

Module specification

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Module Code	CMT542
Module Title	Post-Production for Visual /Audio Media
Level	5
Credit value	20
Faculty	FACE
HECoS Code	100222
Cost Code	GACT

Programmes in which module to be offered

Programme title	Is the module core or option for this programme
BA (Hons) Media Production	Core

Pre-requisites

N/A

Breakdown of module hours

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

For office use only	
Initial approval date	14/05/2024
With effect from date	September 2024
Date and details of revision	
Version number	1



Module aims

The content of this module is the progression of the first year modules Intro to Audio Skills and also Introduction to Screen Skills.

The module affords students the opportunity to consider digital media editing techniques in the context of the modern media industry. Students will further develop create editing techniques and will also explore advanced workflow and editing techniques including topics such as data exchange, software shortcuts and collaborative workflow. In the early part of the module, students will explore audio and screen based workflows.

In the latter part of the module, students learning and assessment activities will concentrate on either screen or sound based work.

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

1	Implement editing workflows that can meet creative goals for media materials.
2	Operate digital software for the efficient editing of media materials.
3	Evaluate and apply advanced editing techniques.
4	Plan and execute the editing of a media project using research informed methodologies to inform and develop practice.

Assessment

Indicative Assessment Tasks:

1. The practical assessment task will either be screen or sound based. Students will either edit raw screen footage or sound in order to realise create goals in an efficient manner that aligns with industry practice.

2. Students will produce a report which will outline and justify their approach to the above practical work. (1200 words)

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)
1	1,2,3	Coursework	70
2	4	Written Assignment	30

Derogations

NA



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.

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 a series of lectures linked to practical sessions with the associated software and equipment

Indicative Syllabus Outline

Screen footage editing
Audio file editing
Project management
Data exchange
Keyboard shortcuts
Hardware interfaces
Creative workflow

Indicative Bibliography:

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

Essential Reads

Clark, B. et al. (2019). *The Guide to Managing Post Production for Film, TV and Digital Distribution*. Routledge.

Rosenberg, J. (2019). *The Healthy Edit*. (2nd Edition). Routledge.

Paternostro, E. (2023). *The Pro Tools 2023 Post-Audio Cookbook: A holistic approach to post audio workflows like music production, motion picture, and spoken word*. Packt Publishing.

Other indicative reading

www.soundonsound.com

Audio Engineering Society–Journal and e-Library <http://www.aes.org>

<https://www.postmagazine.com/>