



Australian Government

CUASOU611 Manage production of sound designs

Release: 1

CUASOU611 Manage production of sound designs

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 manage the production of sound designs, including planning and directing the production, engaging specialists where required, and overseeing and evaluating sound design projects.

The unit applies to those who are proficient in planning and organisation, and have 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 concept meetings and discuss sound design specifications for production with required personnel 1.2 Determine production requirements based on agreed sound design specifications 1.3 Identify and confirm personnel required to meet production requirements, taking financial and time constraints into consideration 1.4 Document all operational requirements needed for production of sound design according to organisational procedures
2. Plan production of sound design	2.1 Organise and secure personnel, equipment and facilities needed for production of sound design

ELEMENT	PERFORMANCE CRITERIA
	2.2 Contract and brief required personnel according to production brief 2.3 Establish communication arrangements with sound designers and other required personnel, and confirm that artistic vision of sound design can be achieved 2.4 Anticipate issues that may arise during production of sound design, and plan to reduce risk accordingly
3. Direct production of sound design	3.1 Source and obtain all sound components required to meet sound design specifications 3.2 Confirm sound components meet copyright requirements 3.3 Direct sound design recordings to achieve sonic finish and style according to production requirements 3.4 Seek feedback from required personnel about final sound design recording and negotiate changes as required 3.5 Manage conflicts that arise and negotiate solutions in line with production schedule 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 required personnel 3.8 Complete and update production documentation as required according to organisational procedures
4. Finalise production of sound design	4.1 Seek feedback from required personnel on final sound design production 4.2 Evaluate contribution of own role and process used for sound design production and with required personnel 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 required personnel and use results to develop strategies 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
Numeracy	Estimates and plans project costs and timeframes using mathematical formulas and calculations

SKILL	DESCRIPTION
Oral communication	- Resolves issues and disagreements, and negotiates outcomes - Liaises with others throughout the design process, checks meaning and elicits different viewpoints using industry language
Reading	Interprets textual information from different sources and identifies policy and procedures to be complied with
Writing	Legibly completes required reports and documentation using clear and technically specific language and diagrammatic information for different audiences and purposes
Initiative and enterprise	Shows initiative in developing new and innovative approaches
Planning and organising	Plans and prioritises a range of complex tasks and contingencies
Self-management	- Follows organisational procedures to achieve work outcomes - Follows legislative requirements related to WHS and copyright
Teamwork	Collaborates with and advises others throughout the creative process
Technology	Comprehends purposes, specific functions and key features of common digital systems and tools, and uses them to complete routine tasks

Unit Mapping Information

Supersedes and is equivalent to CUASOU601 Manage production of sound designs.

Links

Companion Volume Implementation Guide is found on VETNet -

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

Assessment Requirements for CUASOU611 Manage production of sound designs

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Performance Evidence

The candidate must demonstrate the ability to complete the tasks outlined in the elements, performance criteria and foundation skills of this unit, including evidence of the ability to:

- plan, direct and finalise sound design projects for at least two different types of productions or events, according to different production requirements.

In the course of the above, the candidate must:

- work creatively and collaboratively with required personnel throughout production of sound designs
- comply with work health and safety (WHS) legislation and guidelines throughout all stages of production
- direct sound design production, including mixing and editing sound components
- communicate and negotiate effectively as a team leader
- produce creative solutions within budget and resource constraints.

Knowledge Evidence

The candidate must be able to demonstrate knowledge to complete the tasks outlined in the elements, performance criteria and foundation skills of this unit, including knowledge of:

- information required in production documentation
- administration typically associated with managing the production of a sound design project
- techniques for editing and mixing
- common phases in production of a sound design
- processes for sourcing resources for producing a sound design
- formats and types of media for saving and distributing sound design recordings
- issues and challenges that typically arise when managing the production of sound design projects, and strategies for anticipating, evaluating and addressing issues and challenges
- organisational procedures relating to managing production of sound designs

- team management strategies and communication approaches
- legislative requirements that relate to sound design projects, including:
 - WHS requirements
 - copyright requirements.

Assessment Conditions

Skills in this unit must be demonstrated in a workplace or simulated environment where the conditions are typical of those in a working environment in this industry.

This includes access to:

- industry-standard equipment and technology used in production of sound designs
- production documentation and specifications
- interaction with others required to demonstrate the performance evidence.

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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