

Liverpool John Moores University

Title: Sound for TV, Film and Games
Status: Definitive
Code: **5205AMP** (121890)
Version Start Date: 01-08-2021

Owning School/Faculty: Engineering
Teaching School/Faculty: Engineering

Team	Leader
Tony McKenna	Y
Anthony Lanigan	

Academic Level: FHEQ5 **Credit Value:** 20 **Total Delivered Hours:** 44

Total Learning Hours: 200 **Private Study:** 156

Delivery Options

Course typically offered: Semester 2

Component	Contact Hours
Lecture	22
Practical	22

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Practice	AS1	Foley, ADR and music tracks for a video production	50	
Practice	AS2	Audio soundtracks for an animation production and audio soundscapes for visual production	50	

Aims

To introduce students to audio equipment used in TV & Film recording, and the practical issues arising from location and studio recording. To gain experience of both hardware and software audio devices deployed in digital audio recording for TV,

Film and gaming industries

Learning Outcomes

After completing the module the student should be able to:

- 1 Create Foley sounds and ADR tracks for a video production
- 2 Create original music tracks to be used in a video production
- 3 Produce a full audio soundtrack for an animated film
- 4 Create different audio soundscapes for a film production

Learning Outcomes of Assessments

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

Foley, ADR and music tracks	1	2
Audio soundtracks	3	4

Outline Syllabus

Audio formats

Audio sound tracks to change mood and meaning, signature tune and audio identification sounds

Editing: Dialogue, ADR, sound effects, music, track laying, wild track, Foley sounds

Health and safety for the multi-purpose studio

Location recording, doing a 'recce', boom operation, portable recorders & mixers, room tone, wireless systems

Mixing audio and video

Pre & post production

Recording interviews and 'piece to camera'

Sound design, soundscapes

Studio recording, sound monitoring

Studio wiring for the multipurpose studio

Learning Activities

Practical sessions and demonstrations including student work groups

Notes

The module encompasses the theoretical knowledge and practical skills of audio & music production and the equipment used in the production of audio recordings for TV, Film and games.