This sample unit outline is provided by CHC for prospective and current students to assist with unit selection.

Elements of this outline which may change with subsequent offerings of the unit include Content, Required Texts, Recommended Readings and details of the Assessment Tasks.

Students who are currently enrolled in this unit should obtain the outline for the relevant semester from the unit lecturer.
Unit Name: Sound and Lighting

Unit Code: DM280

Awards: Bachelor of Education (Secondary) - Drama teaching area  
Bachelor of Arts/Bachelor of Education (Secondary) - Drama major
This unit is able to be undertaken towards other CHC awards according to course rules and the meeting of prerequisite requirements, as applicable.

Core/Elective: Elective

Prerequisite: 20 credit points of 100-level DM units

Mode: Internal

Delivery/Contact hrs:
- Class contact: 33 hours
- Engagement with unit materials: 44 hours
- Assignment preparation: 63 hours
- Total: 140 hours

Unit Rationale:
The aim of this unit is two-fold: the development of practical expertise, and the acquiring of theoretical knowledge of design in the areas of sound and lighting in the theatre. It therefore involves the knowledge and the use of technology in both areas, and the exploration of the how and why of the design of that technology.

The unit introduces the concepts, tools, and design applications for sound in the theatre, and explores textures, subtleties, and the power of sound (including music) as part of the live theatre experience. It explores Sound Design which involves the collection and creation of sound effects, the concept of 'sonic environments', and the use of electronic equipment. Lighting Design is also explored as the unit familiarises students with the concepts, technical information, and practical application of stage lighting. It is a practical course in the thought processes and techniques involved in the creation of lighting. Students examine equipment and its application to the theatre space, in order to arrive at an artistic appreciation of lighting in a dramatic context.

Learning Outcomes:
On completion of this unit, students will have provided evidence that they have:

1. Reflected on the place and significance of both sound and lighting in dramatic performances.
2. Developed theoretical knowledge of design in both sound and lighting for theatre.
3. Analysed the demands of theatre audiences for technological excellence.
4. Developed practical knowledge of and ability to use the technology associated with both sound and lighting for the stage.
5. Discussed the challenges and constraints of the tools that are used.
7. Written at an appropriate tertiary standard (with special attention to correct grammar, punctuation, spelling, vocabulary, usage, sentence structure, logical relations, style, referencing and presentation).

Content:

<table>
<thead>
<tr>
<th>Week</th>
<th>Topic</th>
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</thead>
<tbody>
<tr>
<td>1</td>
<td>General Introduction: What is the place of sound and light in the theatre? The Design Process</td>
</tr>
<tr>
<td>2</td>
<td>Audio design and technology - professional visitor</td>
</tr>
<tr>
<td>3</td>
<td>Audio technology</td>
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</tbody>
</table>
4-6 Workshops

7 Lighting design and technology - professional visitor

8 Lighting technology

9-11 Workshops

Set Text Requirements:


Recommended Readings:


Assessment:

<table>
<thead>
<tr>
<th>Assessment Item</th>
<th>Topic/s</th>
<th>Learning Outcomes assessed</th>
<th>Week Due</th>
<th>Weighting</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sonic Production (10-20 minutes)</td>
<td>Using a short dramatic script, students will work in groups of 2-4 to create sonic material for its production. This will involve the collecting or creating of sound effects, sonic environments and music as dictated by the script. The completed design will then be produced electronically.</td>
<td>1-5</td>
<td>Week 6</td>
<td>50%</td>
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<tr>
<td>Lighting Project (2500 words)</td>
<td>This project will consist of:</td>
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<td>• A 300-word rationale in the form of a director’s concept/vision of a short scene from a play where the lighting contributes to the dramatic impact</td>
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<td>• A lighting plan for the scene presented as a computer-aided design submitted in hard copy</td>
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<td>• Critique of the project, incorporating views of critical friends.</td>
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</tbody>
</table>

Unit Overview:

This unit explores the theory of design of sound and of lighting for the theatre, and offers students the opportunity of gaining practical expertise in the collecting and the creation of data and the use of equipment suitable for the stage in both sound and lighting.