

Module Code:	CMT529
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Module Title:	Theatre Technology
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Level:	5	Credit Value:	20
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Cost Centre(s):	GACT	JACS3 code:	J930 100222
		HECoS code:	

Faculty	Arts, Science and Technology	Module Leader:	Jason Woolley
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Scheduled learning and teaching hours	30 hrs
Guided independent study	170 hrs
Placement	0 hrs
Module duration (total hours)	200 hrs

Programme(s) in which to be offered (not including exit awards)	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"/>
BSc (Hons) Music Technology	<input type="checkbox"/>	<input checked="" type="checkbox"/>
BSc (Hons) Live Sound	<input checked="" type="checkbox"/>	<input type="checkbox"/>
BA (Hons) Sound Design	<input checked="" type="checkbox"/>	<input type="checkbox"/>

Office use only

Initial approval: August 16

Version no:1

With effect from: 09/2020

Date and details of revision:

Version no:1

Sep 20 APSC Approved change of assessment – new mod code

Pre-requisites

None

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 skills and other attributes

None

Derogations

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

Assessment:

Indicative Assessment Tasks:

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 or Word count (or equivalent if appropriate)
1	1,2,4	Case Study	50%	2000
2	3,4	Simulation	50%	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

Indicative 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.