

Liverpool John Moores University

Title: PRODUCTION RESEARCH, PLANNING AND DEVELOPMENT
Status: Definitive
Code: **4500TECLCC** (108454)
Version Start Date: 01-08-2016

Owning School/Faculty: Electronics and Electrical Engineering
Teaching School/Faculty: City of Liverpool College

Team	Leader
Paul Otterson	Y

Academic Level: FHEQ4
Credit Value: 24
Total Delivered Hours: 116
Total Learning Hours: 240
Private Study: 124

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	10
Practical	50
Seminar	50
Tutorial	6

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Essay	AS1	Risk assessment and method statement	30	
Essay	AS2	Carry out music pre-production for at least two recording projects.	30	
Essay	AS3	Plan and implement either a media or live production.	40	

Aims

To develop skills in production planning in a range of professional scenarios

including music and audio recording, location sound for media and sound for live event.

Learning Outcomes

After completing the module the student should be able to:

- 1 Carry out risk assessments and implement appropriate health and safety documentation and strategies for a production.
- 2 Carry out effective pre-production for music and digital media related recording projects.
- 3 Identify personnel in typical crews for recording studio, live sound and media productions.
- 4 Generate production schedules for studio, location and live event.
- 5 Devise budgets for a range of music and digital media related productions.
- 6 Understand industry standard documents such as stage plans, channel lists, lighting plots, H&S method statements, production schedules, call sheets (media).

Learning Outcomes of Assessments

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

CW	1	3	6		
CW	2	4			
CW	1	3	4	5	6

Outline Syllabus

*Health and safety planning and procedures for music and visual audio applications.
Team structures, roles and responsibilities in recording studios, media crews and live events.*

Music pre production methods and techniques.

Learning Activities

By a series of lectures and seminars leading to planning projects for a variety of production scenarios.

Notes

Much of the activity in this module will support other modules such as Studio recording, location sound recording and provide a solid foundation for approaches to live sound design and the final major production in year two.