

Liverpool John Moores University

Title: Audio and Sound Effects Technology
Status: Definitive
Code: **5000AMP** (120134)
Version Start Date: 01-08-2019

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

Team	Leader
Tony McKenna	Y

Academic Level: FHEQ5 **Credit Value:** 24 **Total Delivered Hours:** 72
Total Learning Hours: 240 **Private Study:** 168

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	24
Practical	48

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Technology	AS1	Demonstration of sound effect technology created by student	15	
Practice	AS2	Sound effect technology and application	15	
Technology	AS3	Production of audio soundtracks for videos using both professional and self-created sound effect technology and practical applications	70	

Aims

To use industry standard equipment in the capture, manipulation and application of sound effects

Learning Outcomes

After completing the module the student should be able to:

- 1 Demonstrate and apply an understanding of sound effects theory and technology
- 2 Produce an audio CD to professional standards using industry standard hardware and software
- 3 Create recorded audio soundtracks and sound-scapes
- 4 Demonstrate the ability to setup sound effect equipment to a professional standard

Learning Outcomes of Assessments

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

Demo of Sound Effects Tech	1	
Sound Effect Tech and Applic	2	
Prodn of Audio Soundtracks	3	4

Outline Syllabus

Foley sounds

Audio effects, Mood and Ambience, Reverb and Delay

Portable recorders

DI devices

Limiting

Wireless systems

Mixing and Mastering

Location recording, ADR, wild track

Control surfaces

Hard drives

Audio formats

Live sound and recording

Production techniques recording bass, vocals, drums, guitars and other instruments

Modulation – chorus, flanging

Distortions – types of distortion, natural, bit crushing, overloading

Processors, compression – gates – equalizers

Signal Chain pre – post - insert

Synthesis

Effects technology – wah-wah, theremin, Diddley Bow

Learning Activities

Practical sessions and demonstrations. Student work groups

Notes

The module is focused towards the practical skills of audio & music production. Students will be required to work both individually and in small groups to create their own sound-effects and use that also demonstrates safe systems of work.