

MODULE SPECIFICATION PROFORMA

Module Title:	Theatre Technology	Level:	5	Credit Value:	20
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Module code:	CMT506	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:	April 17
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School:	Creative Arts	Module Leader:	Colin Heron
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Scheduled learning and teaching hours	48 hrs
Guided independent study	152 hrs
Placement	0 hrs
Module duration (total hours)	200 hrs

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

Pre-requisites
None

Office use only

Initial approval: August 16

Date of revision: April 17

Have any derogations received SQC approval?

Version 2

N/A

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.

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	Appraise the environmental factors that limit the effectiveness of available technology.	KS1	KS3
		KS6	
2	Design and specify technological solutions for theatrical sound applications.	KS3	KS6
		KS7	KS9
		KS10	
3	Work as a team member in a theatrical production and understand the roles of the associated team members.	KS2	KS3
		KS8	
4	Apply the procedures and techniques for designing sound for a theatrical production to a professional technical and creative standard.	KS4	KS5
		KS9	

Transferable/key skills and other attributes

Develop an understanding of professional theatre production
Appreciation of architectural constraints
Communication skills

Derogations

None

Assessment:

1. The student will conceive and design a technical solution as a case study based upon a director's brief.
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 (%)	Duration (if exam)	Word count (or equivalent if appropriate)
1	1,2,4	Case Study	70%		2000
2	3,4	Simulation	30%		20 minutes

Learning and Teaching Strategies:

The module will be presented 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.

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

Bibliography:

Essential reading

Hopgood, J. (2013) QLab 3 Show Control: Projects for live performances & installations. Focal Press.

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.