

Module Code:	CMT508
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Module Title:	Studio Design
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Level:	5	Credit Value:	20
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Cost Centre(s):	GACT	JACS3 code:	J930
		HECoS code:	100222

Faculty	Arts, Science and Technology	Module Leader:	Dan Pope
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Scheduled learning and teaching hours	48 hrs
Guided independent study	152 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"/>
BSc (Hons) Television Production and Technology	✓	<input type="checkbox"/>
BSc (Hons) Professional Sound and Video	✓	<input type="checkbox"/>
BSc (Hons) Live Sound	✓	<input type="checkbox"/>

Pre-requisites

Office use only

Initial approval: August 16 Version no:1
 With effect from: 01/09/2019
 Date and details of revision: Reapproved by AB 13/03/18 as part of reval for BA (Hons) Sound Design and BSc (Hons) Live Sound. Version no: 3
 10.03.20 Administrative Correction to indicative assessment narrative

Module Aims

The aim of this module is to expand upon principles acquired in the first year of the programme and apply the skills to design scenarios representing industry related tasks. The knowledge delivered will be concerned with the visual, acoustic and electrical design of a real space with ideas and principles drawn from case studies. The student will be introduced to 2D and 3D design packages to enable the creation of designs to a creative and professional standard. The electrical considerations will be an expansion of the knowledge acquired in Audio and Visual Science, applying core electrical principles to standard interconnections and wiring protocols for digital and analogue signal paths.

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	
1	Use computer aided design packages to construct virtual studio spaces	KS3	KS4
		KS5	
2	Emulate and appraise the performance of the environment using computer modelling and simulation	KS6	KS9
		KS10	
3	Define and analyse the business and financial constraints of the studio industry	KS6	KS7
		KS8	KS9
		KS10	
4	Design electrical solutions from equipment specifications	KS6	KS7
		KS10	
5	Draft designs and plans to a professional level	KS1	KS3
		KS4	KS5
		KS9	

Transferable skills and other attributes

Develop an understanding of the performance of components in professional media systems
Appreciation of architectural constraints
Communication skills

Derogations

None

Assessment:

Indicative Assessment Tasks:

The assessment will be a design project that will be supported by taught lectures. The student will design a studio based upon a given space. The design will be supported by case studies of operational recording facilities and include detailed drawings and renderings to support the design specification.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)	Duration or Word count (or equivalent if appropriate)
1	1 - 5	Project	100	2000

Learning and Teaching Strategies:

The module will be presented as a series of lectures.
Seminars will be conducted to explore the use of associated software.

Syllabus outline:

Overview of the studio industry
Studio industry case studies
Electrical principles as applied to studio design
Electrical interconnection standards for AV
Creating applied documentation
2D drafting
3D drafting
Lighting electrical considerations
Acoustic considerations
Accessibility and diversity.

Indicative Bibliography:
Essential reading
Box, H.C. (2010). Set Lighting technicians handbook. Focal Press CADFolks.(2015). AutoCad for beginners. CreateSpace Independant Publishing. Everest, F. A. (2015). Master Handbook Of Acoustics. McGraw Hill Newell, P. (2012). Recording Studio Design, 3 rd ed. Focal Press,
Other indicative reading
Audio Engineering Society – Journal and e-Library http://www.aes.org Chopra, A. (2014). Sketchup 14 for dummies. John Wiley & Sons.