

Module Specification

Summary Information

Module Code	6605FACT
Formal Module Title	Live Events and Broadcast Creation
Career	Undergraduate
Credits	30
Academic level	FHEQ Level 6
Module Pass Mark	40

Learning Methods

Learning Method Type	Hours
Lecture	15
Tutorial	15
Workshop	60

Module Offering(s)

Start Month	Duration
September	28 Weeks

Aims and Outcomes

Aims	<p>This module aims to allow students to develop and deliver a live production through all production phases, from development to delivery.</p> <p>The production process will engage students in the application of acquired studio and location filming skills in the context of a live event and appraise the issues encountered.</p>
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Learning Outcomes

After completing the module the student should be able to:

Code	Description
MLO1	Synthesise knowledge of sound and vision capture in both studio and location settings.
MLO2	Adapt film and TV techniques to the broadcast of live events.
MLO3	Adapt film and TV technique to the integration of digital imagery into live events or performances.

MLO4	Critically evaluate the relationship between live events and recorded and live digital imagery.
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Module Content

Outline Syllabus

The module will consider the various models of live event and broadcast in the industry and the related commercial imperatives. It will look at the working practices and technical configuration of live event production and the associated roles for successful delivery. It will consider the theoretical and critical perspectives that emerge where live and digital activity co-exist.

Module Overview

Students will work on a series of live productions, collaborating with other arts practitioners and disciplines across the institution to create a complex and externally facing broadcast portfolio.

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Learning Outcome Mapping
Artefacts	Live Broadcasts	80	0	MLO1, MLO2, MLO3
Report	Critical Evaluation of Project	20	0	MLO4