Prifysgol **Wrecsam**
Wrexham University

Module specification

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Module Code	CMT618
Module Title	Music and Sound Design for Film
Level	6
Credit value	20
Faculty	FACE
HECoS Code	100443 Media production
Cost Code	GACT
Pre-requisite module	NA

Programmes in which module to be offered

Programme title	Core/Optional/Standalone
BA (Hons) Music and Sound Production	Core

Breakdown of module hours

Learning and teaching hours	21 hrs
Placement tutor support hours	0 hrs
Supervised learning hours e.g. practical classes, workshops	0 hrs
Project supervision hours	3hrs
Active learning and teaching hours total	24 hrs
Placement hours	0 hrs
Guided independent study hours	176 hrs
Module duration (Total hours)	200 hrs

Module aims

This module develops some of the skills and theory engaged with at Level 5 Module Audio Design and Implementation for Game but the focus shifts to Film outputs. Key topics will include Film Sound Design including for example, Foley, dialogue design, ADR, Sound FX and effective workflow for industry settings.

Module Learning Outcomes

At the end of this module, students will be able to:

1	Demonstrate effective technical skills in producing sound design using hardware and software tools.
2	Apply creative and collaborative workflows to produce sound design deliverables
3	Critically analyse and evaluate sound design techniques and their contribution and impact on film.
4	Integrate sound design deliverables to support effective film output.

Assessment: Advanced Post-Production Project

Students will complete a sound design task that includes creating and replacing the following elements of a short film production including for example, special fx, foley, dialogue, integrating a musical bed. Alongside the project, students will present a reflective analysis that discusses their workflows, technical and creative decisions, and an evaluation of the work submitted.

Submission Requirements:

Portfolio - A completed 5–7 minute film complete sound design task.

Presentation - A 15 minute presentation

Assessment number	Learning Outcomes to be met	Type of assessment	Duration/Word Count	Weighting (%)	Alternative assessment, if applicable
1	1, 2, 4	Portfolio	5-7min	80%	N/A
2	3	Presentation	15 minutes	20%	N/A

Derogations

None.

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. This will include a series of lectures linked to practical sessions with the associated software and equipment. Tutorial support for independent learning will also be offered.

Welsh Elements

In collaboration with the University's Welsh Language Team, tutorial support and also assessment submission will be available through the Welsh Language should students elect to do so.

Indicative Syllabus Outline

- Sound Design for Film
- Foley
- Sound FX
- Dialogue design for film
- Software and Hardware approaches to Sound Design for Film
- Creative and collaborative workflows
- Evaluation of sound in the context of film

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

Essential Reads

Viers, R. (2008), *The Sound Effects Bible: How to Create and Record Hollywood Style Sound Effects.* Michael Wiese Production.

Other indicative reading

Theme Ament, V. (2021), *The Foley Grail: The Art of Performing Sound for Film, Games, and Animation.* 3rd ed*.* Routledge. https://doi.org/10.4324/9781003008439 The Art of Performing Sound for Film, Games, and Animation: History, Theory, and Practice. 7th ed. London: Routledge.

Harrison, T. (2021), *Sound Design for Film*. The Crowood Press Ltd.

Polis, M. and Rea, P. (2023), *A Filmmaker's Guide to Sound Design - Bridging the Gap Between Filmmakers and Technicians to Realize the Storytelling Power of Sound*. Taylor and Francis.

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

Administrative Information

For office use only	
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