

MODULE SPECIFICATION PROFORMA

Module Title:	Studio Design	Level:	5	Credit Value:	20
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Module code:	CMT508	Is this a new module?	No	Code of module being replaced:	N/A
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Cost Centre:	GACT	JACS3 code:	J930
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Trimester(s) in which to be offered:	1	With effect from:	September 16
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School:	Creative Arts	Module Leader:	Colin Heron
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Scheduled learning and teaching hours	48hrs
Guided independent study	152hrs
Placement	0hrs
Module duration (total hours)	200hrs

Programme(s) in which to be offered	Core	Option
BSc (Hons) Sound Technology	<input checked="" type="checkbox"/>	<input type="checkbox"/>
BSc (Hons) Television Production and Technology	<input checked="" type="checkbox"/>	<input type="checkbox"/>
BSc (Hons) Professional Sound and Video	<input checked="" type="checkbox"/>	

Pre-requisites
None

Office use only

Initial approval August 16

APSC approval of modification *Enter date of approval*

Have any derogations received SQC approval?

Version 1

Yes No

Module Aims

The aim of this module is to expand upon principles acquired in the first year of the programme and apply the skills to design scenarios representing industry related tasks. The knowledge delivered will be concerned with the visual, acoustic and electrical design of a real space with ideas and principles drawn from case studies. The student will be introduced to 2D and 3D design packages to enable the creation of designs to a creative and professional standard.

The electrical considerations will be an expansion of the knowledge acquired in Audio and Visual Science, applying core electrical principles to standard interconnections and wiring protocols for digital and analogue signal paths.

Intended Learning Outcomes

Key skills for employability

- KS1 Written, oral and media communication skills
- KS2 Leadership, team working and networking skills
- KS3 Opportunity, creativity and problem solving skills
- KS4 Information technology skills and digital literacy
- KS5 Information management skills
- KS6 Research skills
- KS7 Intercultural and sustainability skills
- KS8 Career management skills
- KS9 Learning to learn (managing personal and professional development, self-management)
- KS10 Numeracy

At the end of this module, students will be able to

Key Skills

At the end of this module, students will be able to		Key Skills	
1	Use computer aided design packages to construct virtual studio spaces	KS3	KS4
		KS5	
2	Emulate and appraise the performance of the environment using computer modelling and simulation	KS6	KS9
		KS10	
3	Define and analyse the business and financial constraints of the studio industry	KS6	KS7
		KS8	KS9
		KS10	
4	Design electrical solutions from equipment specifications	KS6	KS7
		KS10	
5	Draft designs and plans to a professional level	KS1	KS3
		KS4	KS5

Transferable/key skills and other attributes

Develop an understanding of the performance of components in professional media systems
Appreciation of architectural constraints
Communication skills

Derogations

None

Assessment:

The assessment will be a design project that will be supported by taught lectures. The student will design a studio based upon a given space. The design will be supported by case studies of operational recording facilities and include detailed drawings and renderings to support the design specification.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)	Duration (if exam)	Word count (or equivalent if appropriate)
1	1 - 5	Project	100%		2000

Learning and Teaching Strategies:

The module will be presented as a series of lectures.
Seminars will be conducted to explore the use of associated software.

Syllabus outline:

Overview of the studio industry
Studio industry case studies
Electrical principles as applied to studio design
Electrical interconnection standards for AV
Creating applied documentation
2D drafting
3D drafting
Lighting electrical considerations
Acoustic considerations
Accessibility and diversity.

Bibliography:

Essential reading

Box, H.C. (2010) Set Lighting technicians handbook. Focal Press
CADFolks.(2015) AutoCad for beginners. CreateSpace Independant Publishing.
Forrest, F. A.(2001) Master Handbook Of Acoustics. McGraw Hill
Newell, P. (2003) Recording Studio Design. Focal Press

Other indicative reading

Audio Engineering Society – Journal and e-Library <http://www.aes.org>

Chopra, A. (2014) Sketchup 14 for dummies. John Wiley & Sons.