

Module specification

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Module Code	CMT313
Module Title	Media Studio Essentials
Level	3
Credit value	20
Faculty	FACE
HECoS Code	100443
Cost Code	GACT

Programmes in which module to be offered

Programme title	Is the module core or option for this programme
STEM Foundation Year	Optional

Pre-requisites

None

Breakdown of module hours

Learning and teaching hours	20 hrs
Placement tutor support	0 hrs
Supervised learning e.g. practical classes, workshops	20 hrs
Project supervision (level 6 projects and dissertation modules only)	0 hrs
Total active learning and teaching hours	40 hrs
Placement / work based learning	0 hrs
Guided independent study	160 hrs
Module duration (total hours)	200 hrs

For office use only	
Initial approval date	4 Sept 2024
With effect from date	Sept 2024
Date and details of revision	
Version number	1

Module aims

Studio Essentials is a foundational module designed to equip students with the fundamental skills and knowledge required for working in a studio environment. This module covers the basic principles of studio operations, including: equipment handling, safety protocols, and introductory techniques in audio and video production. Through hands-on practice and theoretical learning, students will gain confidence and competence in studio settings. This module is designed as a technical grounding for Modules in Semester Two, including Media Production - Screen, and Media Production - Sound and Music.

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

1	Demonstrate knowledge of studio equipment and their functions.
2	Apply basic audio and video production techniques.
3	Follow safety protocols and best practices in a studio environment.
4	Operate essential studio tools and software with competency.
5	Collaborate effectively in a studio team.

Assessment

Indicative Assessment Tasks:

Practical Assignment (50%): Individual or group project demonstrating basic studio skills – negotiated with the tutor.

Portfolio (50%): Journal of understanding of studio operations, & personal reflection on learning experiences and skills development.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)
1	1-5	Practical	50
2	1,2,3,4	Portfolio	50

Derogations

None

Learning and Teaching Strategies

- Lectures: Foundational concepts and industry standards.
- Practical Workshops: Hands-on sessions with studio equipment.
- Group Projects: Collaborative studio production tasks.
- Content and support materials will be available via the Virtual Learning Environment (VLE) module space and in accordance with the Active Learning Framework of the University



Indicative Syllabus Outline

- Introduction to Studio Environment: Overview of studio types, layout, and roles.
- Safety Protocols: Understanding and implementing studio safety measures.
- Studio Equipment: Introduction to cameras, microphones, lighting, and mixing consoles.
- Audio Production Basics: Recording, editing, and mixing audio using relevant software, using digital audio workstations (DAWs).
- Video Production Basics: Camera operation, framing, incl. use of in-pocket cameras, basic editing using relevant software.
- Team Collaboration: Working in a studio team, roles, and responsibilities.

Indicative Bibliography:

Sharp, E. (2009), *How to Get a Job in Television: Build Your Career from Runner to Series*. Methuen Drama.

Brown, M. (2013), *Producer (Professional Media Practice): The Guardian. Designing Together: The Collaboration and Conflict Management Handbook for Creative Professionals*. New Riders.

White, P. (2012), *The Producer's Manual*. Sample Magic.

Coryat, K. (2009), *Guerilla Home Recording: How to Get Great Sound from Any Studio*. Hal Leonard Corporation.

Additional Resources:

- Access to university's recording studios and editing labs.
- Online tutorials and resource guides.

