PDP) Skills</b>	
<b>SCQF Headings</b>	<b>During completion of this module, there will be an opportunity to achieve core skills in:</b>
<b>Knowledge and Understanding (K and U)</b>	<b>SCQF 10</b> Students will work with knowledge that covers and integrates most of the principal areas, features, boundaries, terminology and conventions of professional audio postproduction.
<b>Practice: Applied Knowledge and Understanding</b>	<b>SCQF 10</b> Use a range of the principal skills, practices and/or materials associated with audio-postproduction.
<b>Generic Cognitive skills</b>	<b>SCQF 10</b> Demonstrate some originality and creativity in dealing with professional level issues.  Critically identify, define, conceptualise, and analyse complex/professional level problems and issues
<b>Communication, ICT and Numeracy Skills</b>	<b>SCQF 10</b> 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.
<b>Autonomy, Accountability and Working with Others</b>	<b>SCQF 10</b> Exercise autonomy and initiative in professional/equivalent activities. Take significant responsibility for the work of others and for a range of resources.

<b>Prerequisites</b>	<b>Module Code</b> COMP09008	<b>Module Title</b> Audio Visual Integration
	<b>Other</b>	
<b>Co-requisites</b>	<b>Module Code</b>	<b>Module Title</b>

<b>Learning and Teaching</b>	
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.	
<b>Learning Activities</b>	<b>Student Learning Hours</b>
During completion of this module, the learning activities undertaken to achieve the module learning outcomes are stated below:	(Note: Learning hours include both contact hours and hours spent on other learning activities)
Lecture / Core Content Delivery	10
Laboratory / Practical Demonstration / Workshop	48
Independent Study	142
Please select	
Please select	
Please select	
<b>TOTAL</b>	<b>200</b>

<b>Indicative Resources</b>
<p><b>The following materials form essential underpinning for the module content and ultimately for the learning outcomes:</b></p> <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 &amp; Video: Focal Press</p> <p>Holman, Tomlinson (Latest Edition) - 5.1 Up &amp; 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>
<p><b>(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)</b></p>

## 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 login 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

<b>Divisional Programme Board</b>	<b>Computing</b>
<b>Overall Assessment Results</b>	<input type="checkbox"/> Pass / Fail <input checked="" type="checkbox"/> Graded
<b>Module Eligible for Compensation</b>	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No <b>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.</b>
<b>School Assessment Board</b>	Computing
<b>Moderator</b>	Robert Goldie
<b>External Examiner</b>	N Auricchio
<b>Accreditation Details</b>	This module is accredited by JAMES as part of BSc (Hons) Music Technology.
<b>Module Appears in CPD catalogue</b>	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No
<b>Changes / Version Number</b>	2.11

<b>Assessment (also refer to Assessment Outcomes Grids below)</b>
<b>Assessment 1</b>
Students will submit a single coursework comprising a practical audio-post artefact and accompanying documentation
<b>Assessment 2</b>
<b>Assessment 3</b>
(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.)

<b>Component 1</b>							
<b>Assessment Type</b>	<b>LO1</b>	<b>LO2</b>	<b>LO3</b>	<b>LO4</b>	<b>LO5</b>	<b>Weighting of Assessment Element (%)</b>	<b>Timetabled Contact Hours</b>
Creative output/ Audiotapes/ Videotapes/ Games/ Simulations	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	100	0

<b>Component 2</b>							
<b>Assessment Type</b>	<b>LO1</b>	<b>LO2</b>	<b>LO3</b>	<b>LO4</b>	<b>LO5</b>	<b>Weighting of Assessment Element (%)</b>	<b>Timetabled Contact Hours</b>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		

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

#### Change Control

<b>What</b>	<b>When</b>	<b>Who</b>

--	--	--