



Australian Government

Department of Education, Employment and Workplace Relations

CUS50209 Diploma of Sound Production

Revision Number: 2

CUS50209 Diploma of Sound Production

Modification History

Version	Comments
Release 2	Released with CUS09 Music Training Package version 1.2. New release created to correct minor amendment of terminology in packaging rules in all qualifications to reflect original intent which was erroneously interpreted when applying NQC flexibility rules.
Release 1	This Qualification first released on TGA CUS09 Music Training Package version 1.1.

Description

Descriptor

This qualification reflects the role of individuals who possess a sound theoretical knowledge base and use a range of specialised, technical or managerial competencies to plan, carry out and evaluate own work and/or that of a team.

Job roles

- assistant sound engineer
- sound designer.
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Pathways Information

Qualification pathways

Pathways into the qualification

- a relevant Certificate IV qualification, e.g. CUS40209 Certificate IV in Sound Production; CUF40107 Certificate IV in Screen and Media; and CUE40303 Certificate IV in Live Production, Theatre and Events (Technical Operations)
- extensive vocational experience in sound production.
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Licensing/Regulatory Information

Licensing, legislative, regulatory or certification considerations

There is no direct link between this qualification and licensing, legislative and/or regulatory requirements. However, where required, a unit of competency will specify relevant licensing, legislative and/or regulatory requirements that impact on the unit.

Entry Requirements

Not applicable.

Employability Skills Summary

EMPLOYABILITY SKILLS QUALIFICATION SUMMARY

The following table contains a summary of the employability skills required by the music industry for this qualification. The employability skills facets described here are broad industry requirements that may vary depending on qualification packaging options. This table is a summary of employability skills that are typical of this qualification and should not be interpreted as definitive.

Employability Skill	Industry/enterprise requirements for this qualification include:
Communication	<ul style="list-style-type: none"> • consulting with staff and promoting a safe workplace • negotiating deals and achieving agreed outcomes • interpreting the needs and rights of relevant parties • relating to people from diverse backgrounds and with diverse abilities • developing, reading and interpreting sound-design concept specifications • writing reports documenting the evaluation of the sound design implementation • communicating the production vision and concept within the constraints of the production requirements • providing feedback to recording personnel on appropriate recording and production techniques • explaining/offering suitable alternatives when production recording difficulties cannot be resolved within operational constraints • interpreting and developing a varied range of complex business documents
Teamwork	<ul style="list-style-type: none"> • working effectively in a team and acknowledging cultural protocols • working with team members and other stakeholders to maintain project schedules • addressing team conflict and building an environment of trust • working cooperatively with and providing leadership to personnel involved in sound design and implementation
Problem-solving	<ul style="list-style-type: none"> • analysing relevant workplace data in order to identify hazards, and to assess and control risks • dealing with complex and non-routine difficulties • interpreting relevant legislation to complete copyright documentation • building contingencies into sound designs • promptly and effectively rectifying performance, performance environment and other technical issues

EMPLOYABILITY SKILLS QUALIFICATION SUMMARY	
	<ul style="list-style-type: none"> explaining/offering suitable alternatives when production recording difficulties cannot be resolved within operational constraints evaluating complex information from varied sources to develop strategic management approaches to physical assets analysing and preparing a wide range of financial data interpreting estimates and financial agreements for physical asset acquisition
Initiative and enterprise	<ul style="list-style-type: none"> identifying market requirements listening critically to and continuously evaluating aspects of sound to fulfil, and even go beyond the requirements of sound briefs thinking laterally when developing concepts shaping music/sound imaginatively communicating the production vision and concept within the constraints of production requirements
Planning and organising	<ul style="list-style-type: none"> monitoring own work and introducing strategies to improve performance developing, monitoring and maintaining implementation schedules locating and using relevant sources of sound and information to respond to creative requirements of sound design briefs developing and implementing complex and interrelated workplace procedures, systems and schedules for physical asset management comparing time lines and promotional costs against budgets
Self-management	<ul style="list-style-type: none"> prioritising work tasks and meeting deadlines seeking feedback and integrating constructive advice into own professional practice providing appropriate and timely documentation
Learning	<ul style="list-style-type: none"> identifying opportunities to maintain and enhance industry knowledge mentoring and coaching team members obtaining and interpreting information to ensure currency of work practice
Technology	<ul style="list-style-type: none"> storing and retrieving relevant workplace data using documentation systems for preparing formal contracts and recording or storing copyright agreements accessing/downloading industry information working with a variety of sound recording, production and playback equipment.

Packaging Rules

Total number of units = 16

3 core units

8 Group A units

5 elective units

2 elective units must be selected from the **Group A** and/or **Group B** units listed below.

The remaining **3 elective units** may be selected from the **Group A** and/or **Group B** units listed below or any unit of competency from any endorsed Training Package or accredited course.

No more than **3 Group A or Group B units** previously achieved as part of another qualification may be counted towards the qualification. Electives must be relevant to the work outcome, local industry requirements and be at an appropriate qualification level.

Core units

BSBOHS509A Ensure a safe workplace

CUSIND401A Develop specialist expertise in the music industry

CUSIND501A Apply music knowledge and artistic judgement

Group A units (specialist)

Audio/sound

CUESOU04C Mix live audio

CUESOU10B Operate wireless audio equipment

CUESOU11B Set up and operate stage monitor systems

CUESOU12B Set up and operate audio system control networks

CUESOU13B Specify, install and operate audio for an outdoor event

CUSSOU401A Record sound

CUSSOU402A Develop and implement sound plans

CUSSOU403A Perform advanced sound editing

CUSSOU405A Mix recorded music

CUSSOU501A Develop sound designs

CUSSOU502A Produce sound recordings

CUSSOU503A Implement sound designs

CUSSOU504A Create a final sound balance

CUSSOU505A Compile music for soundtracks

Compliance

CUFCMP501A Manage and exploit copyright arrangements

Creative process

BSBCRT501A Originate and develop concepts

Music composition

CUSMCP501A Compose music using electronic media

Music literacy

CUSMLT501A Refine aural-perception skills

CUSMLT502A Apply concepts about the impact of music to professional practice

Music performance

CUSMPF502A Incorporate interactive technology into performance

Project management

BSBPMG510A Manage projects

Group B units

Audio/sound

CUSSOU404A Edit dialogue

CUSSOU406A Record sound on location

CUSSOU407A Coordinate location sound recording

Design process

BSBDES501A Implement design solutions

Digital content and imaging

CUFDIG502A Design web environments

Financial management

BSBFIM501A Manage budgets and financial plans

SITXFIN007A Manage physical assets

Human resource management

BSBHRM506A Manage recruitment selection and induction processes

ICT support and use

ICAA5144B Determine best-fit topology for a local network

ICAI5172B Implement backbone technologies in a local area network

ICAS5199B Manage business websites and servers

ICAS5203B Evaluate and select a web hosting service

Information management

BSBINM501A Manage an information or knowledge management system

CUFRES401A Conduct research

Industry context

BSBCON401A Work effectively in a business continuity context

CUFIND401A Provide services on a freelance basis

CUFIND402A Develop screen and media specialist expertise

Innovation

BSBINN501A Establish systems that support innovation

BSBINN502A Build and sustain an innovative work environment

Occupational health and safety

BSBOHS407A Monitor a safe workplace

Post-production

CUFPOS402A Manage media assets

Project management

BSBPMG501A Manage application of project integrative processes

BSBPMG503A Manage project time

Risk management

BSBRSK501A Manage risk

Sustainability

BSBSUS301A Implement and monitor environmentally sustainable work practices

Workplace effectiveness

BSBWOR502B Ensure team effectiveness

Selecting electives for different outcomes

The context for this qualification varies, and this must guide the selection of elective units. The following examples are designed to assist in the selection of appropriate electives for particular outcomes at this level, but they are in no way prescriptive:

Assistant sound engineer

Core units plus:

- BSBPMG510A Manage projects
- BSBWOR502B Ensure team effectiveness
- CUESOU10B Operate wireless audio equipment
- CUESOU11B Set up and operate stage monitor systems
- CUESOU12B Set up and operate audio system control networks
- CUESOU13B Specify, install and operate audio for an outdoor event
- CUSSOU402A Develop and implement sound plans
- CUSSOU405A Mix recorded music
- CUSSOU501A Develop sound designs
- CUSSOU502A Produce sound recordings
- CUSSOU503A Implement sound designs
- CUSSOU504A Create a final sound balance
- SITXFIN007A Manage physical assets

Sound designer

Core units plus:

- CUSSOU501A Develop sound design
- CUSSOU503A Implement sound design
- CUESOU11B Set up and operate stage monitor systems
- CUESOU12B Set up and operate audio system control networks
- CUESOU13B Specify, install and operate audio for an outdoor event
- BSBCRT501A Originate and develop concepts
- CUSSOU504A Create a final sound balance
- CUFCMP501A Manage and exploit copyright arrangements
- BSBPMG510A Manage projects
- CUFIND401A Provide services on a freelance basis
- BSBFIM501A Manage budgets and financial plans
- SITXFIN007A Manage physical assets
- BSBWOR502B Ensure team effectiveness