

## Module Specification

### Module Summary Information

<b>1</b>	<b>Module Title</b>	Sound for Film
<b>2</b>	<b>Module Credits</b>	20
<b>3</b>	<b>Module Level</b>	4
<b>4</b>	<b>Module Code</b>	DIG4161

<b>5</b>	<b>Module Overview</b>
<p>This module will introduce you to the technology, techniques and practical considerations involved in sound production for film and other visual media. The aim of the module is to familiarise you with the variety of possible procedures undertaken in the incorporation of sound with visuals to create a unified audio-visual experience.</p> <p>Topics covered will include pre-production preparation, location sound, automated dialogue replacement, foley, sound editing, and mixing in a digital audio workstation environment. You will have mixture of group and individual work to do spanning different roles involved in the production process, involving planning recording and editing sound for film.</p> <p>You will also partake in group critical listening sessions to develop their skills in analysing the technologies and techniques used in the design of sound for visual media. You will also be encouraged to engage in group reflection on each other's work.</p>	

<b>6</b>	<b>Indicative Content</b>
<p>Apply technologies involved in the creation of sound for visual media including microphones, location recorders, studio equipment and hardware.</p> <p>Wider understanding of the human hearing system and the physics of sound.</p> <p>Employ processes involved in the creation of sound for a range of visual media (e.g., personnel, foley, production sound, spotting sessions, temp tracks and capture techniques).</p> <p>Utilise principles of sound for visual media, such as critical analysis of sound capture techniques, genre specific techniques and professional terminology.</p>	

<b>7</b>	<b>Module Learning Outcomes</b>
<b>On successful completion of the module, students will be able to:</b>	
<b>1</b>	Select, record and edit sound and music appropriate for the accompaniment of visual content.
<b>2</b>	Demonstrate knowledge of the quality and suitability of sound and music within the timeline of visual media.
<b>3</b>	Identify and describe music and sound production technologies used in film and video industries using appropriate terminology.

8 Module Assessment			
Learning Outcome			
	Coursework	Exam	In-Person
1-3			X

9 Breakdown Learning and Teaching Activities	
Learning Activities	Hours
<b>Scheduled Learning (SL)</b> includes lectures, practical classes and workshops, peer group learning, Graduate+, as specified in timetable	48
<b>Directed Learning (DL)</b> includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning, as directed on VLE	76
<b>Private Study (PS)</b> includes preparation for exams	76
<b>Total Study Hours:</b>	200