Jordan University of Science and Technology
Faculty of Architecture And Design
Design And Visual Communication Department

DV471 Video And Sound Editing - JNQF Level: 6
First Semester 2024-2025

Course Catalog
3 Credit Hours. The course explores the basic concepts relevant to sound and digital audio, and review sound impact on human perception, emphasis is on developing sensible techniques in creating original sound assets for integration with other media. Topics include physics of sound, digital audio workstation, recording tools and techniques, electronics sound synthesis, musical instrument digital interface, digital audio formats and standards, hearing mechanism and sound impact on human orientation. Students learn basic understanding of conceptualizing and executing sound designs, techniques to create original sound design elements at intermediate level.

Teaching Method: Blended

Text Book	
Title	Audio Post Production for Television and Film : An introduction to technology and techniques
Author(s)	Hilary Wyatt and Tim Amyes
Edition	1st Edition
Short Name	REF 1
Other Information	

Course References

Short name	Book name	Author(s)	Edition	Other Information
REF 2	Mastering Audio: The Art and Science	Bob Katz	2nd Edition	
REF 3	Sound for Film and Television	Tomlinson Holman	1st Edition	
REF 4	Dialogue Editing for Motion Pictures: A Guide to the Invisible Art	John Purcell	1st Edition	

Instructor

Name	**Mr. Ra'aed Tawalbeh**
Office Location	-
Office Hours	
Email	rztawalbeh@just.edu.jo

Class Schedule & Room

Section 1:
 Lecture Time: Mon, Wed : 14:30 - 16:30
 Room: LAB

Prerequisites

Line Number	Course Name	Prerequisite Type
2233720	DV372 Cinematography	Prerequisite / Study

Tentative List of Topics Covered

Weeks	Topic	References
Week 1	Course policy and syllabus	From **REF 1**
Week 1	Introduction Introduction for Adobe Audition.	From **REF 1**
Week 1	The Different between Mic?s and the phantom power, understanding the different between sound.	From **REF 1**
Week 1	Start working in 1st project What is the Range for every sound element in the film.	From **REF 1**, From **REF 2**
Week 2	The different kind of sound, like (Foley, Ambiance ?. Etc) Problem facing us in sound, like (reverb, mask, fight ?. Etc)	From **REF 1**, From **REF 2**, From **REF 3**
Week 2	1st project pre final	From **REF 1**, From **REF 2**
Week 2	FIRST SUB	From **REF 1**, From **REF 2**, From **REF 3**
Week 3	The Art of dubbing.	From **REF 2**, From **REF 3**, From **REF 4**

Week 3	start working in 2nd project short animation film Dubbing	From **REF 3**, From **REF 4**
Week 3	In class presentation (the students should choose effect from adobe audition to talk about)	From **REF 3**, From **REF 4**
Week 4	In class presentation (the students should choose effect from adobe audition to talk about)	From **REF 3**, From **REF 4**
Week 4	2nd project pre final	
Week 4	SECOND SUB	
Week 5	Start working in 3rdproject Dubbing for short tv AD	From **REF 3**, From **REF 4**
Week 5	In class presentation (the students should choose effect from adobe audition to talk about)	From **REF 3**, From **REF 4**
Week 5	3rd project pre final	
Week 5	Third Project	
Week 6	Start working on Final project	
Week 6	In class presentation (the students should choose effect from adobe audition to talk about)	
Week 6	In class presentation (the students should choose effect from adobe audition to talk about)	
Week 7	In class presentation (the students should choose effect from adobe audition to talk about)	
Weeks 7, 8	Final sub	

Mapping of Course Outcomes to Program Outcomes and NQF Outcomes	Course Outcome Weight (Out of 100%)	Assessment method
Understanding the sound editing and design process [1PLO1] [1L6K1]	20%	
Apply high advance sound design skills [1PLO2] [1L6K2]	20%	
Ability to make sound design in film from scratch [1PLO3] [1L6S1]	40%	
Ability to recording sfx from the nature [1PLO4] [1L6S1, 1L6S2]	10%	
Ability to record sound and dialogue on set [1PLO5, 1PLO6] [1L6S3, 1L6C1]	10%	

Relationship to Program Student Outcomes (Out of 100%)							
PLO1	PLO2	PLO3	PLO4	PLO5	PLO6	PLO7	PLO8
20	20	40	10	5	5		

Relationship to NQF Outcomes (Out of 100%)					
L6K1	L6K2	L6S1	L6S2	L6S3	L6C1
20	20	45	5	5	5

Policy	
Exams	There are Four exams, 1st ,2nd , 3RD and final exam
Cheating	Cheating is not tolerated and against the university rules. Cheating will result in failing the course and reporting the incident to the dean of the college of architecture and design.
Attendance	Attendance is obligatory; the allowable absence is 10% of the contact time.
Submission of Assignments	? All work must be submitted on time. ? Late submissions will not be accepted and will not be evaluated. ? All assignments should be individually developed. There will be no "team" assignments. ? Assignments are normally to be submitted before the next course assignment starts. ? Each assignment builds on the previous one, so in case of not submitting an assignment on time, it will be the student's responsibility to catch up and finish the upgraded assignment to continue for the new assignment.

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