

Summary Information

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|----------------------------|------------------------------|
| Module Code | 5305AMP |
| Formal Module Title | Sound for TV, Film and Games |
| Owning School | Engineering |
| Career | Undergraduate |
| Credits | 20 |
| Academic level | FHEQ Level 5 |
| Grading Schema | 40 |

Module Contacts**Module Leader**

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

Module Team Member

| Contact Name | Applies to all offerings | Offerings |
|---------------------|---------------------------------|------------------|
| Anthony Lanigan | Yes | N/A |

Partner Module Team

| Contact Name | Applies to all offerings | Offerings |
|---------------------|---------------------------------|------------------|
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Teaching Responsibility

| LJMU Schools involved in Delivery |
|--|
| Engineering |

Learning Methods

| Learning Method Type | Hours |
|----------------------|-------|
| Lecture | 22 |
| Practical | 22 |

Module Offering(s)

| Offering Code | Location | Start Month | Duration |
|---------------|----------|-------------|----------|
| JAN-CTY | CTY | January | 12 Weeks |

Aims and Outcomes

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| 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. |
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Learning Outcomes

After completing the module the student should be able to:

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

Module Content

| Outline Syllabus |
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| <p>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, Midi Principles and applications Studio recording, sound monitoring Studio wiring for the multipurpose studio</p> |

Module Overview

This module introduces students to audio equipment used in TV & film recording, and the practical issues arising from location and studio recording. You will gain experience of both hardware and software and following the course you should be able to create Foley sounds and ADR tracks for a video production, create original music tracks to be used in a video production, produce a full audio soundtrack for an animated film and create different audio soundscapes for a film production.

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. There is 1 hour per week of online study activities. This module aligns to the following UN Sustainable Development Goals: 4 Quality Education 5 Gender Equality 8 Decent Work and Economic Growth 10 Reduced Inequalities

Assessments

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