LIPA
THE LIVERPOOL INSTITUTE FOR PERFORMING ARTS

Module Specification

Summary Information

Module Code	5605TPT
Formal Module Title	Sound for Performance (Specialist Pathway)
Career	Undergraduate
Credits	45
Academic level	FHEQ Level 5
Module Pass Mark	40

Learning Methods

Learning Method Type	Hours
Lecture	60
Practical	45
Tutorial	5
Workshop	90

Module Offering(s)

Start Month	Duration
September	28 Weeks

Aims and Outcomes

Aims	This module will further develop the learner's knowledge, skills and understanding gained at Level 4 and offers in-depth learning in the student's chosen specialism of sound for performance. This will include developing their analytical and creative approach to sound design, technical sound methodologies and technology, the use of specialist equipment, specialist software and current professional working practices; helping them develop a greater understanding of the current professional context of the specialist area of design and production.

Learning Outcomes

After completing the module the student should be able to:

Code	Description

MLO1	Design, rig, optimize and operate medium to large sound reinforcement systems appropriate to a given brief
MLO2	Demonstrate a detailed knowledge of the function and use of digital speaker management and measurement systems, RF mics, wired and wireless monitoring and communication systems
MLO3	Identify, diagnose, and resolve faults in complex sound reinforcement systems taking into account relevant safety requirements including power distribution
MLO4	Critically evaluate their process and product including both technical and non-technical influences
MLO5	Understand and execute the role of Theatrical Sound Designer and Associate Sound Designer
MLO6	Respond to a brief in order to be able to create sound effects, moods and a sonic narrative to achieve set goals
MLO7	Design and execute a sound effect playback/show control file with consideration for stability, employing appropriate techniques to achieve good organisation and clarity
MLO8	Create appropriate documentation relating to a Sound Design for Theatrical purposes

Module Content

Outline Syllabus

Advanced Speaker Systems
Multiple speaker arrays – distributed approaches to reinforcement; active speaker management systems – crossover points and responses, compression, and protection; planning, rigging and flying techniques for loudspeakers; time alignment and imaging.

Advanced System Design
Working with mix matrixes; analogue and digital live sound consoles; digital audio networking basics; DSP based system processing – advantages and disadvantages, key components, software building blocks, building DSPbased system processing profiles, remote monitoring; power distribution – single and multi-phase, distribution and conditioning units, avoiding earth loops.

RF Technology and Communications Systems
Basic principle of RF transmission and reception; aerial types and uses; frequency planning, management, and licensing; inter-modulation and how to avoid it; RF distribution and head amplification; working with radio microphones – capsule types and characteristics, mic placement strategies and techniques with head-worn microphones; working with In-Ear Monitoring Systems; Communication systems for live sound - design and implementation.

Theatre Sound Design
Similarities and differences in theatrical reinforcement requirements; protocols for working in theatre; planning and producing documentation. The role of a Designer, Associate and Assistant; Working with a Director; Production process; Research and

Script analysis; Content creation (concept and practical); Creating Sound effects and textures; Emotional stimuli; Implementation of content through creation and operation of appropriate sound effect playback/show control software including techniques, tips and tricks; Cues and control; Concepts and aims in desk programming; Defining and heading up a team; Working with other departments; Documentation and information sharing; Negotiation and developing ideas with others; Live effects; Spot FX; Foley; Rights and licensing.

System Measurement and Tuning
Principles of measurement – single channel spectrum analysis vs. dual-channel measurement principles; using software and hardware tools for measurement.

Module Overview

This specialist pathway offers the in-depth study of two key aspects of live sound production the technical and the creative. The technical covers areas such as advanced sound system design, deployment, and optimisation for live sound performance along with other key topics which are central to successful live events, such as communication and wireless microphone and monitoring systems. The creative element explores the concepts and processes involved in theatrical sound design along with the complexities, subtleties, and challenges of the role of Theatre Sound Designer. Practical processes in content creation will be examined including techniques such as the use of Foley as well as the application of these to live performance with show-control and playback systems.

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Learning Outcome Mapping
Practice	Controlled Practical Project	40	4	MLO1, MLO2, MLO3
Portfolio	Technical Portfolio and Group	15	0	MLO4
Practice	Practical Assessment	45	0	MLO5, MLO6, MLO7, MLO8