



Australian Government

CUASOU601 Manage production of sound designs

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 2.0.

Application

This unit describes the skills and knowledge required to manage the production of a sound design project.

It applies to individuals who are responsible for managing the production of sound designs, including planning and monitoring the production, engaging specialists where required, and overseeing and evaluating sound aspects of productions. Well developed planning and organisational skills are required, along with an ability to work collaboratively and creatively in a leadership role with those who contribute to the production of sound designs.

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. Clarify sound design brief	1.1 Participate in preliminary concept meetings with relevant people to discuss sound design specifications for production 1.2 Determine production requirements based on agreed sound design specifications 1.3 Identify and confirm people needed to meet production requirements 1.4 Consider financial and time constraints when planning production of sound design 1.5 Document all operational requirements needed for production of

ELEMENT	PERFORMANCE CRITERIA
	sound design
2. Plan the production of sound design	2.1 Secure people, equipment and facilities needed for production of sound design 2.2 Confirm copyright requirements will be met in production of sound design 2.3 Contract and brief people as required 2.4 Establish ongoing communication arrangements with sound designers and other relevant people to ensure artistic vision of sound design can be achieved and resources will be available when required 2.5 Anticipate issues that may arise during production of sound design, and plan accordingly
3. Direct the production of sound design	3.1 Source and obtain all sound components necessary to meet production requirements 3.2 Ensure compliance with work health and safety (WHS) legislation and guidelines throughout all stages of production 3.3 Direct final sound design recording, including mixing and editing sound components to achieve desired sonic finish and style 3.4 Seek feedback from relevant people about final sound design recording, and negotiate changes as required 3.5 Manage conflicts that arise, and negotiate solutions that cause least disruption to production schedules 3.6 Confirm master copy of sound design recording is saved in required format for playback media in line with production requirements 3.7 Confirm backup copies of sound design recording are saved in required format and provided to relevant people 3.8 Maintain relevant documentation as required
4. Finalise production of sound design	4.1 Evaluate process used for sound design using agreed evaluation technique, and document results 4.2 Evaluate own role, and note areas for improvement 4.3 Provide feedback to team members on their performance as required 4.4 Document evaluations according to organisational procedures 4.5 Communicate results of evaluation to relevant people, and use results to improve future practice

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, 3.2	Interprets textual information from relevant sources to identify compliance with policy and procedures and to ensure it meets the needs of production requirements
Writing	1.5, 2.2, 2.4, 3.8, 4.1, 4.4, 4.5	Legibly completes relevant reports and documentation using clear and technically specific language and diagrammatic information for different audiences and purposes
Oral Communication	1.1, 1.3, 2.2-2.4, 3.3, 3.4, 4.3, 4.5	- Interacts effectively to remedy issues and disagreements, and negotiates outcomes - Uses industry appropriate language to liaise with others throughout the design process, check understandings and elicit different viewpoints
Numeracy	1.4, 2.4	Uses mathematical formulas and calculations to estimate and plan project costs and timeframes
Navigate the world of work	1.1, 1.2, 2.2, 2.3, 3.1, 3.2, 3.5, 3.6, 4.1, 4.4	Follows organisational procedures related to copyright and WHS requirements relevant to role
Interact with others	1.1, 1.3, 2.1, 2.3, 2.4, 3.3, 3.4, 3.5, 3.7, 4.3, 4.5	Collaborates and advises others to maximise creative results
Get the work done	1.1, 1.2, 1.3, 1.4, 1.5, 2.1, 2.2, 2.4, 2.5, 3.1, 3.4, 3.6, 3.7, 3.8, 4.1, 4.2, 4.4, 4.5	- Plans and prioritises a range of complex tasks, including contingencies, to achieve goals efficiently - Shows initiative in developing new and innovative approaches - Understands the purposes, specific functions and key features of common digital systems and tools, and operates them effectively to complete routine tasks

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUASOU601 Manage production of sound designs	CUSSOU601A Manage production of sound designs	Updated to meet Standards for Training Packages. Minor edits to performance criteria to clarify intent.	Equivalent unit

Links

Companion Volume implementation guides are found in VETNet - <https://vetnet.education.gov.au/Pages/TrainingDocs.aspx?q=1db201d9-4006-4430-839f-382ef6b803d5>