



Australian Government

CUASOU302 Compile and replay audio material

Release: 2

CUASOU302 Compile and replay audio material

Modification History

Release	Comments
Release 2	This version released with CUA Creative Arts and Culture Training Package version 2.0. Updated assessment conditions section. Updated modification history section to reflect changed name of training package.
Release 1	This version first released with CUA Creative Arts and Culture Training Package version 1.0.

Application

This unit describes the performance outcomes, skills and knowledge required to compile sound effects and material from diverse sources and to replay the audio material on cue in live performances in the screen, media, entertainment and events industries.

At this level, individuals are required to use some discretion and judgement and operate under broad supervision within an established framework of plans and procedures.

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

Elements	Performance Criteria
<i>Elements describe the essential outcomes.</i>	<i>Performance criteria describe the performance needed to demonstrate achievement of the element.</i>
1. Assemble source materials	1.1 Determine audio replay requirements and timelines in consultation with relevant personnel 1.2 Identify sources for, and availability of, materials 1.3 Prepare an accurate record of materials, noting source and content required 1.4 Seek clearance to use copyright-restricted source materials as required

	1.5 Collate pre-recorded materials and check correct versions and duration 1.6 Determine the most appropriate replay mechanism in consultation with relevant personnel 1.7 Determine hardware and software availability for duplication and recording
2. Record and edit audio material	2.1 Record voice and other audio material using a range of devices in line with production requirements and safety procedures 2.2 Compile edit decision lists (EDLs) in preparation for editing material 2.3 Use appropriate techniques and equipment to complete editing of tracks or cues 2.4 Seek feedback on work in progress with relevant personnel and adjust as required 2.5 Back up audio materials according to organisational procedures and submit final material by agreed deadlines 2.6 Resolve minor equipment problems within scope of own job role or refer to relevant personnel as required
3. Test and play materials on cue	3.1 Check final source material against show log 3.2 Prepare replay equipment, sound levels and backup hardware 3.3 Confirm cues with relevant personnel 3.4 Play materials on cue during live performances or events 3.5 Evaluate effectiveness of audio replay material with relevant personnel and note areas for future improvement

Foundation Skills

This section describes language, literacy, numeracy and employment skills incorporated in the performance criteria that are required for competent performance.

Skill	Performance Criteria	Description
Reading	1.2, 1.5, 3.1	Obtains information from written sources
Writing	1.3, 1.4, 2.2	Prepares and updates workplace documentation
Oral communication	1.1, 1.4, 1.6,	Obtains information by listening and questioning

	2.4, 2.6, 3.3, 3.5	• Uses clear language to contribute information
Numeracy	1.3, 1.5	• Performs simple calculations to meet precise timing requirements
Navigate the world of work	1.1, 1.4, 2.1, 2.5, 2.6, 3.4, 3.5	• Understands the purpose of own role and associated responsibilities, and how they contribute to the work of others in the immediate work context • Undertakes tasks in line with own level of responsibility and safety procedures • Demonstrates a commitment to improving work performance
Interact with others	1.1, 1.4, 1.6, 2.4, 2.6, 3.3, 3.5	• Works collaboratively to determine requirements and complete tasks • Follows accepted communication practices and protocols
Get the work done	1.1, 1.2, 1.3, 1.4, 1.5, 1.6, 1.7, 2.1, 2.2, 2.3, 2.4, 2.5, 2.6, 3.1, 3.2, 3.3, 3.4, 3.5	• Adopts a logical approach to assembling audio replay material in line with production requirements • Uses a range of basic techniques to record, edit and replay audio material • Recognises and takes responsibility for addressing predictable, and some less predictable, problems in familiar work contexts • Uses standard word processing and spreadsheet applications to prepare workplace documentation

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUASOU302 Compile and replay audio material (Release 2)	CUASOU302 Compile and replay audio material (Release 1)	Updated assessment conditions section. Updated modification history section to reflect changed name of training package.	Equivalent unit

Links

Companion Volume implementation guides are found in VETNet -

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

Assessment Requirements for CUASOU302 Compile and replay audio material

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Performance Evidence

Evidence of the ability to:

- record and edit source materials for use as audio effects in live productions or events
- replay audio material on cue in at least two live performances
- work collaboratively.

Note: If a specific volume or frequency is not stated, then evidence must be provided for each of the above points at least once.

Knowledge Evidence

To complete the unit requirements the individual must:

- describe optimum recording levels for a range of devices
- explain basic techniques for recording with digital sound recording devices
- provide examples of safety issues associated with recording audio material
- provide examples of copyright, moral rights and intellectual property issues and organisational requirements that impact on the recording and replay of audio material
- describe own role in maintaining workplace documentation.

Assessment Conditions

Assessment must be conducted in a safe environment where evidence gathered demonstrates consistent performance of typical activities experienced in creative arts industry environments. The assessment environment must include access to audio recording and replay equipment.

Assessors of this unit must satisfy the requirements for assessors in applicable vocational educational and training legislation, frameworks and/or standards.

Links

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