Liverpool John Moores University

Title: DIGITAL EDITING AND MASTERING
Status: Definitive
Code: **5042TECH**   (105425)
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:	FHEQ5	**Credit Value:**	12	**Total Delivered Hours:**	48
Total Learning Hours:	120	**Private Study:**	72		

Delivery Options
Course typically offered: Semester 1

Component	Contact Hours
Practical	48

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Essay	AS1	labwork (generation of mastered audio/midi CD)	60	
Essay	AS2	labwork (edited video with appropriate audio)	40	

Aims

Maintain and extend a sound theoretical approach to the application of technology in engineering practice. Use a sound evidence-based approach to problem-solving and contribute to continuous improvement. Identify, review and select techniques, procedures and methods to undertake engineering tasks. Plan for effective project implementation.

Learning Outcomes

After completing the module the student should be able to:

1   Demonstrate the appropriate selection of content to create edited material
2   Create an audio presentation to appropriate industry standards
3   Develop a video presentation with appropriate audio accompaniment to industry standards

Learning Outcomes of Assessments

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

CW   1   2

CW   1   3

Outline Syllabus

Digital standards & formats, sample rates and quality
Workflow & setup
Creation and management of takes & arrangements
Editing of live-captured content and electronically-generated content
Automation
Use of loops and sampling
Waveform editing
The grammar of production and editing
Voiceovers & maintenance of lip-sync for in-vision speech
Technical continuity
Use of electronically generated inserts (e.g. captions) and their effect on the signals
Maintenance of signals to relevant technical acceptance standards
Video monitoring – LCD vs CRT. Temporal artefact detection and colour gamut
Audio monitoring – near field, far field, headphones, room effects on soundstage etc.
Storage & transfer formats - encoding & mastering

Learning Activities

Practical sessions and demonstrations including student work groups.

Notes

This module builds on the Level 1 modules 'Practical Sound and Vision' and 'Studio Technology' to develop students' ability to produce work at the technical standard required for acceptance testing by media companies.