

Unit Title:	Sound effects
Level:	1
OCR unit number:	105
Credit value:	4
Guided learning hours:	30
Unit reference number:	D/600/7700

## 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 types of sound effects and where they are used
- Plan a sound effect with props to a client brief
- Create and edit a 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 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 explore types of sound effects and where sound effects are used	1.1 List a range of techniques used to create sound effects  1.2 Search for uses of sound effects and give examples of these uses  1.3 Rate the effectiveness of the use of sound effects in different situations	Candidates should identify a range of at least 3 different types of sound effects e.g. created by recording or digitally created effects.  Candidates should give examples of where sound effects are used e.g. radio, television etc.  Candidates should rate the use of the sound effects for quality, fitness for purpose and usage  Candidates should rate the use of the sound effects for quality,

		fitness for purpose and usage using a minimum of 4 criteria in the rating in addition to the identification of the media product. There should be a minimum of 3 sound effects rated.
2. Be able to plan to record a sound effect using props	<p>2.1 Identify the clients requirements</p> <p>2.2 Identify the assets, props and equipment that will be required</p> <p>2.3 Identify appropriate file types and formats</p> <p>2.4 List in order the activities that you will carry out to create an original sound effect</p>	<p>Candidates should be identifying what the client required in terms of the purpose and the target audience.</p> <p>Candidates need to identify the assets that are needed for their sound effect this could be recorded sounds, sounds that are created digitally and then effects added in the software or sounds that are sourced and then edited to enhance (mixed or extra special effects added) the effect.</p> <p>Candidates should plan the effect in terms of Length of sequence, Resources e.g. time, equipment and software needed, Constraints e.g. use of copyright or amount of archive material, Quality e.g. bandwidth, Storyboard, other resources e.g. physical assets to create the sound, Plan a schedule for generating and editing material to a brief</p>
3. Be able to record and edit the planned sound effect	<p>3.1 Record and save a sound effect using props</p> <p>3.2 Use software to edit and trim the recorded sound</p> <p>3.3 Apply any additional effects within the software</p> <p>3.4 Save and export the finished sound effect in the format specified by the client</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 fully developed in line with the brief</p>

<p>4. Understand how to review the sound effect against the original brief</p>	<p>4.1 Identify strengths and weaknesses of own work</p> <p>4.2 Compare the finished object to the original brief</p> <p>4.3 Obtain feedback on the product</p> <p>4.4 Suggest improvements for own work</p>	<p>Personal review of the final outcomes identifying the strengths and weaknesses.</p> <p>Candidates should obtain feedback (this can be tutor acting as the client). Candidates should identify strengths and weaknesses and suggest how they could improve their sound effect and any changes to the order of their listed activities.</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>
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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 use and purpose 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 list in order the activities to be carried out to create the sound effects.

Candidates should create sketches or drawings of ideas.

These sketches should be digitised and submitted with a planning document for moderation.

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

- Recording and saving a sound effect using props
- Using software to edit and trim the recorded sound(s)
- Applying any additional effects within the software
- Saving and exporting the finished sound effect in the format specified by the client

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

Candidates should submit the created and 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 documents to the original brief and plan.

This should include feedback on the work produced; the candidate should identify strengths and weaknesses of their own work and list suggestions for improvements.

## Guidance on assessment and evidence requirements

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Candidates must produce all work to an acceptable standard.

Electronic evidence in the form of a report or presentation of research carried out to detail the investigation for the existing marketplace.

Report that incorporates, for example, client discussion, written brief, specification, end user requirements, purpose and timescales.

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

Students should produce a personal review reflecting upon how successfully product meets the requirements of the brief, identifying any parameters and constraints that influenced their decisions 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		
105	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 the appropriate software packages that meet the requirements of the qualification must be used. Additional resources such as cameras, microphones and props may also be required.

## 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).