



<b>Unit Title</b>	Event Technology
<b>FHEQ Level</b>	5
<b>Unit Code</b>	DTT18202
<b>Credit Value</b>	15
<b>Unit Type</b>	Compulsory: Taught

Learning Hours			
Staff – Student Contact Hours		Independent Study Hours	
Classes	25	Independent Study	50
Supervised access to resources	12.5	Preparation for Assessment	50
	(37.5)	Unsupervised Access to Resources	12.5
<b>Total</b>			<b>150</b>

### Unit Description

This unit is designed to provide an opportunity for you to plan, design, implement, and televise a live event using technological and creative skills. This unit underpins the theoretical and practical teaching of other year 1 and 2 units, and provides the culmination of your television practice. You will develop your skills in planning and implementation. You will attend a combination of seminars and meetings. After the initial few meetings managed by tutors, you will run the meetings through the self-selected engineering team. The ultimate goal of the unit is to create live coverage of an event, which in recent years has been the annual Ravensbourne Degree Show. You are expected to liaise with the wider Ravensbourne community, with industry, and with OFCOM for obtaining appropriate legally compliant licensing.

The Five Principles underpin the Mindsets and Skillsets Manifesto and are the foundation upon which all course curriculum frameworks and unit specifications are based. The relevant Principles as stated below have been mapped against the Learning Outcomes relevant to each course unit and at each level (see Programme Specifications for full description of the Five Principles):

1. Cultivate / Where the individual thrives.
2. Collaborate / Where disciplines evolve.
3. Integrate / Where education engages industry.
4. Advocate / Where purpose meets practice.
5. Originate / creativity meets technology.

### Unit Indicative Content

- Planning events and their coverage
- Quality Control
- Compliance and Regulations
- OFCOM Licensing, including application
- Transmission (streaming and DTT)

- Protocols for project meetings
- Reporting to colleagues, management teams, and professional services
- Effective team communications
- Scheduling (Tx)
- Industry liaison
- Analysing equipment requirements and logistics

### Unit Aims

1. To develop broadcast engineering as a skill (course aim)
2. To prepare students for a career in the television industry (course aim)
3. To engender professionalism appropriate to the television broadcasting industry (course aim)
4. To ensure that agreed events are appropriately recorded and transmitted
5. To liaise with event production or creative teams
6. To create opportunities for technology and engineering cohorts to participate in content creation

### Unit Learning Outcomes

#### LO5: **Presentation/Reporting For Influence**

Evidence effective communication of projects, whether in visual, oral or written form.

Based on **ADVOCATE** principle.

#### LO6: **Critical and creative mindsets**

Demonstrate enquiry into what makes good practice – creatively, technologically and academically.

Based on **ORIGINATE** principle.

#### LO7: **Employability**

Evidence nurturing professional transferrable and employability skills, including the ability to manage time and work to clear briefs and deadlines, respond to set goals, and communicate effectively.

Based on **CULTIVATE** principle.

### Learning and Teaching Methods

- Project briefings – in order to prepare students for the aims, content, delivery, learning outcomes, and assessments
- Seminars (including guest lecturers)
- Weekly meetings
- VLE activities
- Individual and teamwork

- Autonomous study
- Continual individual and small group formative feedback
- Product training
- Summative assessment towards end of unit that demonstrates degree to which learning outcomes have been met

## Assessment methods and tasks

*Brief description of assessment methods*

Assessment tasks	Weighting (%) (one grade or multi-grade unit)
Event project work (holistic)	100%

## Indicative Assessment Criteria

*Assessment criteria are the basis on which the judgment of the adequacy of the work is made. A more detailed assessment criteria will be specified in the brief.*

The Assessment is project work dependent upon student's role within the coverage of the event. The project work (any two of the following formats: report, content (audio or video), interview (with tutor(s)), project plan, Transmission schedule, engineering / infrastructure schematics) will be assessed through the following specific criteria:

1. Demonstrate ability to work within an engineering team and a wider production / creative team. **LO6**
2. Evidence performance related to the needs of a role, the associated tasks, and undertake self-reflection for personal and professional development. **LO7**
3. Evidence contribution to the wider creative team above and beyond defined role that brings ideas and solutions. **LO5**
4. Demonstrate ability to select appropriate formats for the communication of: understanding gained of technology, engineering, operations, communications, teamwork, purpose, liaison, and collaboration. **LO5**

## Essential Reading list

1. Collier, M. (2013). Think Like a Rock Star: How to Create Social Media and Marketing Strategies that Turn Customers into Fans, McGraw-Hill Professional
2. Marriott S. (2007) Live Television: Time, Space and the Broadcast Event (Media Culture & Society Series), Sage Publications Ltd.

URLs

1. <http://www.aiim.org/What-is-Collaboration>
2. <https://www.dvb.org/standards/dvb-t2>
3. <https://aws.amazon.com/documentation/gettingstarted/>
4. <https://www.cdnplanet.com/cdns/>
5. <https://www.ofcom.org.uk/manage-your-licence/tv-broadcast-licences>