Module specification

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Module code	CMT539
Module title	Theatre Sound Technology
Level	5
Credit value	20
Faculty	FAST
Module Leader	Dr J Woolley
HECoS Code	100440
Cost Code	GACT

Programmes in which module to be offered

Programme title	Is the module core or option for this programme
BSc (Hons) Professional Sound and Video	Core
BSc (Hons) Music and Sound Technology	Core

Pre-requisites

None

Breakdown of module hours

Type of Module hours	Amount
Learning and teaching hours	30 hrs
Placement tutor support	0 hrs
Supervised learning e.g. practical classes, workshops	0 hrs
Project supervision (level 6 projects and dissertation modules only)	0 hrs
Total active learning and teaching hours	30 hrs
Placement / work based learning	0 hrs
Guided independent study	170 hrs
Module duration (total hours)	200 hrs

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Initial approval date	September 2021
With effect from date	September 2021
Date and details of revision	
Version number	1

Module aims

The content of this module is an introduction to musical theatre sound production. The theory concentrates on the key elements of sound design with regards musical theatre as opposed to general live sound production. It develops the student's appreciation of the theatrical production environment and furnishes them with the required skills to play an active part in a theatrical company or production team.

It aims to develop understanding of the factors that define high quality in a sound design for a theatrical production, a competence in sound design and technical specification, an appreciation of the discrete roles within a theatrical company and the ability to work in a team orientated situation. The student should also develop an awareness of the strengths and limitations of technology in the context of theatrical sound design and an appreciation of the external factors that limit the effectiveness of the technology.

Module Learning Outcomes - at the end of this module, students will be able to:

1	Appraise the environmental factors that limit the effectiveness of available technology.
2	Design and specify technological solutions for theatrical sound applications.
3	Work as a team member in a theatrical production and understand the roles of the associated team members.
4	Apply the procedures and techniques for designing sound for a theatrical production to a professional technical and creative standard.

Assessment

Indicative Assessment Tasks:
Assessment 1.The student will conceive and design a technical solution as a case study based upon a director's brief.

Assessment 2.The student will design and produce media for a show based upon a director's brief and demonstrate this in a practical session (Simulation).

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)
1	1,2,4	Coursework	50
2	3,4	Practical	50

Derogations

None

Learning and Teaching Strategies

The Active Learning framework (ALF) embraces accessible, engaging and flexible approaches to learning, teaching and assessment in order that students are afforded the very best opportunities to engage actively with their learning.

- Flexible, innovative, relevant and accessible assessment and feedback practices that optimise student engagement and achievement within a healthy learning environment;
- An approach to research informed-teaching that champions active and engaged inquiry and curiosity through useful, active, applied research and scholarship.

Ref Glyndŵr Staff handbook 2021

The module will be delivered to engage with ALF. The ALF model will be used to deliver asynchronous and synchronous lectures and content. The module will be delivered using an appropriate range of teaching and learning strategies. To include as a series of lectures linked to practical sessions with the associated equipment.

Seminars will be conducted to explore the use of associated software.
Group collaboration will be encouraged to emphasise the importance of teamwork within the live sound industry.

Indicative Syllabus Outline

Foundations of sound design
Developing a concept
Resources and libraries
Creating a sound plot
The theatre company (Roles and responsibilities)
Recording and editing cues
Running a show and
automation software
Speaker systems for theatre
Coverage prediction software
Routing and sources

Indicative Bibliography:

Please note the essential reads and other indicative reading are subject to annual review and update.

Essential Reads

Kaye, D. (2009) Sound and Music for the Theatre: The Art & Technique of Design: Focal Press.
Leonard, J. (2008)Theatre Sound. New York: Routledge.

Other indicative reading

Audio Engineering Society –Journal and e-Library
http://www.aes.org
Davis, G. Jones R, (1990). Sound Reinforcement Handbook. Hal Leonard.

Employability skills – the Glyndŵr Graduate

Each module and programme is designed to cover core Glyndŵr Graduate Attributes with the aim that each Graduate will leave Glyndŵr having achieved key employability skills as part of their study. The following attributes will be covered within this module either through the content or as part of the assessment. The programme is designed to cover all attributes and each module may cover different areas.

Core Attributes
Engaged
Creative
Ethical

Key Attitudes
Commitment
Curiosity
Resilience
Confidence
Adaptability

Practical Skillsets
Digital Fluency
Organisation
Critical Thinking
Emotional Intelligence
Communication