

Model Curriculum

Sound Designer

SECTOR: MEDIA AND ENTERTAINMENT
**SUB-SECTOR: Television, Print, Radio, Digital,
Out-of-home**
OCCUPATION: Sound Designer
REF ID: MES/ Q 3401
NSQF LEVEL: 5



**COMPLIANCE TO
QUALIFICATION PACK – NATIONAL OCCUPATIONAL
STANDARDS**

is hereby issued by the

Media & Entertainment Skill Council

for

SKILLING CONTENT : PARTICIPANT HANDBOOK

Complying to National Occupational Standards of

Job Role/ Qualification Pack: " **Sound Designer** " QP No. "MES/Q 3401, NSQF Level 5"

Date of Issuance:

Valid up to*: April 10th, 2018

*Valid up to the next review date of the Qualification Pack or the
"Valid up to" date mentioned above (whichever is earlier)

Authorised Signatory
(Media & Entertainment Skill Council)



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Sound Designer

CURRICULUM / SYLLABUS

This program is aimed at training candidates for the job of a “Sound Designer”, in the “Media and Entertainment” Sector/Industry and aims at building the following key competencies amongst the learner

Program Name	Sound Designer		
Qualification Pack Name & Reference ID. ID	MES/ Q 3401		
Version No.	1.0	Version Update Date	25/11/2016
Pre-requisites to Training	Graduation/ Masters, preferably in electronics		
Training Outcomes	<p>After completing this programme, participants will be able to:</p> <p>Understanding sound requirements from the script and sound brief, including budget, number of tracks, duration, quality, sine and non-sine effects, content – emotion, mood, pitch, technical requirements Generating a variety of sound concepts that cater to sound requirements Shortlisting the most feasible concept Determining sound equipment required for the production, including microphones, amplifiers, playback equipment, speakers, converters, splitters, routers, wireless communication devices, batteries, recording media, mixing consoles Selecting equipment most suited for the production Identifying suitable sound studios and assessing the suitability in light of availability and quality of sound equipment, sound sources/materials required to produce sound, creative and technical requirements, budget assigned, ancillary costs Understanding the health, safety and security risks prevalent in the workplace Knowing the people responsible for health and safety and the resources available Identifying and reporting risks Complying with procedures in the event of an emergency</p>		

This course encompasses 4 out of 4 National Occupational Standards (NOS) of “Sound Designer” Qualification Pack issued by “Media & Entertainment Skill Council”.

Sr. No.	Module	Key Learning Outcomes	Equipment Required
1	<p>Introduction to trade</p> <p>Theory Duration (hh:mm) 04:00</p> <p>Practical Duration (hh:mm) 16:00</p> <p>Corresponding NOS Code Bridge Module</p>	<ul style="list-style-type: none"> Learn about the role of Sound Designer in industry. Identify the minimum requirement to become a certified Sound Designer Describe the work area of Sound Designer Identify the opportunities available for Sound Designer. 	Laptop, PowerPoint & Hand-outs, white board, marker, projector
2	<p>Conceptualize sound concepts</p> <p>Theory Duration (hh:mm) 64:00</p> <p>Practical Duration (hh:mm) 84:00</p> <p>Corresponding NOS Code MES /N 3401</p>	<ul style="list-style-type: none"> Interpret the creative and technical requirements from the script and sound design brief Develop sound concepts that conform to requirements Evaluate and shortlist options best suited to the production Prepare a list of tracks that would need to be produced (along with their sound attributes and specifications) 	Laptop, white board, marker, projector,
3	<p>Select sound equipment</p> <p>Theory Duration (hh:mm) 74:00</p> <p>Practical Duration (hh:mm) 94:00</p> <p>Corresponding NOS Code MES /N 3402</p>	<ul style="list-style-type: none"> PC1. Determine the sound equipment that would be required Select sound equipment best suited to achieve the required sound for the production Obtain permissions/licenses for using the equipment during production 	Laptop, white board, marker, projector,

Sr. No.	Module	Key Learning Outcomes	Equipment Required
4	<p>Select sound studios for recording</p> <p>Theory Duration (hh:mm) 46:00</p> <p>Practical Duration (hh:mm) 74:00</p> <p>Corresponding NOS Code MES /N 3403</p>	<ul style="list-style-type: none"> Assess the suitability of a studio for recording in light of the creative and technical requirements of production (it is recommended that the sound designer personally visits all key studios) Evaluate the pros and cons of recording at the studio and reasons why it should be chosen or rejected Assess any additional costs that would need to be borne 	<p>Laptop, white board, marker, projector,</p>
5	<p>Maintain Workplace, Health & Safety</p> <p>Theory Duration (hh:mm) 10:00</p> <p>Practical Duration (hh:mm) 14:00</p> <p>Corresponding NOS Code MIN/N 0104</p>	<ul style="list-style-type: none"> Understand and comply with the organisation's current health, safety and security policies and procedures. Understand the safe working practices pertaining to own occupation. Understand the government norms and policies relating to health and safety including emergency procedures for illness, accidents, fires or others which may involve evacuation of the premises Participate in organization health and safety knowledge sessions and drills Identify the people responsible for health and safety in the workplace, including those to contact in case of an emergency Identify security signals e.g. fire alarms and places such as staircases, fire warden stations, first aid and medical rooms Identify aspects of your workplace that could cause potential risk to own and others health and safety Identify and recommend opportunities for improving health, safety, and security to the designated person Report any hazards outside the individual's authority to the relevant person in line with organizational procedures and warn other people who may be affected Identify and correct risks like illness, accidents, fires or any other natural calamity 	<p>Handbook, White board, marker, computer system, projector, PPTs</p>

Sr. No.	Module	Key Learning Outcomes	Equipment Required
		safely and within the limits of individual's authority.	
6	Entrepreneurship and Soft skills Theory Duration (hh:mm) 40:00 Practical Duration (hh:mm) 00:00 Corresponding NOS Code Additional	<ul style="list-style-type: none"> Discuss tips to prevent common health issues Explain the meaning of hygiene Understand the purpose of Swacch Bharat Abhiyan Recall the functions of basic computer keys Discuss the main applications of MS Office Discuss the benefits of Microsoft Outlook Discuss the different types of e-commerce List the benefits of e-commerce for retailers and customers Discuss how the Digital India campaign will help boost e-commerce in India Explain how you will sell a product or service on an e-commerce platform Discuss the need for CRM Discuss the benefits of CRM Discuss the need for networking Discuss the benefits of networking Understand the importance of setting goals Differentiate between short-term, medium-term and long-term goals Discuss how to write a business plan Explain the financial planning process 	Handbook, White board, marker, computer system, projector, PPTs
	Total Duration Theory Duration 200:00 Practical Duration 280:00 Entrepreneurship & Soft Skills 40:00	Unique Equipment Required: Laptop, PowerPoint & white board, marker, projector, Laptop, Sample pictures and videos, Cleaning tools, electricity tester, safety and ergonomics chart, Fire Extinguisher, First-Aid Kit	

Grand Total Course Duration: **520 Hours, 0 Minutes**

(This syllabus/ curriculum has been approved by [Media and Entertainment Skill Council](#))



Trainer Prerequisites for Job role: “Sound Designer” mapped to Qualification Pack: “MES/ Q 3401, v1.0”

Sr. No.	Area	Details
1	Description	Sound designer in the Media & Entertainment Industry is also known as a Sound supervisor or Creative Sound Director this job design the sound concept for a production and select the studios/equipment for recordings.
2	Personal Attributes	This job requires the individual to think creatively and develop a range of sound concepts. The individual must have a good understanding of the various music forms and styles prevalent in the industry. The individual must be aware of the language and principles of sound, acoustics and psychoacoustics. The individual must be able to interpret sound requirements and select the equipment/ studios required for production.
3	Minimum Educational Qualifications	Graduation/ Masters, preferably in electronics
4a	Domain Certification	Certified for Job Role: “ <u>Sound Designer</u> ” mapped to QP: “MES/ Q 3401, v1.0”. Minimum accepted score is 70%
4b	Platform Certification	Recommended that the Trainer is certified for the Job Role: “Trainer”, mapped to the Qualification Pack: “MES/Q 3401”. Minimum accepted % as per respective SSC guidelines is 60%.
5	Experience	7+ Years of work experience

Annexure: Assessment Criteria

Assessment Criteria	
Job Role	Sound Designer
Qualification Pack	MES/ Q 3401, v1.0
Sector Skill Council	Media & Entertainment

Sr. No.	Guidelines for Assessment
1	Criteria for assessment for each Qualification Pack will be created by the Media and Entertainment Skill Council. Each Performance Criteria (PC) will be assigned marks proportional to its importance in NOS. SSC will also lay down proportion of marks for each PC.
2	Each NOS will be assessed both for theoretical knowledge and practical
3	The assessment will be based on knowledge bank of questions created by the SSC.
4	Individual assessment agencies will create unique question papers for theory and skill practical part for each candidate at each examination/training centre
5	To pass the Qualification Pack, every trainee should score a minimum of 60% in every NOS
6	In case of successfully passing only certain number of NOS's, the trainee is eligible to take subsequent assessment on the balance NOS's to pass the Qualification Pack

	NOS	NOS NAME	Weightage
1	MES / N 3401	Conceptualize sound concepts	35%
2	MES/ N 3402	Select sound equipment	35%
3	MES/ N 3403	Select sound studios for recording	25%
4	MES / N 0104	Maintain workplace health and safety	5%
			100%

Job Role	Sound Designer					
NOS CODE	NOS NAME	Performance Criteria			Marks Allocation	
			Total Mark	Out Of	Theory	Skills Practical
MES/ N 3401	Conceptualize sound concepts	PC1. Interpret the creative and technical requirements from the script and sound design brief	100	30	10	60
		PC2. Develop sound concepts that conform to requirements		30	10	
		PC3. Evaluate and shortlist options best suited to the production		20	10	
		PC4. Prepare a list of tracks that would need to be produced (along with their sound attributes and specifications)		20	10	
			Total	100	40	60
MES/ N 3402	Select sound equipment	PC1. Determine the sound equipment that would be required	100	30	10	60
		PC2. Select sound equipment best suited to achieve the required sound for the production		40	10	
		PC3. Obtain permissions/licenses for using the equipment during production		40	20	
			Total	100	40	60

MES/ N 3403	Select sound studios for recording	PC1. Assess the suitability of a studio for recording in light of the creative and technical requirements of production (it is recommended that the sound designer personally visits all key studios)	100	30	10	60
		PC2. Evaluate the pros and cons of recording at the studio and reasons why it should be chosen or rejected		40	15	
		PC3. Assess any additional costs that would need to be borne		30	15	
			Total	100	40	60
MES/ N 0104	Maintain workplace health and safety Description	PC1. Understand and comply with the organization's current health, safety and security policies and procedures	100	10	5	50
		PC2. Understand the safe working practices pertaining to own occupation		10	5	
		PC3. Understand the government norms and policies relating to health and safety including emergency procedures for illness, accidents, fires or others which may involve evacuation of the premises		5	3	
		PC4. Participate in organization health and safety knowledge sessions and drills		5	2	
		PC5. Identify the people responsible for health and safety in the workplace, including those to contact in case of an emergency		10	5	

	PC6. Identify security signals e.g. fire alarms and places such as staircases, fire warden stations, first aid and medical rooms	10	5	
	PC7. Identify aspects of your workplace that could cause potential risk to own and others health and safety	10	5	
	PC8. Ensure own personal health and safety, and that of others in the workplace through precautionary measures	10	5	
	PC9. Identify and recommend opportunities for improving health, safety, and security to the designated person	5	3	
	PC10. Report any hazards outside the individual's authority to the relevant person in line with organizational procedures and warn other people who may be affected	10	5	
	PC11. Follow organization's emergency procedures for accidents, fires or any other natural calamity in case of a hazard	10	5	
	PC12. Identify and correct risks like illness, accidents, fires or any other natural calamity safely and within the limits of individual's authority	5	2	
	Total	100	50	50