Liverpool John Moores University

Title:	TECHNICAL ISSUES IN BROADCASTING	
Status:	Definitive	
Code:	5047TECH (106308)	
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:	24	Total Delivered Hours:	74
Total Learning Hours:	240	Private Study:	166		

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	48
Practical	24

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Essay	AS1	Report – technical setup of AV studio	50	
Exam	AS2	Examination	50	2

Aims

To explain the nature and composition of broadcast and media signals; to describe the operation of media equipment and broadcast operations; and to cover a range of media formats.

Learning Outcomes

After completing the module the student should be able to:

- 1 Analyse the nature of TV and radio signals
- 2 Explain the principles of studio equipment
- 3 Describe the synchronisation requirements of video equipment
- 4 Monitor and test video signals

Learning Outcomes of Assessments

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

CW	1	2	3	4
EXAM	1	2	3	

Outline Syllabus

Video Signals, Scanning, Resolution Effect of Interlace, flicker, Gamma Blanking/Active line/Visible lines Synchronization Audio Signals Standard level, decibels: Acoustics - Reverberation time Microphones, Speakers Colour Standards Component and composite signals Properties of composite signals, colour burst Digital Signals, Rec 601 Sampling formats (e.g. 4:2:2), SDI High Definition Issues HD SDI, formats **MPEG** Nature of the bit-rate, Compression Techniques used, nature of artifacts I.P.B frames, Causality, delays Blocks, macro-blocks, motion vectors Digital Video Effects, Colour Keying

Learning Activities

Lectures/Workshops

Notes

An introduction to general broadcast systems and technology for non-engineers.