



Module Specification

Summary Information

Module Code	4602STE
Formal Module Title	Live Sound 1
Career	Undergraduate
Credits	30
Academic level	FHEQ Level 4
Module Pass Mark	40

Learning Methods

Learning Method Type	Hours
Lecture	30
Practical	12
Workshop	30

Module Offering(s)

Start Month	Duration
September	12 Weeks

Aims and Outcomes

Aims	This module aims to provide the student with the core practical skills and theoretical knowledge required to work in the field of sound reinforcement. Particularly importantly, these skills will enable the student to work effectively collaboratively in a live sound context throughout the rest of the year.
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Learning Outcomes

After completing the module the student should be able to:

Code	Description
ML01	Plan for a small to medium live music event including appropriate sound reinforcement system design/deployment and non-technical considerations.
ML02	Apply a range of technical and creative skills and methodologies in the set-up, commissioning, and operation of a sound reinforcement system.
ML03	Demonstrate an understanding of the underlying theories relating to the design and use of sound reinforcement systems.

Module Content

Outline Syllabus

Sound Reinforcement Basics

Background; reinforcement definition; system components and architectures – live sound consoles, amplifiers, crossovers, loudspeakers; signal flow and gain structures; safe working practices

Sound Theory and Listening

Frequency awareness – listening for audible artefacts/feedback; audio theory in the context of live sound – room modes, acoustic coupling, feedback, delay; basic analysis tools (including ears); amplifier and speaker matching – impedance and power; developing a sensible approach to compromise

Mic Technique and Input Strategy

Mic selection and deployment in the live audio environment – dynamic vs. condenser, polar pattern effects, mic techniques for performers; input strategies, channel lists, stage plans, microphone splitting

Mixing

Structure of live mix; techniques to aid clarity and avoid feedback; using FX and processors for FOH purposes; working with audio sub-groups and VCAs for mixing; introduction to digital mixing consoles and associated infrastructure for live sound

Monitors

Need for monitoring – approaches to provide monitoring; auxs vs. separate monitor desk; wedges and fills; positioning monitors, voicing and EQ for monitor mixes; relationship between stage sound and FOH sound

Interpersonal Skills and Time Management

Working in a team; working with artists; protocol and procedures for line checks, sound checks and changeovers; planning production schedules and get-in / get-out; technical resource planning

Basic System Design

Matching technical specification to room size; choosing appropriate equipment; common problems and solutions – feedback, dispersion, coverage; tuning FOH systems.

Module Overview

Whilst there is some overlap in both theory and practice between this and studio-based work, this module will place these in the context of live sound, in addition to introducing the student to new skills and techniques. The majority of applications covered in this

module centre around small to medium scale portable sound reinforcement systems in the context of popular music performance.

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Learning Outcome Mapping
Report	Pre-production (750 words)	10	0	ML01
Practice	Live Event	70	0	ML02, ML03
Test	Op Test	20	0.5	ML03