

Module Outline	Part 1- as validated
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1.	Title	Studio Sessions
2.	Level	4
3.	Credits	20
4.	Indicative Student Study Hours	36 hours group lectures and workshops 164 hours independent study
5.	Core (must take and pass), Compulsory (must take) or Optional	Compulsory

5. Brief Description of Module (purpose, principal aims and objectives)
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This module will develop skills in performance and/or production in a studio environment. Students will work collaboratively, developing skills in musicianship, stylistic awareness, responding to creative ideas and studio protocol.

A central part of the students experience is to explore the numerous challenges a session musician and/or producer incurs in the production process, and to develop an understanding of the requirements to complete a finished recording through appropriate terminology and practical application of theoretical principles.

6. Learning Outcomes - On successful completion of this module a student will be able to:
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(Add more lines if required)

1.	Contribute effectively to the recording process through performance or production
2.	Evaluate individual effectiveness and personal contribution within the studio environment
3.	Demonstrate secure knowledge of the practical application of studio equipment
4.	Demonstrate effective skills of communication and collaboration
5.	Contribute productively to a group through working in flexible and creative ways

7. Assessment**Pass on aggregate or Pass all components**

(modules can only be pass all components if this is a PSRB requirement)

Pass on aggregate**Summary of Assessment Plan**

	Type	% Weighting	Anonymous Yes / No	Word Count/ Exam Length	Learning Outcomes Coverage	Comments
1.	Practical assessment	50%	No	15-20 min	1,2,5	
2.	Reflective multimedia portfolio	50%	No	10-12 min	3,4,5	

Further Details of Assessment Proposals

Give brief explanation of each assessment activity listed

1. Practical session will consist of students' contributions for either performance or production. Students will be working towards a finished recording within a studio session.
2. The reflective multimedia portfolio will consist of edited studio sessions reflecting performance or production to total 10-12 minutes supported by an evaluation of role (s).

8. Summary of Pre and / or Co Requisite Requirements

N/A

9. For use on following programmes

BA (Hons) Music for Media

BA (Hons) Performance and Teaching

BA (hons) Popular Music

1.	Module Leader	Mark Roberts
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2.	Indicative Content
	<p>The following topics are an indicative list of items covered in this module:</p> <ul style="list-style-type: none"> • playing to click track • developing stylistic awareness • creating and playing from lead sheets • understanding studio protocols • using production terminology • developing communication skills in a professional environment • the role of the producer/performer • organising and managing sessions • playing by ear, sight reading, improvisation • working from demo recordings

3. Delivery Method <i>(please tick appropriate box)</i>					
Classroom Based	Supported Open Learning	Distance Learning	E-Learning	Work Based Learning	Other (specify)
✓					
<i>If the Delivery Method is Classroom Based please complete the following table:</i>					
1	Activity (lecture, seminar, tutorial, workshop)	Activity Duration - Hrs	Comments	Learning Outcomes	
	Introduction to module	30		2,3	
	Practical	110			
	Theory	40			

2	Revision of previous session	20		1,3,5
	Practical 1	110		
	Group discussion (success of task and areas of improvement)	20		
	Practical 2	30		
3	Revision of previous session	25		1,3,5
	Practical	110		
	Group discussion on the role of the producer	45		
4	Revision of previous session	20		1,3,4,5
	Practical	130		
	Group discussion on communication and directions	30		
5	Group discussion review	30		1,3,5
	Practical 1	75		
	Practical 2	75		
6	Practical 1	60		1-5
	Practical 2 (musical directions)	80		
	Group discussion	40		
7	Group discussion	45		1-5
	Requirements for task 1 – mock set-up	90		
	Group review	45		
8	Requirements for video editing 1	180		3,4,5
9	Requirements for video editing 2	60		3,4,5
	Group work on evaluations	120		
10	Assessment – task 1 (1)	180		1-5

11	Assessment – task 1 (2)	180		1-5
12	Group work on submission of task 2	180		3,4,5
	Total Hours	36		

If delivery method is <i>not</i> classroom based state lecturer hours to support deliver	Academic tutorials: two 20-min sessions per student
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4. Learning Resources
To include contextualised Reading List.

Recording studio and DAW

Bijsterveld, K. and van Dijck, J. (2009) *Sound Souvenirs: Audio Technologies, Memory and Cultural Practices (Transformations in Art and Culture)*. Amsterdam: Amsterdam University Press

Huber D. M. & Runstien, P. (2001) *Modern Recording Techniques* Oxford: Focal Press

Kelly, C. (2011) *Sound*. Cambridge, MA: MIT Press

LaBelle, B. (2010) *Acoustic Territories: Sound Culture and Everyday Life*. New York: The Continuum International Publishing Group Inc.

Leung, L. (2011) *Digital Experience Design: Ideas, Industries, Interaction*. Bristol: Intellect Books

Owinski, B. (2009) *The Studio Musician's Handbook* USA: Hal Leonard

Woodhall, W. (2010) *Audio Production and Post-Production*. Sudbury, MA: Jones and Bartlett Publishers, Inc

Wyatt, H. and Amyes, T. (2004) *Audio Post Production For Television and Film: An Introduction to Technology and Techniques*. Oxford: Focal Press

Online Journals / Websites

Apple (n.d.) *Logic Pro Support*. Online (Available from www.apple.com/support/logicpro)

Apple (n.d.) *Soundtrack Pro Support*. Online (Available from www.apple.com/support/soundtrackpro)

Avid (n.d.) *Pro Tools*. Online (Available from www.avid.com/US/products/family/pro-tools)