

Course title: SOUND RECORDING 2

Course code: 19016307

Year/term: Year 3/term 2

Credit points: 4

Contact time: 3-hour lecture & 2-hour lab

Prerequisite: Sound recording 1

Online teaching platform: Google meet

Lecturer and student contact via Google classroom

Course Learning Outcomes

- C1. Students are introduced to multi track live music recording
- C2. Students are able to place a microphone with a modern record technique
- C3. students are able to design and operate professional audio recording system and multi- channel monitoring system
- C4. students are able to use the multi-channel audio recording

Generic learning outcome

- G1. students are able to communicate and speak well in public
- G2. students are responsible for all assigned work on time
- G3. students are able to work as team.
- G4. students can use their knowledge to analyse, develop and create their own work.
- G5. students have life-long learning skill.
- G6. students has a good skill in English communication, especially, the technical communication relates to sound and acoustic engineering

Learning & Teaching Activities

Teaching activities	Learning outcome	Remarks
Lecture	C1,C 2,C 3	Every week
Lab	C1, C2,C 3,C 4	Every week

Assessment

Name	%	Learning outcome	Remarks
Exam	40	1, 2, 3	Midterm (20%), final (20%)
Final project	20	1, 2, 3	
Assignments	30	1, 2, 3, 4	
Aural Exam	10	1, 2, 3, 4	At the term end

Feedback

Activities	Remarks
Answer Assignment	Every week
Announce Midterm score	week9

Time table

Week no.	Lecture topics	Lab topics
1	Introduction to audio post production	5.1 sound system
2	Advanced microphone	Directional microphone
3	Multi-Channel microphone techniques	Surround microphones recording session
4	Live recording techniques	Live recording session
5	Audio post production techniques	Sound recording
6	Voice recording techniques	Voice recording session
7	Foley	Foley recording session
8	Mid-term exam	
9	On location recording techniques	Field recording
10	Sound editing techniques	TV Commercial Production
11	Impulse responses and convolution reverb	Making room impulse response
12	Surround mixing	Final project I
13	Audio mastering for post production	Final project II
14	Final project	Final project III
15	Final exam	