



Australian Government

CUASOU312 Develop and apply knowledge of audio theory

Release: 1

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Modification History

Release	Comments
Release 1	This version first released with CUA Creative Arts and Culture Training Package Version 5.0.

Application

This unit describes the skills and knowledge required to develop and apply knowledge about audio equipment and music technology when recording sound, or mixing live or recorded audio for the music, screen, media and entertainment industries.

The unit applies to those who work in a range of audio and music production environments and use audio equipment and music technology in their work practice.

No licensing, legislative or certification requirements apply to this unit at the time of publication.

Unit Sector

Media and entertainment production – Audio/sound

Elements and Performance Criteria

ELEMENT	PERFORMANCE CRITERIA
<i>Elements describe the essential outcomes.</i>	<i>Performance criteria describe the performance needed to demonstrate achievement of the element.</i>
1. Develop knowledge of basic audio theory	1.1 Determine areas for development of basic audio theory relevant to own work practice, in consultation with required personnel 1.2 Identify sources of information relating to basic audio theory 1.3 Access required information and research theoretical concepts using research techniques 1.4 Summarise and discuss research with required personnel
2. Apply basic audio theory	2.1 Evaluate information in the context of own work practice and the work of others 2.2 Assess ways in which different aspects of audio theory may be used and applied 2.3 Apply audio theory knowledge to work activities 2.4 Assess impact to work practices resulting from application of

ELEMENT	PERFORMANCE CRITERIA
	audio theory concepts, consulting with required personnel as required
3. Update and maintain audio theory knowledge	3.1 Develop strategies to review, maintain and expand knowledge of audio theory in consultation with appropriate personnel 3.2 Build networks in relevant audio work practice field and identify industry events to attend 3.3 Research contemporary and historical audio engineers, music producers and repertoire to inform own work and learning 3.4 Seek feedback from required personnel on research and outcomes, and note areas for future improvement

Foundation Skills

This section describes those language, literacy, numeracy and employment skills that are essential to performance but not explicit in the performance criteria.

SKILL	DESCRIPTION
Learning	<ul style="list-style-type: none"> Plans learning strategies to keep up to date with and incorporate industry developments and trends into own audio work practice
Oral communication	<ul style="list-style-type: none"> Obtains information by listening and questioning Uses industry terminology when explaining audio theory concepts
Reading	<ul style="list-style-type: none"> Interprets information to identify and update knowledge about audio theory
Writing	<ul style="list-style-type: none"> Documents information gained from research in selected format for personal reference
Planning and organising	<ul style="list-style-type: none"> Plans and implements tasks required to gather and organise information
Problem solving	<ul style="list-style-type: none"> Uses methodical and logical approach to researching audio theory
Self-management	<ul style="list-style-type: none"> Identifies work opportunities and trends within the industry
Technology	<ul style="list-style-type: none"> Uses digital tools when accessing information

Unit Mapping Information

No equivalent unit. New unit.

Links

Companion Volume Implementation Guide is found on VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=1db201d9-4006-4430-839f-382ef6b803d5>