

Liverpool John Moores University

Title: SOUND DESIGN AND PRODUCTION
Status: Definitive
Code: **5502TECLCC** (108481)
Version Start Date: 01-08-2016

Owning School/Faculty: Electronics and Electrical Engineering
Teaching School/Faculty: City of Liverpool College

Team	Leader
Paul Otterson	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	45
Tutorial	3

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Essay	AS1	Assignment – the development of sound for moving image	30	
Essay	AS2	Audio post and mix project	70	

Aims

To explore issues surrounding the combination of sound and images in new media, film and television,. To demonstrate skills in creative sound design and audio post production for such media.

Learning Outcomes

After completing the module the student should be able to:

- 1 Identify key developments in the history of sound with the moving image and thereby
- 2 Demonstrate an understanding of production and post-production recording and mix techniques
- 3 Examine, evaluate, and demonstrate the ability to edit a variety of audio tracks for different media formats and platforms
- 4 Mix soundtracks for a final delivery.

Learning Outcomes of Assessments

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

CW	1			
CW	2	3	4	

Outline Syllabus

Sound signification in audio visual media

Audio formats for digital media, stereo, binaural, 5.1 surround sound.

Conventions for audio post production – technical specifications, edit decision lists, file management and audio indexing.

Foley and sound effects.

Wildtrack and sound beds.

Music mixing for digital media applications.

Learning Activities

Lectures, tutorials, technical workshops.

Notes

This module explores the issues surrounding the combination of sound and images in new media, film and television, and will allow students to demonstrate skills in creative sound design and audio post production for such media.