Assessment objectives relating to tasks

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| **Assessment objectives** | **Knowledge skills and understanding** | **Tasks** | **done**  **Y/N** |
| **1 Explore the technology required to record original sound** | | | |
| a) identify purpose and features of digital sound | • understand where, when and how they are used (e.g. broadcasting, web, multimedia, games)  • explore uses of sound (e.g. voiceovers, background, music, event/action sounds)  • discover types of sound eg spoken voice, sound effects, ambient noise and music  • quality considerations:  o volume  o Signal to Noise Ratio (SNR)  o tone, pitch, timbre  o clarity and interference  o balance | Create a Prezi to identify purpose and features of digital sound. |  |
| b) identify equipment and technology needed to record and produce digital sounds | • computer hardware  • sound cards (internal and external)  • sound and audio device properties  • sample rates and bit depth  • volume and recording control  • sound file formats (eg compressed, uncompressed)  • storage  • recording equipment & peripheral devices:  o types of microphones for recording different sounds  o mini disk recorder  o mixing equipment  o speakers | Create a Glog  The interactive poster will be used in Music shops to help customers identify equipment and technology needed to record and produce digital sounds. |  |
| **2 Plan a digital sound** | | | |
| a) plan the sound files to a specific brief | • ways of identifying client requirements (e.g. discussion, written brief/specification/assets)  • planning methods (e.g. visualise, conceptualise, storyboard/identify sources  • Document asset details  • Identify timescales and deadlines | Planning Form  Reference of sources |  |
| **3 Create and edit digital sound** | | | |
| a) record and source digital sound | • use recording equipment to record and save sound  • sources of sound files (e.g. web, DVD/CD, games, mobile technology, library) | Reference of sources and recordings folder. |  |
| b) create digital sound content from recorded and sourced sounds | • use digital sound software to import, edit, combine and produce:  o voiceovers  o action/event sounds  o background sounds  o music  • use editing tools and techniques eg cut, trim, copy, mix, volume/gain, fade in/out, audio level compression | Create Form |  |
| c) save sound files | • file management  • file attributes/formats and compression  • mono and stereo channels | Final sound  Recordings folder |  |
| d) test sound files | • create a test plan to test/check the playback of the sound files created  • test for:  o clarity  o quality | Create Form |  |
| **4 Review digital sound** | | | |
| a) review the sound files against the original brief | • client requirements and feedback  • quality of finished product  • fitness for purpose  • identify parameters and constraints that influenced decisions made eg asset manipulation, file formats, compression techniques, permission and subject matter/location, copyright, IPR, trademarks etc  • maintain accurate written records of **relevant** information about assets obtained, such as source, ownership, any restrictions on use, where they are located, filenames given | Review Form  Final sound  Reference of sources |  |