Module Definition Form (MDF)

Module code: MOD010770	**Version:** 1 **Date Amended:** 22/Jan/2025

1. Module Title
Post-Production Sound for Film and Media

2a. Module Leader
Tim Webster

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 (Hons) Music Performance, BA (Hons) Music Production, BSc (Hons) Audio and Music Technology		

LEARNING, TEACHING AND ASSESSMENT INFORMATION

6a. Module Description

The Post-Production Sound for Film and Media module builds competence in aspects of production that normally take place after filming and partial editing of footage has been completed and concerns a variety of scenarios related to sound editing, manipulation, and mixing, e.g., design of hyper-realistic soundscapes, employing immersive formats.

In this module, you will acquire essential employability skills through developing 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 design and experience
- Audio editing and mixing for the moving image
- Specialist, industry tools for sound manipulation
- Immersive Audio (surround formats, e.g., Dolby Atmos)
- Audio mastering for film
- Export and delivery of final audio content

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 used in post-production for editing, mixing, and mastering audio for film.
2	Intellectual, practical, affective and transferrable skills	Evaluate the creative and technical decisions required to integrate dialogue, sound effects, and music into a cohesive film soundtrack.
3	Intellectual, practical, affective and transferrable skills	Develop advanced listening skills to assess the quality and emotional impact of post-production audio.
4	Intellectual, practical, affective and transferrable skills	Produce and demonstrate a polished and professional sound design for a completed short film, incorporating mixing and mastering techniques.

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		Face to Face

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	1-4	100 (%)	Fine Grade	30 (%)
Logbook & film soundtrack, 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]