

Module Title:	Advanced Lighting and Sound Techniques
Language of Instruction:	English
Credits:	5
NFQ Level:	7
Module Delivered In	2 programme(s)
Teaching & Learning Strategies:	A collection of workshops, demonstrations, experiments, listening sessions, screenings and tutorials will be implemented on the module.
Module Aim:	The aim of this module is to enable students to explore specific lighting and sound techniques and conventions and apply them to both the studio/soundstage and location/exterior situations and scenarios.
Learning Outcomes	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	Experiment with and demonstrate varying lighting sources in both studio and location scenarios.
LO2	Understand and apply lighting techniques to varying studio and location scenarios.
LO3	Understand and utilise assorted and appropriate microphones for varying studio and location scenarios.
LO4	Identify and apply theories and conventions of sound design in TV and film.
Pre-requisite learning	
Module Recommendations <i>This is prior learning (or a practical skill) that is recommended before enrolment in this module.</i>	
No recommendations listed	
Incompatible Modules <i>These are modules which have learning outcomes that are too similar to the learning outcomes of this module.</i>	
No incompatible modules listed	
Co-requisite Modules	
No Co-requisite modules listed	
Requirements <i>This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.</i>	
TV Studio I, II & III	

Module Content & Assessment

Indicative Content

Module Overview

This module is designed to enable the student to explore the production disciplines of lighting and sound and apply a more detailed approach to the techniques and conventions widely used in the industry.

Lighting

Understand and apply enhanced knowhow and skills of lighting techniques and conventions in studio, location and exterior situations and scenarios.

Audio

Sound selection, gathering, recording and design. Assorted microphone comprehension, selection, positioning and placement in both studio and location scenarios. Recognise the role of the sound designer and explore techniques and conventions employed including dialogue, music and sound effects (SFX).

Assessment Breakdown

%

Continuous Assessment

100.00%

Continuous Assessment

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Practical/Skills Evaluation	Lighting techniques	1,2	25.00	n/a
Practical/Skills Evaluation	Lighting techniques	1,2	25.00	n/a
Practical/Skills Evaluation	Sound Recording	3	25.00	n/a
Practical/Skills Evaluation	Sound Design	4	25.00	n/a

No Project

No Practical

No End of Module Formal Examination

SETU Carlow Campus reserves the right to alter the nature and timings of assessment

Module Workload

Workload: Full Time		
<i>Workload Type</i>	<i>Frequency</i>	<i>Average Weekly Learner Workload</i>
Studio Based Learning	Every Week	2.00
Independent Learning	Every Week	3.00
Total Hours		5.00

Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_EETVM_B	Bachelor of Science (Honours) in TV and Media Production	6	Elective
CW_EETVM_D	Bachelor of Science in TV and Media Production	6	Mandatory