Learning Outcomes	Requirements				
CLO1 Demonstrate regular and consistent reflective practice addressing your proficiencies, processes, and people skills.	Two project reflections were completed.  Mid-project reflection:  How you developed your technical skills and knowledge How have you improved your workflows and processes How you developed your communication and collaboration skills  Project-completion reflection:  How you appraised the overall success of the project What obstacles you faced and how you overcame them How you will improve your skills for future projects				
LO1 Apply sound production methodologies to reinforce the narrative and audience impact in linear and non-linear media.	<ul> <li>Apply film post-production methodologies</li> <li>Edit and/or mix audio for a film that effectively reinforces the narrative and audience impact.</li> </ul>				
LO2 Explore a range of vocal production techniques in a variety of contexts.	<ul> <li>Document and reflect on dialogue production techniques used throughout the project.</li> </ul>				
LO3 Apply location recording, Foley, ADR, sound design and mixing techniques in a media project	<ul> <li>Documentation of on-set dialogue recording as part of a film crew.</li> <li>Evidence and reflection on additional film audio role you worked within.</li> </ul>				
LO5 Apply and reflect upon effective teamwork and collaboration in interdisciplinary group projects	Documentation and reflection on the teamwork, communication and collaboration throughout the project.				

## Project 4 Brief

# Professional Development

Due	Week 13
Group / Individual Project	Individual

#### **Brief:**

Professional Practice refers to the actions and endeavours undertaken to apply acquired knowledge to a specific industry, occupation, or work environment. During the course of this trimester, you will engage in various activities designed to enhance both technical proficiency and writing aptitude. These activities may include assignments given by your facilitator or self-directed projects. Maintaining thorough documentation of the work process serves as an effective means of demonstrating critical thinking and research capabilities. This project serves as an opportunity for you to document your participation in these tasks and for these outcomes to be factored into your final course grade.

### **Project Goals:**

Through this project, you will complete and document exhibited project work, review your performance and aspirations, present project work to your peers for feedback and wrap up the unit with a final unit reflection and grade justification.

### **Steps to Follow:**

- 1. Create a Learning Journal page for the Project Goals listed above.
- 2. Individual Performance and Aspirations Review Minimum 500 words.
  - a. Attend your one-on-one meeting with your facilitator in Week 8. Come prepared with your Transferable Skills Assessment, Review of Achievement to Date and Aspirations.
- 3. Exhibition: Work collaboratively with your peers to plan and execute a public exhibition of the projects you have developed. As part of this process, you will need to ensure that your projects are polished and ready for exhibition. You will also need to consider how you present your projects to your audience.
- 4. Final Unit Reflection including grade justification. Minimum 500 words.
- 5. Complete and document any Project Presentations required in project briefs.
- 6. Submit this project to Campus Online.

#### **Deliverables:**

Learning Journal page titled "Project 4 - Professional Development" with the following work included:

- Individual Performance and Aspirations Review Slides with evidence of participation in the Individual Performance and Aspirations Review meeting with your facilitator
- Project work exhibited at Campus Exhibition and in the Exhibition/Portfolio Page, along with a portfolio of all projects for the unit. This will include the crew roles and your work on each project ready for exhibiting. Include any feedback received after the Exhibition.
- Final Unit Reflection including grade justification. Minimum 500 words.
- Complete and document any Project Presentations required in project briefs.

Make sure all related content for your project and reflections are correctly shared with moderation\_au@sae.edu.

Learning Outcomes	Requirements
	Final Unit Reflection including grade justification. Minimum 500 words.
and consistent reflective practice addressing your	Summary of your learning throughout the unit.
proficiencies, processes,	<ul> <li>What technical skills did you develop most during this trimester?</li> </ul>
and people skills.	<ul> <li>What technical skills still have room for improvement?</li> </ul>
	What grade do you feel you have achieved and why?
	Individual Performance and Aspirations Review. Minimum 500 words.
	Write up a summary of your transferable skills and aspirational goals for the trimester using the following prompts. (Minimum 250 words).
	What Transferable Skills do I need to improve the most?
	<ul> <li>What are the Transferable Skills that I see as being most important to my own goals?</li> </ul>
	Document the feedback provided to you in the Individual performance & Aspirations review meeting and write a summary of your aspirations and goals using the following prompts. (Minimum 250 words).
	<ul> <li>Aspirations: Self-assessment of your performance against the Learning Outcomes. How are you tracking this?</li> <li>Proficiency: What roles and projects would you like to undertake in your studies to enhance your learning?</li> </ul>

# Learning Outcome Map

Project	Starts	Deadline	Learning Outcomes	Transferable Skills	Graduate Attributes
Project 1 - Game Audio	Week 1	Week 6	CULO1, LO1, LO3, LO4	1-8	6, 7
Project 2 - Sound Design for Animation	Week1	Week10	CULO1, LO1, LO2, LO3	1-8	1, 2, 3, 4, 5, 6, 7
Project 3 - Sound For Film	Week 5	Week 12	CULO1, LO1, LO2, LO3, LO5	1-8	1, 2, 3, 4, 5, 6, 7

Project	Starts	Deadline	Learning Outcomes	Transferable Skills	Graduate Attributes
Project 4 -	Week 6	Week 13	CULO1	1-8	1, 2, 3, 4, 5, 6,
Professional					7
Development					

## **Required Readings**

Purcell, J. (2014). *Dialogue editing for motion pictures: A guide to the invisible art* (2nd ed.). Burlington, MA: Focal Press. (2014).

Roginska, A., & Geluso, P. (Eds.). (2018). *Immersive sound*. New York: Routledge.

Rose, J. (2015). *Producing great sound for film and video: Expert tips from proproductions to final mix* (4th ed). Taylor & Francis. Retrieved from https://ebookcentral.proquest.com/lib/sae/detail.action? docID=1744215

### **Recommended Readings**

Alten, S.R. (2011). *Recording and producing audio for media*. Course Technology. Retrieved from https://ebookcentral.proquest.com/lib/sae/detail.action?docID=3136502

Amorim, J. A., De-Siqueira, J. M., & Martínez-Sáez, A. (2012). *Large scale multimedia production management: From strategic planning to Six Sigma*. Procedia: Social and Behavioral Sciences 46(1), 1430-1434. doi.org/10.1016/j.sbspro.2012.05.315

Bartlett, B., & Bartlett, J. (2007). *Recording music on location: Capturing the live performance*. Amsterdam, NL: Focal Press. Retrieved from https://ebookcentral.proquest.com/lib/sae/reader.action?docID=1687400

Beauchamp, R. (2013). *Designing sound for animation* ( 2nd ed). Focal Press. Retrieved from https://ebookcentral.proquest.com/lib/sae/detail.action?docID=1157737

Bennett, S. & Bates, E. (Eds.). (2018). *Critical approaches to the production of music and sound*. New York, NY: Bloomsbury Academic.

Brandon, A. (2005). *Audio for games: Planning, process, and production*. Berkeley, CA: New Riders Games.

Collins, K., Scott, D.B., & Hawkins, S. (2017). From Pac-Man to pop music: Interactive audio in games and new media. Aldershot, UK: Ashgate. Retrieved from https://ebookcentral.proquest.com/lib/sae/detail.action?docID=623979

Encabo, E. (2015). *Reinventing sound: Music and audiovisual culture*. Cambridge Scholars Publisher. Retrieved from https://ebookcentral.proquest.com/lib/sae/detail.action?docID=4534989