Module Definition Form (MDF)

Module code: MOD010769	**Version:** 1 **Date Amended:** 22/Jan/2025

1. Module Title
Production Sound for Film and Media

2a. Module Leader
Paul Rhys

2b. School
Cambridge School of the Creative Industries

2c. Faculty
Faculty of Arts, Humanities, Education and Social Sciences

3a. Level
5

3b. Module Type
Standard (fine graded)

4a. Credits
15

4b. Study Hours
150

5. Restrictions

Type	Module Code	Module Name	Condition
Pre-requisites:	None		
Co-requisites:	None		
Exclusions:	None		
Courses to which this module is restricted:	BA Music Performance, BA Music Production, BSc Audio and Music Technology		

LEARNING, TEACHING AND ASSESSMENT INFORMATION

6a. Module Description

The Production Sound for FIlm and Media module builds competence in the creation and production of original sound material, including location sound, sound effects, automated dialogue replacement (ADR), and Foley artistry.

Each of the two independent modules on sound production for film and media is designed to enhance essential employability skills by developing the technical and collaborative abilities required for audio production across a range of contemporary media formats. Through hands-on projects, you will work in teams or collaborate with students from other courses within the Cambridge School of Creative Industries, building skills in teamwork, leadership, and communication. Developing soundtracks for film, streaming, gaming, and immersive media will allow you to gain practical experience aligned with current industry expectations, preparing you for diverse roles within the media and entertainment sectors.

This real-world application of skills will extend your employability, equipping you with the knowledge and confidence to meet the demands of media creators, filmmakers, and sound professionals. You will have opportunities to showcase your work to external audiences, gaining feedback and insight. By engaging in planning, critical analysis, and practical tasks, you will learn to apply industry-standard tools and techniques for audio production and post-production, with a strong emphasis on adaptability, innovation, and problem-solving in professional settings.

6b. Outline Content

- Relevant media-production context
- Relevant theories and concepts of film sound selection and experience
- On set: boom operation
- On set: ambience and room tone
- Studio: Foley and sound effects recording
- On set and studio: Automatic dialogue replacement (ADR)

6c. Key Texts/Literature

The reading list to support this module is available at: https://readinglists.aru.ac.uk/

6d. Specialist Learning Resources

Access to music technology studios and film production suites, suitable hardware and software

7. Learning Outcomes (threshold standards)		
No.	**Type**	**On successful completion of this module the student will be expected to be able to:**
1	Knowledge and Understanding	Analyse the processes and tools required for recording and capturing high-quality audio on set and in studio.
2	Knowledge and Understanding	Evaluate the importance of pre-production planning for sound, including script analysis, location scouting, and sound design concepts.
3	Intellectual, practical, affective and transferrable skills	Demonstrate the ability to operate and configure professional audio equipment effectively for on-set and studio production.
4	Intellectual, practical, affective and transferrable skills	Develop critical observational and listening skills to identify and mitigate potential audio challenges during production.

8a. Module Occurrence to which this MDF Refers				
Year	**Occurrence**	**Period**	**Location**	**Mode of Delivery**
2026/7	ZZF	Template For Face To Face Learning Delivery		

8b. Learning Activities for the above Module Occurrence			
Learning Activities	**Hours**	**Learning Outcomes**	**Details of Duration, frequency and other comments**
Lectures	30	1-4	3-hour lecture/tutorial in Weeks 1-6 and 8-11
Other teacher managed learning	8	1-4	Two 4-hour feedback sessions in Weeks 7 and 12
Student managed learning	112	1-4	Independent study
TOTAL:	150		

9. Assessment for the above Module Occurrence

The assessment for some modules includes a presentation (see below for details on how this particular module is assessed). We recognise that presenting, especially to a large group, can cause significant anxiety or distress for some students. If this may affect you, please contact your Module Leader or the Disability and Neurodiversity Service as early as possible. We will work with you to consider appropriate reasonable adjustments. Depending on your individual needs, these might include, for example, presenting to a smaller group or presenting only to a member of academic staff.

Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
010	Coursework		100 (%)	Fine Grade	30 (%)
Logbook & recording, 3,000 words equivalent					

In order to pass this module, students are required to achieve an overall mark of 40% (for modules at levels 3, 4, 5 and 6) or 50% (for modules at level 7*).

In addition, students are required to:
(a) achieve the qualifying mark for each element of fine graded assessment as specified above
(b) pass any pass/fail elements

[* the pass mark of 50% applies for all module occurrences from the academic year 2024/25 – see Section 3a of this MDF to check the level of the module and Section 8a of this MDF to check the academic year]