

Unit Title:	Sound Effects
Level:	2
OCR unit number:	205
Credit value:	5
Guided learning hours:	40
Unit reference number:	K/600/7702

## Unit purpose and aim

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This unit helps learners to understand the basics of sound effects for the creative and media sector. It allows them to understand the client brief and time frames and deadlines and preparation techniques to form part of the planning and creation process:

- Candidates will explore different uses and features of sound effects and where they are used
- Plan to record a sound effect to the client brief
- Create and edit the sound effect
- Review the final product with against the original brief

The aim of this unit is for the learner to develop an awareness of the current use of sound special effects and the implications of this technology in the Creative Media sector. The learner will also learn how to exploit these technologies to reach new audiences and generate revenue.

Learning Outcomes	Assessment Criteria	Knowledge, understanding and skills
1 Be able to investigate uses and features of sound effects	1.1 Explore the process of sound effect creation 1.2 Investigate a range of uses and applications within the sound industry for special sound effects 1.3 Identify how a range of sound effects are created and the methods used	Candidates should identify how sound effects are created e.g. in a studio using props to recreate a sound or from mixing digital effects together or adding effects in software.  Candidates should investigate the existing market for sound effects e.g. film, TV, games, advertisements.

<p>2 Be able to plan to record sound effects</p>	<p>2.1 Identify client requirements based on their brief to include the target audience</p> <p>2.2 Generate a range of original ideas for recording a sound effect using props</p> <p>2.3 Identify appropriate equipment, props and software for recording and creating sound</p> <p>2.4 Create a work plan to produce the sound effects to include activities, resources and timescales</p> <p>2.5 Identify any legal issues regarding all aspects of sound creation</p>	<p>The plan will include details of client requirements, activities to be carried out with proposed timescales and deadlines, assets to be sourced and equipment to be used.</p>
<p>3 Be able to create save and test the planned special sound effects</p>	<p>3.1 Record planned sounds using props</p> <p>3.2 Edit the sounds to the required length</p> <p>3.3 Use a range of software tools and techniques to enhance the sounds, creating the planned special sound effects</p> <p>3.4 Save the special sound effect in appropriate format for the client as agreed</p> <p>3.5 Organise electronic files using appropriate naming conventions to facilitate access by others</p> <p>3.6 Develop and use a basic test plan to test the special sound effect</p> <p>3.7 Correct any identified faults and apply improvement based on the test plan</p>	<p>Candidates will work to their plan and record sound effects using props e.g. for someone walking up a road, the candidate may use a shoe in a tray filled with gravel.</p> <p>Candidates should fully utilise a range of tools within their software application to ensure the sound(s) are is fully developed in line with the brief</p> <p>The sound effects should be saved/exported in a format so that it can be listened to for moderation purposes.</p> <p>Candidates should test their sound effect for sound quality, audio levels – gaining feedback and make any improvements required.</p>

<p>4 Understand how to review the special sound effect against the original brief</p>	<p>4.1 Critically review the finished product with the client and record feedback</p> <p>4.2 Describe the quality of the finished product.</p> <p>4.3 Explain the fitness for purpose of the finished product.</p> <p>4.4 Identify parameters and constraints that influenced decisions made</p> <p>4.5 Produce accurate written records of relevant information about assets obtained such as source ownership, any restrictions on use where they are located, filenames given</p>	<p>Candidates should obtain feedback on the sound effect. The review should identify positives and negatives relating to the finished product, rather than the creation process as this has been included in earlier evidence.</p> <p>The review should identify positives and negatives relating to the finished product, rather than the creation process as this has been included in earlier evidence.</p> <p>Candidates should identify any parameters and constraints. e.g., asset availability, permissions and subject matter/location, copyright.</p> <p>Maintain accurate written records of relevant information about assets obtained, such as source, ownership, any restrictions on use, where they are located, filenames given</p>
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## Assessment

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Assessment will consist of the candidate producing evidence to an OCR set or centre devised brief. All the learning outcomes and assessment criteria must be clearly evidenced in the submitted work, which is remotely moderated by OCR within their e-portfolio solution.

Results will be Pass or Fail.

## Evidence requirements

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This unit aims to equip the candidate with the ability to produce work for a client to create sound effects to a standard that meets the requirements of the brief. The candidate is able to work with the client to an agreed design brief to produce a completed product and to use the necessary tools and source the required resources as appropriate.

- 1 Candidates should present a report or presentation to show their understanding of the uses and features of sound effects.

- 2 A plan to show that they have identified the client requirements, that they understand the appropriate equipment, resources and formats of sound effects to meet the brief. Candidates should be able to produce a work plan for the sounds to create the sound effects.

The planning document clearly meeting all the learning outcomes must be submitted for moderation.

- 3 Be able to produce the sound effects in line with their plan to include:

- Recording the planned sounds using props
- Editing the sounds to the required length
- Using a range of software tools and techniques to enhance the sounds, creating the planned special sound effects
- Saving the special sound effect in appropriate format for the client as agreed
- Developing and using a basic test plan to test the special sound effect
- Correct any identified faults and apply improvement based on the test plan

These produced files should be digitised in the correct format for submission although candidates should be encouraged to create them digitally initially.

Evidence should also include a list of file names, types and properties of created files.

Candidates should submit the edited files and annotated screen captures in a report will also assist in evidencing their activities.

- 4 Candidates should prepare a review file to compare the finished product to the original brief and plan.

This should include the identification of any parameters and constraints that influenced decisions that were made e.g., file formats, asset manipulation, software and hardware constraints, copyright permissions, a critical review of the quality of the finished products and their fitness for purpose. A review of the sound effects and creation process with the client must be recorded and a record of feedback.

In this critical review candidates should also identify areas for improvement and further development of the sound effect files.

## Guidance on assessment and evidence requirements

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Candidates must produce all work to an acceptable standard and meet all the identified assessment objectives and learning outcomes.

A report that incorporates, for example, client discussion, written brief, specification, end user requirements, purpose and timescales must be submitted.

Screen captures of the finished product do not evidence the planning process.

Screen captures will need to evidence the creation process, using an appropriate range of tools and techniques

Candidates should submit files created at all stages of the process to include the final product. This evidence should be provided in a compressed digital format.

Students should produce critical review reflecting upon how successfully product meets the requirements of the brief, identifying any parameters and constraints that influenced their decisions. (e.g., file formats, asset manipulation, software and hardware constraints, copyright permissions) identifying what they would do differently if faced by a similar task and why.

You should refer to the 'Admin Guide: Vocational Qualifications (A850)' for Notes on Preventing Computer-Assisted Malpractice.

## Details of relationship between the unit and national occupational standards

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OCR Creative iMedia		Content crossover with National Occupational Standards	
Unit	Title		
205	Sound effects	IM1 IM27	Work Effectively in Interactive Media Create Sound Effects For Interactive Media Products

## Resources

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Equipment: A computer system capable of running a range software packages that will enable the candidate to meet the requirements of the client must be used.

## Additional information

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For further information regarding administration for this qualification, please refer to the OCR document '*Admin Guide: Vocational Qualifications' (A850)*.