



## Module Specification

### Summary Information

<b>Module Code</b>	5603ASD
<b>Formal Module Title</b>	The Actor's Process: Screen & Digital Project III
<b>Career</b>	Undergraduate
<b>Credits</b>	30
<b>Academic level</b>	FHEQ Level 5
<b>Module Pass Mark</b>	40

### Learning Methods

<b>Learning Method Type</b>	<b>Hours</b>
Practical	150
Workshop	100

### Module Offering(s)

<b>Start Month</b>	<b>Duration</b>
September	28 weeks

### Aims and Outcomes

<b>Aims</b>	<p>This module introduces you to the technical skills, industry requirements and creative possibilities of audio work for the actor, in the distinct contexts of the home studio and the industry audio suite.</p> <p>You will explore the concept of Voice Acting as a pathway within a portfolio career, beginning to develop your own voicereel, following industry practice.</p> <p>You will supplement your technical skills with further production training which, coupled with industry analysis and your creativity, will allow you to develop your own podcast and produce your own digital audio work.</p> <p>Work on audiobooks and audio drama completes the module.</p>
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### Learning Outcomes

After completing the module the student should be able to:

<b>Code</b>	<b>Description</b>
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ML01	Apply research and analysis for creative project preparation
ML02	Employ integrated technical skills to meet audio production requirements
ML03	Apply interdisciplinary digital audio acting skills in performance
ML04	Analyse critical, cultural and audience performance perspectives
ML05	Demonstrate and interrogate collaborative process, personal and interpersonal skills

## Module Content

### Outline Syllabus

This module further supports the course concept of the creative and technically competent actor with a specific focus on audio work.

Developing from Level 4, you will work extensively with Voice specialists, exploring microphone technique and the preparation and performance approaches specific to audio work.

Production skills training will develop your understanding of audio equipment enabling you to apply your technique effectively in a voice-over booth as well as in the creation of a home studio, an essential part of a modern digital voice actor.

Cultural and industry research allows to understand industry trends and identify possibilities for creating work. Writing for audio enables you to develop personal audio scripts for voicereel, following industry practice.

### Module Overview

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## Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Learning Outcome Mapping
Practice	Audio Project I	80	0	ML01, ML02, ML03, ML04, ML05
Practice	Audio Project II	20	0	ML01, ML02, ML03, ML04, ML05