

BAPP502 : Effects & Practices: Post Production for Audio & Video

Status	Approved
Module Name	Effects & Practices: Post Production for Audio & Video
Module Code	BAPP502
Credit Value	30
Level	5
Pre-requisites	
Named Module Leader	Chandler, Katie

Module Aim

This module advances editing, sound, post production and academic skills by building on Level 4 foundations, while encouraging students to reflect on their technical and creative development.

Summary Module Description

This module builds on the workflow and technical proficiencies started in 'Visual Storytelling' and 'Shooting for Post Production' at Level 4 and further embellishes the development of student skills in editing and sound. It also enables students to further develop critical academic skills in relation to theorists and creative practitioners who have shaped the respective fields. Students will create a 'development log' in which they chart their individual technical and artistic progress in relation to the ideas of creative practice met during the course of the module.

Module-Specific Employability Skills

The module will offer you an opportunity to practise the following skills that can be used in professional settings in film, television and creative industries, as well as in academia and beyond:

Industry & Business Knowledge: You will develop an ability to recognise and apply relevant terminologies, technologies and processes to your creative practice or evaluation of others' work.

Technical Skills: You will develop the ability to apply established and emerging technologies in an effective and ethical manner, ensuring responsible and informed creative decision-making. You will

gain practical experience with industry-standard tools, refining your ability to utilise digital platforms and software. You will understand and apply structured workflows to support creative decision-making. You will develop the capacity to troubleshoot and resolve technical challenges.

Expanded Worldview: You will appreciate a range of diverse creative practices and modes of expression. You will also develop social and political sensitivity, especially regarding representation.

Health and Safety: You will enhance your awareness of health and safety guidelines and apply them in professional settings. Your awareness will include matters relating to mental well-being, sustainability, and safe working environments.

Problem Solving and Innovation: You will grow your capability to logically and critically evaluate the currently available screen performance practices and progress your creativity towards innovation by applying conceptual models to practical challenges.

Imagination and Creativity: You will gain the opportunity to experience exploration of individual and ensemble creativity, practically. You will develop understanding of processes in order to stimulate creativity to develop your craft.

Organisation: You will advance your project and time management skills.

Communication skills: You will practice an ability to articulate your ideas in writing, speech and practice in a coherent and clear manner that can be understood by non-specialist audiences.

Personal Development: You will define your priorities, manage your time effectively, develop an understanding of personal strengths and weaknesses and find ways of responding to constructive criticism and feedback.

Assessment Strategy

Learning Outcomes

LO #	Learning Outcome Name	Assessment Criteria Category
1	5. Research: Demonstrate the use of research, resources and methodologies that inform a project	Research
2	6. Analysis: Demonstrate the ability to analyse specialist information and practices	Analysis

3	7. Innovation: Demonstrate problem solving techniques, independent enquiry, practice and experimentation in the realisation of a project	Innovation
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Assessment Methods

Assessment Method	Description of Assessment Method	%	Learning Outcomes Assessed	Compulsory or Compensatable
PO	Development Log: students will create a short sequence drawing on a range of editing/sound/music techniques, accompanied by a written explanation of the processes applied, the effect(s) sought with an annotated bibliography.	100	LO: 1,2,3	Compulsory

The following codes for assessment methods apply

PO	Portfolio
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Modes of delivery

Learning Activities	
Type	Hours
Structured Learning Activity	75
Guided Independent Study	225
Total	300

Indicative list of resources

Brown, R.S. (1994) *Overtones and Undertones: Reading Film Music*. Berkeley: University of California Press.

Chion, M. (1994) *Audio-Vision: Sound on Screen*. New York: Columbia University Press.

Dancyger, K. (2018) *The Technique of Film and Video Editing: History, Theory, and Practice*. 6th edn. New York: Routledge.

Holman, T. (2010) *Sound for Film and Television*. 3rd edn. Burlington, MA: Focal Press.

Karlin, F. and Wright, R. (2013) *On the Track: A Guide to Contemporary Film Scoring*. 2nd edn. New York: Routledge.

Murch, W. (2001) *In the Blink of an Eye: A Perspective on Film Editing*. 2nd edn. Los Angeles: Silman-James Press.

Reisz, K. and Millar, G. (2010) *The Technique of Film Editing*. London: Focal Press.

Sonnenschein, D. (2001) *Sound Design: The Expressive Power of Music, Voice and Sound Effects in Cinema*. Studio City, CA: Michael Wiese Productions.

Yewdall, D.L. (2011) *Practical Art of Motion Picture Sound*. 4th edn. Burlington, MA: Focal Press.

Named Awards

Course
BAPVFXSFU01 BA(Hons) Post-Production & VFX (CFS)
BAPVFXSIU01 BA(Hons) Post-Production & VFX with Integrated Foundation Year (CFS)