



**August 2021**

## **Information on critical competence for holistic assessment**

### **Group award title: Higher National Certificate in Sound Production (SCQF level 7)**

**Group award code: GP13 15**

#### **Group award aims (specific)**

- ◆ an ability to develop essential underpinning knowledge in sound production
- ◆ an ability to analyse and synthesise knowledge and skills acquired through study
- ◆ an ability to develop study, organisational and research skills
- ◆ an ability to develop skills in the creative use of sound production technology and applications
- ◆ an ability to integrate sound production skills in practical and/or employability contexts
- ◆ an ability to develop competencies in a range of specialised areas in line with preferred career aims
- ◆ to enable progression to further study in sound production or a related discipline
- ◆ an ability to develop personal skills and follow evolving industry practices
- ◆ an ability to develop critical listening skills
- ◆ an ability to identify and resolve faults in relation to audio systems

Key critical competences	Examples of key critical evidence	Unit(s) taken from	Specific aims
Performing MIDI recording and editing	Observation checklist — product evidence containing at least two MIDI tracks	<p><a href="#">J019 34</a> Sound Production: Digital Audio Workstations (SCQF level 7) — Outcome 2</p> <p><b>or</b></p> <p>Learners may also have demonstrated this competency in Outcome 1 of <a href="#">J01A 34</a> Sound Production: Recording and Mixing (SCQF level 7) if they have integrated at least two MIDI tracks in their multi-track recording.</p>	<ul style="list-style-type: none"> <li>◆ an ability to develop essential underpinning knowledge in sound production</li> </ul>
Performing audio recording and editing	Product evidence — session containing a minimum of 3 audio tracks which the learner has recorded and edited	<p><a href="#">J019 34</a> Sound Production: Digital Audio Workstations (SCQF level 7) — Outcome 2</p> <p><b>or</b></p> <p><a href="#">J01A 34</a> Sound Production: Recording and Mixing (SCQF level 7) — Outcome 1</p> <p><b>or</b></p> <p><a href="#">J018 34</a> Sound Production: Audio Skills (SCQF level 7) — Outcome 4</p>	<ul style="list-style-type: none"> <li>◆ an ability to develop essential underpinning knowledge in sound production</li> </ul>
Perform effective file naming, handling and session back-up using appropriate naming conventions	Product evidence — session and audio files as well as a bounced rough or final mix of the recordings	<p><b>Two from the following:</b></p> <ul style="list-style-type: none"> <li>◆ <a href="#">J018 34</a> Sound Production: Audio Skills (SCQF level 7) — Outcome 4</li> <li>◆ <a href="#">J019 34</a> Sound Production: Digital Audio Workstations (SCQF level 7)—Outcome 3</li> <li>◆ <a href="#">J01A 34</a> Sound Production: Recording and Mixing (SCQF level 7) — Outcome 1</li> <li>◆ <a href="#">J01A 34</a> Sound Production: Recording and Mixing (SCQF level 7) — Outcome 2</li> </ul>	<ul style="list-style-type: none"> <li>◆ an ability to develop essential underpinning knowledge in sound production</li> <li>◆ an ability to develop study, organisational and research skills</li> </ul>

Key critical competences	Examples of key critical evidence	Unit(s) taken from	Specific aims
Knowledge of appropriate microphones in a live context	Product evidence — operational guide	<a href="#">J01C 34</a> Sound Production: Sound for Live Events (SCQF level 7) — Outcome 1	◆ an ability to develop essential underpinning knowledge in sound production
Knowledge and use of appropriate microphones in a recording context	Product evidence — recording plan and performance evidence — observation checklist  <b>or</b> Product evidence — session and bounce <b>and</b> written and/or oral evidence — justification and explanation	<a href="#">J01A 34</a> Sound Production: Recording and Mixing (SCQF level 7) — Outcome 1  <b>or</b> <a href="#">J018 34</a> Sound Production: Audio Skills (SCQF level 7) — Outcome 4	◆ an ability to develop essential underpinning knowledge in sound production
Knowledge and use of DI inputs	Product evidence — recording plan and session  <b>or</b> Product evidence — recording session	<a href="#">J01A 34</a> Sound Production: Recording and Mixing (SCQF level 7) — Outcome 1  <b>or</b> <a href="#">J018 34</a> Sound Production: Audio Skills (SCQF level 7) — Outcome 4  <b>or</b> Learners may have also had the opportunity to demonstrate this competency in Outcome 2 of <a href="#">J019 34</a> Sound Production: Digital Audio Workstations (SCQF Level 7).	◆ an ability to develop essential underpinning knowledge in sound production

Key critical competences	Examples of key critical evidence	Unit(s) taken from	Specific aims
Selection and connection of appropriate equipment for systems	Product evidence — operational guide  <b>or</b> Performance evidence — mix-down session	<a href="#">J01C 34</a> Sound Production: Sound for Live Events (SCQF level 7) — Outcome 1  <b>or</b> <a href="#">J018 34</a> Sound Production: Audio Skills (SCQF level 7) — Outcome 1	◆ an ability to develop essential underpinning knowledge in sound production
Perform equalization, dynamic processing, time-domain processing, audio channel level balancing, audio channel panning placement within a DAW  Perform appropriate use of mix groups and pan, level and mute automation	Product evidence — mix-down session	<a href="#">J019 34</a> Sound Production: Digital Audio Workstations (SCQF level 7) — Outcome 3  <b>or</b> Learners may have also had the opportunity to demonstrate these competences in Outcome 2 of <a href="#">J01A 34</a> Sound Production: Recording and Mixing (SCQF level 7).	◆ an ability to develop essential underpinning knowledge in sound production
Knowledge of room acoustics on capture and reproduction of sound	Product evidence — session files <b>and</b> written and/or oral evidence  <b>or</b> Performance checklist	<a href="#">J018 34</a> Sound Production: Audio Skills (SCQF level 7) — Outcome 4  <b>or</b> Learners may also have demonstrated this competency in Outcome 1 of <a href="#">J01A 34</a> Sound Production: Recording and Mixing (SCQF level 7) <b>or</b> <a href="#">J01C 34</a> Sound Production: Sound for Live Events (SCQF level 7) — Outcomes 1 and 2.	◆ an ability to develop essential underpinning knowledge in sound production

Key critical competences	Examples of key critical evidence	Unit(s) taken from	Specific aims
Creating a budget for a small sound production project	Product evidence in the form of a spreadsheet showing at least 10 income/expenditure items	<a href="#">J01B 34</a> Sound Production: Skills for Business (SCQF level 7) — Outcome 2	<ul style="list-style-type: none"> <li>◆ an ability to analyse and synthesise knowledge and skills acquired through study</li> <li>◆ an ability to develop study, organisational and research skills</li> <li>◆ an ability to integrate sound production skills in practical and/or employability contexts</li> <li>◆ an ability to develop personal skills and follow evolving industry practices</li> </ul>
Creating a targeted CV and participating in an interview for employment in a sound production role	Product evidence — job application and targeted CV and performance evidence — video of interview and assessor observation checklist	<a href="#">J01B 34</a> Sound Production: Skills for Business (SCQF level 7) — Outcome 3	<ul style="list-style-type: none"> <li>◆ an ability to analyse and synthesise knowledge and skills acquired through study</li> <li>◆ an ability to develop study, organisational and research skills</li> <li>◆ an ability to integrate sound production skills in practical and/or employability contexts</li> <li>◆ an ability to develop personal skills and follow evolving industry practices</li> </ul>

Key critical competences	Examples of key critical evidence	Unit(s) taken from	Specific aims
Ability to research, assimilate and clearly present appropriate information in planning documents, reports etc	<b>Two from the following:</b>	<b>Two from the following:</b>	♦ an ability to develop study, organisational and research skills
	♦ Product evidence — operational guide	♦ <a href="#">J01C 34</a> Sound Production: Sound for Live Events (SCQF level 7) — Outcome 1	
	♦ Written and/or oral evidence comparing capture and reproduction of sound in enclosed spaces	♦ <a href="#">J018 34</a> Sound Production: Audio Skills (SCQF level 7) — Outcome 3	
	♦ Written and/or oral evidence — justify and explain microphone selections and techniques	♦ <a href="#">J018 34</a> Sound Production: Audio Skills (SCQF level 7) — Outcome 4	
	♦ Product evidence — plan and documentation of multi-track recording	♦ <a href="#">J01A 34</a> Sound Production: Recording and Mixing (SCQF level 7) — Outcome 1	
	♦ Product evidence — mix-down plan	♦ <a href="#">J01A 34</a> Sound Production: Recording and Mixing (SCQF Level 7) — Outcome 2	
Creative approaches to audio capture, processing and mixing in a live or recording environment	Performance evidence — sound check and performance checklist <b>or</b> Product evidence — completed mix-down session	<a href="#">J01C 34</a> Sound Production: Sound for Live Events (SCQF level 7) — Outcome 2 <b>or</b> <a href="#">J01A 34</a> Sound Production: Recording and Mixing (SCQF level 7) — Outcome 2 <b>or</b> Learners may also have demonstrated this competency in Outcome 3 of <a href="#">J019 34</a> Sound Production: Digital Audio Workstations (SCQF level 7).	♦ an ability to develop skills in the creative use of sound production technology and applications

Key critical competences	Examples of key critical evidence	Unit(s) taken from	Specific aims
Creative approaches to creating audio premaster material	Product evidence — pre-production master	<a href="#">J019 34</a> Sound Production: Digital Audio Workstations (SCQF level 7) — Outcome 4 <b>or</b> Learners may also have demonstrated this competency in Outcome 2 of <a href="#">J01A 34</a> Sound Production: Recording and Mixing (SCQF level 7).	◆ an ability to develop skills in the creative use of sound production technology and applications
Current knowledge of copyright, collection societies and common sound production agreements	Written and/or oral evidence	<a href="#">J01B 34</a> Sound Production: Skills for Business (SCQF level 7) — Outcome 1	◆ an ability to develop personal skills and follow evolving industry practices
Interacting with clients in a live and/or studio context	Performance evidence — observation checklist <b>and/or</b> Performance evidence — observation checklist	<a href="#">J01C 34</a> Sound Production: Sound for Live Events (SCQF level 7) — Outcomes 2 and 3 <b>and/or</b> <a href="#">J01A 34</a> Sound Production: Recording and Mixing (SCQF level 7) — Outcome 1	◆ an ability to develop personal skills and follow evolving industry practices
Complying with health and safety, including creating basic risk assessments	Product evidence — operational guide <b>or</b> Performance evidence	<a href="#">J01C 34</a> Sound Production: Sound for Live Events (SCQF level 7) — Outcome 1 <b>or</b> <a href="#">J01A 34</a> Sound Production: Recording and Mixing (SCQF level 7) — Outcome 1	◆ an ability to develop personal skills and follow evolving industry practices

Key critical competences	Examples of key critical evidence	Unit(s) taken from	Specific aims
Demonstrating ability to critically listen whilst mixing in a live and/or studio context	<b>Two from the following:</b>	<b>Two from the following:</b>	◆ an ability to develop critical listening skills
	◆ Product evidence — pre-production master	◆ <a href="#">J019 34</a> Sound Production: Digital Audio Workstations (SCQF level 7) — Outcome 4	
	◆ Written and/or oral evidence	◆ <a href="#">J018 34</a> Sound Production: Audio Skills (SCQF level 7) — Outcome 3	
	◆ Product evidence — recording session and/or mix-down	◆ <a href="#">J01A 34</a> Sound Production: Recording and Mixing (SCQF level 7) — Outcome 1 and/or Outcome 2	
	◆ Performance evidence — sound check and/or operating sound for live event	◆ <a href="#">J01C 34</a> Sound for Live Events (SCQF level 7) — Outcome 2 and/or Outcome 3	



Key critical competences	Examples of key critical evidence	Unit(s) taken from	Specific aims
Identify and resolve basic faults in audio systems including: <ul style="list-style-type: none"> <li>◆ basic test equipment</li> <li>◆ fault in cable or connector</li> <li>◆ fault in system component</li> <li>◆ fault in mains fuse</li> </ul>	Performance evidence — observation checklist  <b>or</b>  Performance evidence — observation checklist	<a href="#">J018 34</a> Sound Production: Audio Skills (SQCF level 7) — Outcome 2  <b>or</b>  <a href="#">J01C 34</a> Sound Production: Sound for Live Events — (SQCF level 7) — Outcome 2	◆ an ability to identify and resolve faults in relation to audio systems
	<b>alternatively</b>	<b>alternatively</b>	
	Although not assessed in J019 34 Digital Audio Workstations (SCQF level 7) or J01A 34 Recording and Mixing (SCQF level 7), learners may have evidence of identifying and resolving faults while generating evidence for these units.  This could be evidenced through observation or professional discussion where the learner identifies the faults encountered and describes how they were resolved.	◆ <a href="#">J019 34</a> Sound Production: Digital Audio Workstations (SQCF level 7) — Outcomes 1, 2 and 3 ◆ <a href="#">J01A 34</a> Sound Production: Recording and Mixing (SQCF level 7) — Outcome 1	

The key critical competences listed above all support candidates with meeting the aim 'to enable progression to further study in sound production or a related discipline'.

To demonstrate the aim 'to develop competencies in a range of specialised areas in line with preferred career aims', candidates must demonstrate competence in **two** other areas by providing key evidence from other units from the HNC Sound Production framework. The list of competences and evidence below is not exhaustive and can be substituted with evidence from other optional units that demonstrate competency in a range of associated areas. This will be dependent on the optional units that centres have delivered.

Competence(s)	Examples of critical evidence	Unit(s) taken from
Creative audio recording and editing in a specialised area	<p>Product evidence — audio recording and editing appropriately on a minimum of four sources, at least two of which must be live and one of which must be pre-recorded</p> <p><b>or</b></p> <p>Product evidence — prepare audio for use within a visual sequence</p> <p><b>or</b></p> <p>Product evidence — create appropriate audio for use within a multimedia context</p> <p><b>or</b></p> <p>Apply audio editing skills in the context of a re-mix</p> <p><b>or</b></p> <p>Prepare audio assets for use within a game environment; audio acquisition and audio editing</p> <p><b>or</b></p> <p>Product evidence</p>	<p><a href="#">J0L4 33</a> Sound Production: Audio for Multimedia (SCQF level 6) — Outcome 1</p> <p><a href="#">H1M3 34</a> Audio Post Production: An Introduction (SCQF level 7) — Outcome 2</p> <p><a href="#">J0L6 34</a> Sound Production: Audio for Multimedia (SCQF level 7) — Outcome 3</p> <p><a href="#">J0L7 34</a> Sound Production: Creative Music Re-mixing (SCQF level 7) — Outcome 2</p> <p><a href="#">J0L8 34</a> Sound Production: Game Audio (SCQF level 7) — Outcome 1</p> <p><a href="#">J0LB 34</a> Sound Production: Synthesis and Sampling (SCQF level 7) — Outcome 2</p>

Competence(s)	Examples of critical evidence	Unit(s) taken from
Perform specialised audio file management	<p>Product evidence — effectively save audio in an appropriate delivery format for use within a multimedia artefact</p> <p><b>or</b></p> <p>Performance evidence — organise all audio files effectively with a consistent naming convention</p> <p><b>or</b></p> <p>Performance and product evidence — maintain consistent file management using appropriate file naming conventions and implement audio assets within a prepared game environment</p> <p><b>or</b></p> <p>Product evidence</p>	<p><a href="#">J0L4 33</a> Sound Production: Audio for Multimedia (SCQF level 6) — Outcome 2</p> <p><a href="#">J0L6 34</a> Sound Production: Audio for Multimedia (SCQF level 7) — Outcome 3</p> <p><a href="#">J0L8 34</a> Sound Production: Game Audio (SCQF level 7) — Outcomes 1 and 2</p> <p><a href="#">J0LB 34</a> Sound Production: Synthesis and Sampling (SCQF level 7) — Outcome 1</p>
Ability to appropriately investigate	<p>Product evidence — investigate the use of audio within multimedia contexts</p> <p><b>or</b></p> <p>Product evidence — investigate the development of the re-mix</p>	<p><a href="#">J0L6 34</a> Sound Production: Audio for Multimedia (SCQF level 7) — Outcome 1</p> <p><a href="#">J0L7 34</a> Sound Production: Creative Music Re-mixing (SCQF level 7) — Outcome 1</p>

Competence(s)	Examples of critical evidence	Unit(s) taken from
Ability to specifically plan	<p>Product evidence — produce a sound map for a visual sequence</p> <p><b>or</b></p> <p>Product evidence — plan the use of audio within multimedia contexts</p> <p><b>or</b></p> <p>Product evidence — a plan which includes:</p> <ul style="list-style-type: none"> <li>◆ a summary of the multimedia artefact</li> <li>◆ identification of required sources of audio</li> <li>◆ methods of capture for sources of audio and equipment required</li> <li>◆ proposed edits to captured audio</li> <li>◆ proposed effect processing of captured audio</li> </ul> <p><b>or</b></p> <p>Plan a studio recording session in response to a client brief</p>	<p><a href="#">H1M3 34</a> Audio Post Production: An Introduction — Outcome 1</p> <p><a href="#">J0L6 34</a> Sound Production: Audio for Multimedia (SCQF level 7) — Outcome 2</p> <p><a href="#">J0L4 33</a> Sound Production: Audio for Multimedia (SCQF level 6) — Outcome 1</p> <p><a href="#">J0LA 34</a> Sound Production: Recording Project (SCQF level 7) — Outcome 1</p>
Performing MIDI implementation	Performance evidence — matching pitch and timing of MIDI within a musical piece	<a href="#">J0L7 34</a> Sound Production: Creative Music Re-mixing (SCQF level 7) — Outcome 2
Perform creative processing in recording contexts	<p>Performance evidence — apply genre-specific production techniques in the context of a re-mix</p> <p><b>or</b></p> <p>Performance evidence — apply audio effects appropriately where required</p>	<p><a href="#">J0L7 34</a> Sound Production: Creative Music Re-mixing (SCQF level 7) — Outcome 3</p> <p><a href="#">J0L8 34</a> Sound Production: Game Audio (SCQF level 7) — Outcome 1</p>

Competence(s)	Examples of critical evidence	Unit(s) taken from
Creative approaches to audio capture, processing and mixing in a recording environment	Performance and product evidence — mix sound elements for a visual sequence <b>or</b> Product evidence — apply audio within a multimedia context <b>or</b> Product evidence — produce a mix-down of a completed re-mix project <b>or</b> Performance and product — produce a mix in response to the client needs	<a href="#">H1M3 34</a> Audio Post Production: An Introduction (SCQF level 7) — Outcome 3  <a href="#">J0L6 34</a> Sound Production: Audio for Multimedia (SCQF level 7) — Outcome 4  <a href="#">J0L7 34</a> Sound Production: Creative Music Re-mixing (SCQF level 7) — Outcome 4  <a href="#">J0L9 34</a> Sound Production: Mixing Project (SCQF level 7) — Outcomes 2 and 3
Interacting with clients in a professional context	Performance evidence — observation checklist <b>or</b> Performance evidence — observation checklist	<a href="#">J0L9 34</a> Sound Production: Mixing Project (SCQF level 7) — all Outcomes  <a href="#">J0LA 34</a> Sound Production: Recording Project (SCQF level 7) — Outcome 3
Current knowledge of recording agreements	Product evidence — demonstrate an understanding of a recording studio agreement	<a href="#">J0LA 34</a> Sound Production: Recording Project (SCQF level 7) — Outcome 2