

Rose Bruford College

Module Specification

1. GENERAL INFORMATION

Title	Audio Production Principles
Module code	AP401
Credit rating	40
Level	4
Indicative scheduled learning and teaching activities	80 hours
Pre-requisite modules	N/A
Co-requisite modules	N/A
School responsible	DMTA
Member of staff responsible	Christine Kretschmer
ECT*	20
Notional hours of Learning**	400

* ECT (European Credit Transfer and Accumulation System): There are 2 UK credits for every 1 ECT credit, in accordance with the Credit Framework (QAA). Therefore, if a module is worth 20 UK credits, this will equate to 10 ECT.

** Notional hours of learning: The number of hours which it is expected that a learner (at a particular level) will spend, on average, to achieve the specified learning outcomes at that level. It is expected that there will be 10 hours of notional study associated with every 1 credit achieved. Therefore, if a module is worth 20 credits, this will equate to 200 notional study hours, in accordance with the Credit Framework (QAA).

2. AIMS

This module aims to:

- Provide you with a broad theoretical foundation in audio production
- Introduce you to key skills and technologies necessary in the professional audio sector
- Give you the opportunity for hands-on practical work in different areas of audio production

3. BRIEF DESCRIPTION OF THE MODULE

The Audio Production Principles module will introduce you to the fundamental theories, concepts and skills necessary for anyone aiming to enter the professional audio sector, for example in audio production for recorded and live media, music production, and audio engineering.

You will learn the theoretical foundation through a series of lectures, labs and seminar group discussions followed by hands-on practical workshops and participation in relevant collaborative projects within the School.

Typical studio and live production paths and workflows will be covered (such as audio recording, mixing and mastering, or designing and running a live audio event), as well as alternative and experimental approaches that have become increasingly common with the assistance of the rapid technological advances (for example, music production, digital audio, 3D audio, VR/AR production workflows).

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Indicative list of content:

Topics covered typically include, but are not limited to:

1. Basic sound theory
2. Signal flow
3. Live and studio audio production workflows
4. Audio systems and formats
5. Digital and analogue audio
6. Audio processing and mixing

Assessment for the module will include a written and practical examination, followed by the assessment of a portfolio of work completed during Terms 1 and 2.

Throughout the year, you will be asked to prepare work between sessions and to participate in hands-on collaborative or individual projects, so that each student in the group will take on technical, music production and/or sound design roles or projects within different media, such as soundtrack creation for radio dramas or short films, theatrical show roles and audio installations.

Your practical work and your technical competence and understanding of the subject will be assessed through submission of a portfolio of completed work and appropriate technical documentation. You will be required to include work of different media/genres in the assessed portfolio.

4. LEARNING THEMES

Your success in this module will depend on you developing your ability to...	Weighting
1. Creativity ...make, create, invent, innovate, develop, improvise, be resourceful, problem-solve	20%
2. Organisation & collaboration ...organise, plan, prioritise, decide, take responsibility, motivate yourself and others, negotiate, collaborate, value difference, lead others, create value for others	0%
3. Communication ...articulate (verbally, in writing, and in visual and other forms) according to the needs of the situation and audience, listen and respond to others.	0%
4. Professional practice & competences ...show knowledge of and apply technologies, materials, processes, practices, techniques, regulations, protocols	50%
5. Research & knowledge skills ...investigate, identify, analyse, evaluate, debate, justify, critique, conceptualise, embrace different perspectives	10%
6. Understanding Context	10%

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...recognise and adapt to relevant contexts - historical, current and future - across societal, cultural, professional, economic, environmental, artistic and ethical domains	
7. Reflection & learning ...show curiosity, reflect, show self-awareness, evaluate, respond, learn, adapt (to unfamiliar, changing and ambiguous circumstances), plan future action based on past experience, be responsible for your own learning	10%

5. LEARNING AND TEACHING PROCESSES

<ul style="list-style-type: none"> • Lectures, seminars, practical workshops and field visits to one or more industry organizations • Tutorials will allow tutors to monitor the progress of your work, helping you to reflect on your learning, identify gaps in your knowledge and recognise good practice.

6. ASSESSMENT

Assessment task	Length	Learning themes assessed
Formative Assessment Assessed tutorial, examining your developing portfolio of work		N/A
Summative assessment Your learning on this module will be assessed through: <ol style="list-style-type: none"> 1. Written and practical test Written and practical test on fundamentals of audio production 2. Annotated portfolio of practical work An assessment of the submitted portfolio of practical work in terms of technical competence and skills 	2 hours	<p style="text-align: center;">4 40%</p> <p style="text-align: center;">1, 4, 5, 6, 7 60%</p>
Date of current version	November 2019	

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1. GENERAL INFORMATION

Title	Audio Aesthetics in Different Media
Module code	AP402
Credit rating	40
Level	4
Indicative scheduled learning and teaching activities	80 hours
Pre-requisite modules	N/A
Co-requisite modules	N/A
School responsible	DMTA
Member of staff responsible	Christine Kretschmer
ECT*	20
Notional hours of Learning**	400

* ECT (European Credit Transfer and Accumulation System): There are 2 UK credits for every 1 ECT credit, in accordance with the Credit Framework (QAA). Therefore, if a module is worth 20 UK credits, this will equate to 10 ECT.

** Notional hours of learning: The number of hours which it is expected that a learner (at a particular level) will spend, on average, to achieve the specified learning outcomes at that level. It is expected that there will be 10 hours of notional study associated with every 1 credit achieved. Therefore, if a module is worth 20 credits, this will equate to 200 notional study hours, in accordance with the Credit Framework (QAA).

2. AIMS

This module aims to:

- Introduce you to the workflows, challenges and unique characteristics of creative work across different media
- Introduce you to the basic creative and aesthetic considerations of audio production across different media
- Introduce you to the terminology and the critical and conceptual frameworks associated with audio work in different contexts

3. BRIEF DESCRIPTION OF THE MODULE

This module introduces you to the workflows, challenges and unique characteristics of creative work across different media. You will explore the creative considerations of audio practice in various different media and environments, through a series of lectures, labs, site visits, critical analysis of existing work, and practical work.

You will learn about the creative work of audio practitioners in different media and delivery formats (e.g. studio and live music production, radio, cinema/TV, theatre, artistic installations) and the unique aesthetic characteristics and challenges each medium presents us with.

Indicative list of content

- History of audiovisual media
- Storytelling

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- Genres and Styles
- Creative role of audio in different media
- Multimodal perception
- Critical analysis of existing work

Throughout the year, you will be asked to prepare work between sessions and to participate in hands-on collaborative or individual projects, so that each student in the group takes on audio and music production and/or sound design roles or projects within different media. These may include soundtrack creation for radio dramas, short films or theatrical shows, and audio installations.

Your assessment tasks for the module include a reflective analysis of existing creative audio work, and an evaluation of a submitted portfolio of works in different genres.

4. LEARNING THEMES

Your success in this module will depend on you developing your ability to...	Weighting
1. Creativity ...make, create, invent, innovate, develop, improvise, be resourceful, problem-solve	40%
2. Organisation & collaboration ...organise, plan, prioritise, decide, take responsibility, motivate yourself and others, negotiate, collaborate, value difference, lead others, create value for others	10%
3. Communication ...articulate (verbally, in writing, and in visual and other forms) according to the needs of the situation and audience, listen and respond to others.	10%
4. Professional practice & competences ...show knowledge of and apply technologies, materials, processes, practices, techniques, regulations, protocols	10%
5. Research & knowledge skills ...investigate, identify, analyse, evaluate, debate, justify, critique, conceptualise, embrace different perspectives	10%
6. Understanding Context ...recognise and adapt to relevant contexts - historical, current and future - across societal, cultural, professional, economic, environmental, artistic and ethical domains	10%
7. Reflection & learning ...show curiosity, reflect, show self-awareness, evaluate, respond, learn, adapt (to unfamiliar, changing and ambiguous circumstances), plan future action based on past experience, be responsible for your own learning	10%

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5. LEARNING AND TEACHING PROCESSES

- Lectures, seminars, field visits and practical work
- Analysis of existing audio work in a range of different media
- Tutorials will allow tutors to monitor the progress of your work, helping you to reflect on your learning, identify gaps in your knowledge and recognise good practice.

6. ASSESSMENT

Assessment task	Length	Learning themes assessed
Formative Assessment		
Mid-point presentation of your developing critical analysis essay		N/A
Summative assessment		
Your learning on this module will be assessed through:		
1. Critical analysis	1800-2200 words	5, 6, 7 30%
Essay presenting a critical analysis of one or more examples of existing creative audio work		
2. Portfolio of practical work	N/A	1, 2, 3, 4 70%
An assessment of the submitted portfolio of practical work in terms of creative and aesthetic choices		

Date of current version	October 2019
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