

Liverpool John Moores University

Title: PRACTICAL SOUND AND VISION
Status: Definitive
Code: **4035TECH** (105416)
Version Start Date: 01-08-2016

Owning School/Faculty: Electronics and Electrical Engineering
Teaching School/Faculty: Electronics and Electrical Engineering

Team	Leader
David Ellis	Y

Academic Level: FHEQ4 **Credit Value:** 12 **Total Delivered Hours:** 48
Total Learning Hours: 120 **Private Study:** 72

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Practical	48

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Essay	AS1	Coursework: Use of industry standard equipment (audio and video)	25	
Essay	AS2	Creation of an audio programme to a script	25	
Essay	AS3	Creation of an edited video (with audio track)	50	

Aims

To introduce students to professional technical practices as used in broadcast media and creative industries, including: managing and organising tasks, people and resources; communicating in English; presenting proposals; and applying safe systems of work.

Learning Outcomes

After completing the module the student should be able to:

- 1 operate industry-standard hardware to professional standards
- 2 use industry-standard software to professional standards
- 3 construct a story board for recording and editing
- 4 create a recorded audio programme
- 5 produce a video to meet a customer's requirements

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

CW	1	2			
CW	1	2	3	4	5
CW	1	2	3	5	

Outline Syllabus

Health & safety when rigging & shooting

Properties of the eye and ear

Properties of camera optics

Properties of microphones and loudspeakers

Basic alignment using test signals and measurement equipment

Production and editing – grammar and techniques for inserts

Scene composition, lighting, colour balance, continuity and cutaways

Non-linear editing, dubbing and effects using computers

Legal issues for digital rights and intellectual property.

Learning Activities

Practical sessions and demonstrations. Student work groups.

Notes

This module is intended to make students involved in technical & engineering functions within the media and A/V industries 'production friendly' to balance the knowledge and understanding of more advanced theoretical technical issues which they will acquire at levels 2 and 3.

The module is focused towards the skills of audio & video recording, editing and production. It is taught in conjunction with IOV and AVID syllabus materials.

