



COURSE GUIDE
Audio Editing
MULTIMEDIA AND DIGITAL ARTS DEGREE
Universidad Católica de Valencia



TEACHING GUIDE SUBJECT AND / OR COURSE

		ECTS
SUBJECT: Audio Editng		6
Matter: Editing and Postpoducción		24
Module: DIGITAL VIDEO		36
Type of learning 1: OB	Year: 3º Semester: 1ª	
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¹ Basic Training (ordinary matter), compulsory, optional, external Practices, Final Project.



SUBJECT ORGANIZATION

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DIGITAL VIDEO				Nº ECTS 36
Duration and temporal location within the curriculum:				
Subjects and Courses				
Subject	ECTS	COURSES	ECTS	Course/semester
Audiovisual Narrative	6	Audiovisual Narrative	6	2/2
Producción	6	Production and documentary script	6	1/2

Editing and Postproducción	24	<ul style="list-style-type: none">- Recording and editing digital- Audio Editing- 3D Modeling and Animation- Digital Postproduction	6	3º / 2º
			6	3º / 1º
			6	3º / 1º
			6	4º / 1º
TEACHING GUIDE SUBJECT AND / OR COURSE: Audio Editing				
Prerequisites: None				
OBJECTIVES				
<ol style="list-style-type: none">1. Know the concepts of sound language and digital audio.2. Acquire criteria on the use of audio in different multimedia formats.3. Be able to design the sound of an audiovisual product knowing the types of microphones and their different applications.4. Implement the correct sound record previously designed.5. Know and master the professional tools of audio editing.6. Remember the legal aspects that affect the multimedia professional's work applied to audio.				



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	1	2	3	4
CB. 1 That students have demonstrated possession and understanding of knowledge in an area of study that is based on general secondary education, and is usually found at a level that, although supported by advanced textbooks, also includes some aspects that they involve knowledge coming from the forefront of their field of study.				x
CB. 2 That students know how to apply their knowledge to their work or vocation in a professional way and possess the skills that are usually demonstrated through the elaboration and defense of arguments and the resolution of problems within their area of study.			x	
CB. 3 That students have the ability to gather and interpret relevant data (normally within their area of study) to make judgments that include a reflection on relevant issues of a social, scientific or ethical nature.				x
CB. 4 That students can transmit information, ideas, problems and solutions to both a specialized and non-specialized audience				x
C.B. 5 That students have developed those learning skills necessary to undertake further studies with a high degree of autonomy.			x	

GENERAL COMPETENCES	Weighting of the competence			
CG.01 Capacity for analysis and synthesis				x
CG.02 Capacity for organization and planning			x	
CG.03 Oral and written communication in one's own language			x	
CG.05 Computer skills related to the field of study				x
CG.06 Information management capacity. Know how to obtain information effectively from specialized books and magazines, and other documentation		x		
CG.07 Troubleshooting				x
CG.09 Decision making			x	
CG.10 Teamwork			x	
CG.11 Work in an interdisciplinary team	x			
CG.13 Skills in interpersonal relationships				
CG.14 Critical reasoning			x	



CG.15 Ethical commitment		x		
CG.16 Ability to assume responsibilities				x
CG.17 Capacity for self-criticism			x	
CG.18 Autonomous learning and motivation for training throughout their professional life		x		
CG.19 Adaptation to new situations			x	
CG.20 Creativity				x
CG.21 Leadership. Analysis and team management		x		
CG.25 Motivation for quality				x
CG.28 Sensitivity towards cultural heritage		x		

SPECIFIC COMPETENCES				
	1	2	3	4
EC. 01 Capacity for analysis and synthesis			x	
CE.02. artistic sensibility. Develop the ability to perceive beauty in different forms and artistic creations, applying aesthetic principles and promoting creativity and multidisciplinary innovation.			x	
CE.03. Knowledge of specific methods of production and digital artistic techniques especially to apply them to the world of communication, also looking for new media.				x
EC.08. Ability to organize and process the information that will later be included in the project.			x	
EC.09. Ability to plan and direct projects and developments of technological content, particularly those related to art, multimedia design and communication.			x	
EC.10. Ability to translate creative ideas so that they can be transmitted in digital format.			x	
EC.12. Sensitivity to assess the importance of design in the formulation of messages and in the impact of their transmission in the different communicative fields.		x		
EC.13. Ability to contribute to the contemporary debate on digital and multimedia arts and practices.		x		
CE.15. Knowledge of the legislative framework in Spain and Europe, in particular regarding the audiovisual field and the protection of intellectual and industrial property		x		



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LEARNING OUTCOMES ²	Competences
R1 Differentiate the types of audiovisual sound and their functions.	CB: 1,2,3,4,5 CG: 1,2, 3, 5, 6, 7, 9,10,11, 13,14,16,17, 18,19, 20, 21, 25, 28 CE: 1,2,3,5,8,9,10,12,13,15
R2 Mastery of audio editing and production techniques.	CB: 1,2,3,4,5 CG: 1,2, 3, 5, 6, 7, 9,10,11, 13,14,16,17, 18,19, 20, 21, 25, 28 CE: 1,2,3,5,8,9,10,12,13,15
R3 Skill in the adequacy and synchronization of soundtracks in an audiovisual production.	CB: 1,2,3,4,5 CG: 1,2, 3, 5, 6, 7, 9,10,11, 13,14,16,17, 18,19, 20, 21, 25, 28 CE: 1,2,3,5,8,9,10,12,13,15
R4 Mastery of the narrative functions of the different types of sound.	CB: 1,2,3,4,5 CG: 1,2, 3, 5, 6, 7, 9,10,11, 13,14,16,17, 18,19, 20, 21, 25, 28 CE: 1,2,3,5,8,9,10,12,13,15

² List correlative learning outcomes following the nomenclature proposed.

Important note: The powers are expressed in a generic sense for what is needed in the teaching guide learning outcomes. These results are a realization of one or more skills, making explicit the degree of mastery or performance that the student must acquire in their formulation containing the standard by which they will be evaluated. Learning outcomes demonstrate what the student will be able to demonstrate at the end of the course or subject and also reflect the degree of acquisition of competence or skill set.



CLASSROOM WORK TRAINING ACTIVITIES			
ACTIVITY	Teaching-Learning Methodology	Relationship With Learning Outcomes for the subject	ECTS ³
ON-CAMPUS CLASS	Teacher presentation of contents, analysis of competences, explanation and in-class display of skills, abilities and knowledge.	R1, R2, R3, R4	0,5
PRACTICAL CLASSES	Group work sessions supervised by the professor. Case studies, diagnostic tests, problems, field work, computer room, visits, data search, libraries, on-line, Internet, etc. Meaningful construction of knowledge through interaction and student activity.	R1, R2, R3, R4	1
LABORATORY	Activities in spaces with special equipment.		0
SEMINAR	Supervised monographic sessions with shared participation		0
EXPOSICIÓN TRABAJOS GRUPO	WORK GROUP EXHIBITION		0,5

³ The subject and / or material is organized in training PHYSICAL WORKING training activities and self study, students, with an estimated in ECTS. Proper distribution is as follows: 35-40% for Classroom Training Activities and 65-60% for freelance work. (For a course of 6 ECTS: 2.4 and 3.6 respectively).

The teaching-learning methodology described in this guide in a generic way, shape in the teaching units in which the course is organized and / or matter



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TUTORING	Custom and small group attention. Period of instruction and / or guidance by a tutor to review and discuss the materials and topics presented en las clases, seminarios, lecturas,	R1, R2, R3, R4	0,25
EVALUATION	Set of oral and / or written used in initial, formative or summative evaluation of the student.	R1, R2, R3, R4	0,15
Total			(2,4*)

INDEPENDENT WORK ACTIVITIES			
ACTIVITY	Teaching-Learning Methodology	Relationship of Course with Learning Outcomes	ECTS
GROUP WORK	Group preparation of readings, essays, problem solving, seminars, papers, reports, etc. to be presented or submitted in theoretical lectures, practical and/or small-group tutoring sessions. (www.plataforma.ucv.es)	R1, R2, R3, R4	1
INDEPENDENT WORK	Student study: Individual preparation of readings, essays, problem solving, seminars, papers, reports, etc.. to post or deliver the lectures, practical and / or small group tutoring. Work done on the platform of the university (www.plataforma.ucv.es)	R1, R2, R3, R4	2,6
Total			(3,6*)



SYSTEM FOR ASSESSING THE ACQUISITION OF THE COMPETENCES AND ASSESSMENT SYSTEM		
Assessment Tool ⁴	LEARNING OUTCOMES ASSESSED	Allocated Percentage
Practical work in groups	R1, R2, R3, R4	10%
Delivery of individual jobs	R1, R2, R3, R4	20%
Final Exam	R1, R2, R3, R4	60%
Active participation in class	R1, R2, R3, R4	10%

*To pass the subject it is mandatory to have passed the final exam (5 over 10 in the exam). It will therefore not be able to compensate a fail in the exam with higher grades in the practical exercises.

* The grades for practical assistance in the first round will be saved for the exam of second call for averaging with this if not exceed the first review.

Works presented out of term will not be admitted.

*Class participation and attendance, as well as continuous evaluation activities will be boosted. Therefore, as a general criteria, the attendance, practical work, and teamwork grades will be kept in order to average in the second call. If there hasn't been the required participation in the subject, the student will not be able to pass it.

* According to the assessment policy of the UCV it is established by article 8 that any student who has a lower subject attendance of the 50% will not be able to take the first exam call. It will be considered as class absence the justified and unjustified ones.

Those students that have informed the professor in advance about their personal situation and it is considered by the professor a justified absence due to working reasons, overlapping subjects, serious illness, second exam calls, etc. will be excluded

⁴ Techniques and tools for evaluation: oral-exam, written tests (multiple choice tests, development, concept maps ...), tutorials, projects, case studies, observation notebooks, portfolio, etc..



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of this rule and will have the express permission of the professor to take the first call exam. To be excluded from the above mentioned rule it is absolutely indispensable to inform the professor at the beginning of the semestre and to accept the assessment process that the professor establishes and considers more appropriate for every special case. Under no circumstances the student can appeal these situations to break the rule at the end of the semestre.

Furthermore the professor can establish as absence the repeated delayed attendance, the lack of attention in class as well as the forbidden use of mobile phones, the lack of participation in class, etc. All the previously mentioned reasons can be considered as breaking the rule and therefore taken into account in order not to be allowed to take the first call exam and to penalize the established percentage on class participation and attendance.

The above mentioned rule affects both the assessment percentage on class attendance and class participation as well as the evaluation of class projects and case studies that have their own assessment percentage which are all included and explained in the present course guide.

CRITERIA FOR GRANTING HONORS:

Clarify specific criteria outlined for the course and faculty that is ascribed the title and in accordance with the general regulations stating that only you can give an honors degree for every 20 students not by fraction 20, with the exception of groups of fewer than 20 students in total, which can be given a registration.

DESCRIPTION OF CONTENTS	
1. BASIC THEORY: Elements of sound language, digital audio, audio formats. The sound in the different audiovisual formats: corporate video, news, radio spot, web.	CB: 1,2,3,4,5 CG:1,2, 3, 5, 6, 7, 9,10,11, 13,14,16,17, 18,19, 20,21, 25, 28 CE:1,2,3,5,8,9,10,12,13,15
2. PREPRODUCTION: (Sound design) Plan the design of sound of a multimedia product, knowing the main types of microphones and their different applications.	CB: 1,2,3,4,5 CG:1,2, 3, 5, 6, 7, 9,10,11, 13,14,16,17, 18,19, 20,21, 25, 28 CE:1,2,3,5,8,9,10,12,13,15
3.PRODUCTION (Sound realization): Audio capture through of the devices available in the MAD degree studio: tape recorder, lanyard mic, camera mic, pole, etc.	CB: 1,2,3,4,5 CG:1,2, 3, 5, 6, 7, 9,10,11, 13,14,16,17, 18,19, 20, 21, 25, 28 CE:1,2,3,5,8,9,10,12,13,15
4. Legal aspects of audio. Libraries of sound effects and music: free and paid. Creation of	CB: 1,2,3,4,5 CG:1,2, 3, 5, 6, 7, 9,10,11,



own sound library.	13,14,16,17, 18,19, 20, 21, 25, 28 CE:1,2,3,5,8,9,10,12,13,15
5. POST-PRODUCTION: Audio editing with Adobe Premiere and Audition.	CB: 1,2,3,4,5 CG:1,2, 3, 5, 6, 7, 9,10,11, 13,14,16,17, 18,19, 20, 21, 25, 28 CE:1,2,3,5,8,9,10,12,13,15
6. Programming of music through loops with Garage Band.	CB: 1,2,3,4,5 CG:1,2, 3, 5, 6, 7, 9,10,11, 13,14,16,17, 18,19, 20, 21, 25, 28 CE:1,2,3,5,8,9,10,12,13,15

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TEMPORAL ORGANIZATION OF LEARNING:

BLOCK CONTENT / TEACHING UNIT	NUMBER OF PRESENTIAL SESSIONS	
1. BASIC THEORY: Elements of sound language, digital audio, audio formats. The sound in the different audiovisual formats: corporate video, news, radio spot, web.	2	



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2. PREPRODUCTION: (Sound design) Plan the design of sound of a multimedia product, knowing the main types of microphones and their different applications.	2	
3.PRODUCTION (Sound realization): Audio capture through of the devices available in the MAD degree studio: tape recorder, lanyard mic, camera mic, pole, etc.	12	
4. Legal aspects of audio. Libraries of sound effects and music: free and paid. Creation of own sound library.	2	
5. POST-PRODUCTION: Audio editing with Adobe Premiere and Audition.	8	
6. Programming of music through loops with Garage Band.	4	