Liverpool John Moores University

Title:	DIGITAL MEDIA
Status:	Definitive
Code:	**4506TECLCC** (108461)
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:**	12	**Total Delivered Hours:**	48
Total Learning Hours:	120	**Private Study:**	72		

Delivery Options
Course typically offered: Semester 2

Component	Contact Hours
Practical	45
Tutorial	3

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Essay	AS1	assignment – describe common platforms and programs for	30	
Essay	AS2	create web page with audio content for streaming	70	

Aims

To develop knowledge and skills in emerging technologies that impact upon the role of the music and audio practitioner, with particular reference to emerging Internet technologies. Looking specifically at emerging platforms and technologies in the area of digital audio such as Webcasting, streaming video, and MP3 music and how these new approaches affect all aspects of audio creation.

Learning Outcomes

After completing the module the student should be able to:

1   Explore and describe common digital platforms that utilise a sound component.
2   Understand methods and systems for internet collaboration and distribution across convergent mediums
3   Differentiate between file formats for audio, graphics and moving image
4   Construct and demonstrate a digital media project with audio content.
5   Demonstrate methods for streaming, casting and embedding audio over the Internet.

Learning Outcomes of Assessments

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

CW   1   2   3

CW   4   5

Outline Syllabus

Music and digital media file formats, sizes, limits and uses.
Audio software Pro Tools, Garageband, Soundforge, Cubase
Web software Dreamweaver, Flash CS3
Web development processes
Web site specification: web site, hardware, software, ISP
Audio synchronisation issues and methods.
Issues and methods for digital audio and digital content streaming

Learning Activities

Demonstrations and workshops, student project work supported by tutorials

Notes

This module will develop and support skills required for level two module Creating music and sound for specific media and Sound design and production.