

Sound for TV, Film and Games

Module Information

2022.01, Approved

Summary Information

Module Code	5205AMP
Formal Module Title	Sound for TV, Film and Games
Owning School	Engineering
Career	Undergraduate
Credits	20
Academic level	FHEQ Level 5
Grading Schema	40

Teaching Responsibility

LJMU Schools involved in Delivery
Engineering

Learning Methods

Learning Method Type	Hours
Lecture	22
Practical	22

Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
JAN-CTY	CTY	January	12 Weeks

Aims and Outcomes

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
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After completing the module the student should be able to:

Learning Outcomes

Code	Number	Description
MLO1	1	Create Foley sounds and ADR tracks for a video production
MLO2	2	Create original music tracks to be used in a video production
MLO3	3	Produce a full audio soundtrack for an animated film
MLO4	4	Create different audio soundscapes for a film production

Module Content

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
Module Overview	
Additional Information	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.

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Test	Foley, ADR and music tracks	50	0	MLO1, MLO2
Artefacts	Audio soundtracks	50	0	MLO3, MLO4

Module Contacts

Module Leader

Contact Name	Applies to all offerings	Offerings
Anthony McKenna	Yes	N/A

Partner Module Team

Contact Name	Applies to all offerings	Offerings
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