

Module specification

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Module Code	CMT315
Module Title	Media Production: Sound and Music
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	30 hrs
Placement tutor support	0 hrs
Supervised learning e.g. practical classes, workshops	10 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

This foundational module combines theoretical learning and analysis with practical exercises to develop a fundamental understanding of the creative use of sound and music in media projects.

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

1	Recognise the role and impact of sound and music in media.
2	Develop understanding of the use of sound in shaping narrative experiences.
3	Operate basic audio recording and editing equipment.
4	Apply sound design techniques to enhance media projects.
5	Create a developmental media artefact showing the use of sound to shape storytelling.

Assessment

Indicative Assessment Tasks:

- Portfolio (50%): Individual or group project demonstrating sound recording and editing skills – negotiated with the tutor, can be one large piece of work or several smaller - totalling 15mins.
- Essay (50%): (750 words) Student analysis of chosen area of use of sound / music in a selected form or forms of production. Essay title to be negotiated with tutor.

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

Derogations

None

Learning and Teaching Strategies

The module builds on the technical skills acquired in Sem1 Studio Essentials – and is structured within a contextual-analysis-production method. Whereby students are introduced to certain concepts, discuss and interrogate those ideas, then produce related material. For example:

Session One	Session Two	Presentation of Concept
Sound and Narrative.	Case Study – Star Wars and leitmotifs. Assessment – create short 30s-1m audio piece that	Students present their short creations which include reflective accounts of aesthetic and creative choices.



	shapes character or story for the listener.	
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Therefore, module delivery consists of:

- Lectures: Contextual analysis, historical frameworks.
- 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
- Screenings and Critiques: Analysing and discussion.
- Projects: Media production projects.

Indicative Syllabus Outline

- Music in Media: Role of music in film, television, and other media.
- Sound Design: How sound effects may enhance storytelling and shape narrative experiences.
- Sound and Genre: case studies across movie and TV modes.
- Critical Listening: Analysing sound and music in media for creative insights.
- Practical Workshops: Hands-on practice with audio equipment and software - selecting and integrating music.

Indicative Bibliography:

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

Essential Reads

None

Other indicative reading

Alten, S. R. (2013), *Audio in Media*. 10th ed. Wadsworth Publishing.

Sonnenschein, D. (2001), *Sound Design: The Expressive Power of Music, Voice, and Sound Effects in Cinema*. Michael Wiese Productions.

Rumsey, F. and McCormick, T. (2014), *Sound and Recording: An Introduction*. Focal Press.