

Rose Bruford College

Module Specification

1. GENERAL INFORMATION

Title	Creative Audio Concepts: Technology
Module code	AP501
Credit rating	30
Level	5
Indicative scheduled learning and teaching activities	60 hours
Pre-requisite modules	N/A
Co-requisite modules	N/A
School responsible	DMTA
Member of staff responsible	Christine Kretschmer
ECT*	15
Notional hours of Learning**	300

* 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

Building on modules AP401 and AP402, this module aims to:

- Extend and deepen your technical and technological skills
- Introduce you to current research and development within audio technology
- Develop your ability to undertake research and development, to inform your work as an audio production specialist

3. BRIEF DESCRIPTION OF THE MODULE

You will be introduced to research and development within various areas of audio technology, such as audio hardware and software development processes, and the underlying integration of technologies and middleware behind end user technology. You will gain a detailed understanding of how different technologies work by looking at the concepts and principles underlying particular audio software and hardware tools.

You will select an area of interest which you will examine in detail, firstly to establish the current 'state of the art' of your chosen technology or application. You will go on to design and develop a practical prototype relating to your subject area which is experimental in character, for example:

- a Pure Data patch
- an Arduino hardware-software prototype

Rose Bruford College Module Specification

- a 3D audio speaker array driven by custom-made spatialisers
- an audio processing plug-in for DAW
- a hardware audio processing unit
- a detailed design or diagram for a complex technical audio set-up

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	0%
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.	25%
4. Professional practice & competences ...show knowledge of and apply technologies, materials, processes, practices, techniques, regulations, protocols	20%
5. Research & knowledge skills ...investigate, identify, analyse, evaluate, debate, justify, critique, conceptualise, embrace different perspectives	30%
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	15%

Rose Bruford College Module Specification

5. LEARNING AND TEACHING PROCESSES

- Seminars, practical workshops and masterclasses will introduce you to research and development in the field of audio production
- You will carry out independent research and analysis into audio technologies in order to develop your own R&D project
- 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 plans for your research project.	N/A	N/A
Summative assessment		
Your learning on this module will be assessed through:		
1. Research presentation	10 minutes + Q&A	3, 5, 6 30%
2. Evaluative presentation of practical prototype and submission of appropriate documentation	20 minutes	3, 4, 5, 6, 7 70%

Date of current version	November 2019
--------------------------------	---------------

Rose Bruford College

Module Specification

1. GENERAL INFORMATION

Title	Creative Audio Concepts: Music
Module code	AP502
Credit rating	30
Level	5
Indicative scheduled learning and teaching activities	60 hours
Pre-requisite modules	N/A
Co-requisite modules	N/A
School responsible	DMT
Member of staff responsible	Christine Kretschmer
ECT*	15
Notional hours of Learning**	300

* 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:

- Broaden the range of musical styles and genres you are familiar with
- Extend your understanding of musical genre from a cultural, historical and/or structural perspective
- Develop your ability to undertake research and analysis, to inform your work in the area of music production

3. BRIEF DESCRIPTION OF THE MODULE

You will be introduced to different musical styles and genres, for example the origins of Western classical music, contemporary musical forms and their cultural background, or experimental musical forms outside the mainstream.

By studying a diverse and contrasting range of musical forms and their contexts, you will develop a deeper understanding of music and the relationship between musical genres and audio production. This will enable you to incorporate elements from various different genres into your work, in order to produce a more innovative and informed musical output.

You will select an area of interest which you will examine in detail, firstly to review and evaluate current critical opinion and scholarship on your chosen topic. You will go on to produce a musical output which is informed by your research and analysis.

Examples of possible projects include, but are not limited to:

- the recording, mixing and mastering of a live band
- the production of pieces of original electronic music

Rose Bruford College Module Specification

- the re-mixing of existing musical pieces focusing on particular musical or technological aspects of the production
- the detailed analysis of the work of an artist or group or of musical movement of your choice.

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	25%
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.	20%
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	20%
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	15%

5. LEARNING AND TEACHING PROCESSES

- Seminars and workshops
- Independent research and analysis of music production history, techniques and workflows in different contexts
- 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

Rose Bruford College
Module Specification

practice

Rose Bruford College
Module Specification

6. ASSESSMENT

Assessment task	Length	Learning themes assessed
<p>Formative Assessment</p> <p>Assessed tutorial, examining your plans for your research project.</p>	N/A	N/A
<p>Summative assessment</p> <p>Your learning on this module will be assessed through:</p> <p>1. Research presentation</p> <p>2. Production and evaluative presentation of musical output</p>	<p>10 minutes + Q&A</p> <p>20 minutes</p>	<p>3, 5, 6 30%</p> <p>1, 3, 4, 5, 6, 7 70%</p>
Date of current version	November 2019	

Rose Bruford College

Module Specification

1. GENERAL INFORMATION

Title	Creative Audio Concepts: Sound Design
Module code	AP503
Credit rating	30
Level	5
Indicative scheduled learning and teaching activities	60 hours
Pre-requisite modules	N/A
Co-requisite modules	N/A
School responsible	DMT
Member of staff responsible	Christine Kretschmer
ECT*	15
Notional hours of Learning**	300

* 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:

- Extend your understanding of the creative, aesthetic and technological aspects of sound design
- Extend your understanding of sound design and its relationship with different types of creative work
- Develop your ability to undertake research and analysis, to inform your work as a sound designer

3. BRIEF DESCRIPTION OF THE MODULE

Building on modules AP401 and AP402, this module will allow you to further explore sound design in different media, for example theatre, film, TV or video games, and identify creative or technological aspects of interest.

By studying a diverse and contrasting range of creative works and their contexts, you will develop a deeper understanding of sound design and its relationship with different types of creative work. This will enable you to incorporate various approaches to sound design into your work, in order to produce a more innovative and informed creative or technical output.

You will select an area of interest which you will examine in detail, firstly to review and evaluate current critical opinion and scholarship on your chosen topic. You will go on to produce a sound design for a medium of your choice which is informed by your research and analysis. Examples of possible projects include, but are not limited to:

- the production of an interactive piece of audio work for a live installation
- the design and production of the sound assets for a theatrical performance

- the creation of a soundtrack for a short film or animation, or the incorporation of sound assets into an existing video game.

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	25%
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.	20%
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	20%
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	15%

5. LEARNING AND TEACHING PROCESSES

- Seminars and workshops
- Independent research and analysis of sound design in different contexts
- 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
<p>Formative Assessment</p> <p>Assessed tutorial, examining your plans for your research project.</p>	N/A	N/A
<p>Summative assessment</p> <p>Your learning on this module will be assessed through:</p> <p>1. Research Presentation</p> <p>2. Production and evaluative presentation of a sound design</p>	<p>10 minutes + Q&A</p> <p>20 minutes</p>	<p>3, 5, 6 30%</p> <p>1, 3, 4, 5, 6, 7 70%</p>
Date of current version	November 2019	

Rose Bruford College

Module Specification

1. GENERAL INFORMATION

Title	Production Practice
Module code	AP504
Credit rating	40
Level	5
Indicative scheduled learning and teaching activities	120 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:

- develop your understanding of the professional environments, the workflows and organisation of the theatre, music, events, film, TV and related creative industries
- enable you to put into practice concepts and ideas you have learnt on the course
- give you hands-on experience of real-life production environments and larger scale projects
- give you the opportunity to take initiative and collaborate with other creative contributors in a professional context

3. BRIEF DESCRIPTION OF THE MODULE

In lectures and masterclasses you will expand your understanding of the industry by examining examples of productions and practitioners. You will also learn about the different professional environments and processes that apply in different industry sectors.

You will go on to take a role in one or more realised projects, typically working as part of a team with students from other programmes. Depending on available opportunities, you may work on a College performance project or on a project in conjunction with an outside organisation.

As part of a production team, you will develop your individual practice in the field of audio production, whilst also contributing to the overall production processes and organisation.

Rose Bruford College Module Specification

You will have to work within constraints, including deadlines and a budget, while responding to a design brief and collaborating with other personnel to meet the overall project aims.

The module is an opportunity to develop your own practice and approach as an audio production specialist, whether in a creative, technical, management or producing role. You will need to take responsibility for your own learning and process, using research to inform your contribution to the team and project. Depending on your role, you may need to develop and demonstrate a management style, leading and organising the work of others.

You will discuss role options with your programme tutors. You will be expected to take the lead in determining what role will be the most appropriate for your learning and career objectives, but the final decision rests with the College.

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	15%
2. Organisation & collaboration ...organise, plan, prioritise, decide, take responsibility, motivate yourself and others, negotiate, collaborate, value difference, lead others, create value for others	20%
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	25%
5. Research & knowledge skills ...investigate, identify, analyse, evaluate, debate, justify, critique, conceptualise, embrace different perspectives	0%
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	20%

Rose Bruford College Module Specification

5. LEARNING AND TEACHING PROCESSES

- Lectures, seminars and masterclasses will broaden your industry knowledge.
- This module makes use of simulated and/or professional environments, in which you will collaborate with other students and/or external professionals and organisations.
- Briefings will introduce you to the College's financial and other protocols.
- Tutorials will allow tutors to monitor and guide 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 project tutorials, examining your progress		N/A
Summative assessment Your learning on this module will be assessed through: 1. Portfolio Submission Evidence of practical work, including documentation, production files or audiovisual excerpts, depending on the nature of the project 2. Reflective commentary on the above	2000-2500 words	1, 2, 4 60% 3, 6, 7 40%

Date of current version	November 2019
--------------------------------	---------------