



MMST11009 *Digital Video and Audio*

Term 1 - 2022

Profile information current as at 14/12/2025 06:34 am

All details in this unit profile for MMST11009 have been officially approved by CQUniversity and represent a learning partnership between the University and you (our student). The information will not be changed unless absolutely necessary and any change will be clearly indicated by an approved correction included in the profile.

General Information

Overview

In this unit, students will be introduced to fundamental digital video and audio skills and knowledge. By engaging with activities that integrate practical skills and conceptual understanding, students will be able to produce digital audio and video content for a range of contexts appropriate to the digital content industries.

Details

Career Level: *Undergraduate*

Unit Level: *Level 1*

Credit Points: 6

Student Contribution Band: 10

Fraction of Full-Time Student Load: 0.125

Pre-requisites or Co-requisites

There are no requisites for this unit.

Important note: Students enrolled in a subsequent unit who failed their pre-requisite unit, should drop the subsequent unit before the census date or within 10 working days of Fail grade notification. Students who do not drop the unit in this timeframe cannot later drop the unit without academic and financial liability. See details in the [Assessment Policy and Procedure \(Higher Education Coursework\)](#).

Offerings For Term 1 - 2022

- Brisbane
- Bundaberg
- Cairns
- Mackay
- Online
- Rockhampton

Attendance Requirements

All on-campus students are expected to attend scheduled classes – in some units, these classes are identified as a mandatory (pass/fail) component and attendance is compulsory. International students, on a student visa, must maintain a full time study load and meet both attendance and academic progress requirements in each study period (satisfactory attendance for International students is defined as maintaining at least an 80% attendance record).

Website

[This unit has a website, within the Moodle system, which is available two weeks before the start of term. It is important that you visit your Moodle site throughout the term. Please visit Moodle for more information.](#)

Class and Assessment Overview

Recommended Student Time Commitment

Each 6-credit Undergraduate unit at CQUniversity requires an overall time commitment of an average of 12.5 hours of study per week, making a total of 150 hours for the unit.

Class Timetable

[Regional Campuses](#)

Bundaberg, Cairns, Emerald, Gladstone, Mackay, Rockhampton, Townsville

[Metropolitan Campuses](#)

Adelaide, Brisbane, Melbourne, Perth, Sydney

Assessment Overview

1. **Practical Assessment**

Weighting: 30%

2. **Practical Assessment**

Weighting: 30%

3. **Practical Assessment**

Weighting: 40%

Assessment Grading

This is a graded unit: your overall grade will be calculated from the marks or grades for each assessment task, based on the relative weightings shown in the table above. You must obtain an overall mark for the unit of at least 50%, or an overall grade of 'pass' in order to pass the unit. If any 'pass/fail' tasks are shown in the table above they must also be completed successfully ('pass' grade). You must also meet any minimum mark requirements specified for a particular assessment task, as detailed in the 'assessment task' section (note that in some instances, the minimum mark for a task may be greater than 50%). Consult the [University's Grades and Results Policy](#) for more details of interim results and final grades.

CQUniversity Policies

All University policies are available on the [CQUniversity Policy site](#).

You may wish to view these policies:

- Grades and Results Policy
- Assessment Policy and Procedure (Higher Education Coursework)
- Review of Grade Procedure
- Student Academic Integrity Policy and Procedure
- Monitoring Academic Progress (MAP) Policy and Procedure – Domestic Students
- Monitoring Academic Progress (MAP) Policy and Procedure – International Students
- Student Refund and Credit Balance Policy and Procedure
- Student Feedback – Compliments and Complaints Policy and Procedure
- Information and Communications Technology Acceptable Use Policy and Procedure

This list is not an exhaustive list of all University policies. The full list of University policies are available on the [CQUniversity Policy site](#).

Previous Student Feedback

Feedback, Recommendations and Responses

Every unit is reviewed for enhancement each year. At the most recent review, the following staff and student feedback items were identified and recommendations were made.

Feedback from Moodle Student Evaluation

Feedback

The submission process for Assessment 1 and 3 via the Moodle Workshop platform was very complex.

Recommendation

Review the submission process for assessment submission. Unless the submission process for Moodle Workshop platform is simplified, discontinue its use.

Feedback from Moodle Student Evaluation

Feedback

The number of readings and activities presented in the Weekly Study Guides was too high for some weeks.

Recommendation

Review the volume of weekly learning content across the unit. Ensure the volume of learning is achievable for students at this level.

Feedback from Moodle Student Evaluation

Feedback

The assessment due dates for this Unit coincided with those in other Units.

Recommendation

Review and make necessary changes to the assessment due dates for this Unit to ensure they are not falling on the same dates as other Units' assessment due dates.

Unit Learning Outcomes

On successful completion of this unit, you will be able to:

1. Demonstrate competency in foundational digital video and audio editing and production skills
2. Manage workflow at an industry standard throughout the video and audio production process
3. Apply knowledge and understanding about audio and video and their application in contemporary digital content industries.

Alignment of Learning Outcomes, Assessment and Graduate Attributes

 N/A Level	 Introductory Level	 Intermediate Level	 Graduate Level	 Professional Level	 Advanced Level
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Alignment of Assessment Tasks to Learning Outcomes

Assessment Tasks	Learning Outcomes		
	1	2	3
1 - Practical Assessment - 30%	•	•	
2 - Practical Assessment - 30%	•	•	
3 - Practical Assessment - 40%	•	•	•

Alignment of Graduate Attributes to Learning Outcomes

Graduate Attributes	Learning Outcomes		
	1	2	3
1 - Communication	•		•
2 - Problem Solving	•	•	
3 - Critical Thinking		•	
4 - Information Literacy			•
5 - Team Work			
6 - Information Technology Competence	•	•	
7 - Cross Cultural Competence			•
8 - Ethical practice			•
9 - Social Innovation			
10 - Aboriginal and Torres Strait Islander Cultures			

Textbooks and Resources

Textbooks

There are no required textbooks.

Additional Textbook Information

All course resources are to be accessed online through the eReading list on Moodle. Paper texts can still be purchased if you prefer at the CQUni Bookshop. Search on the unit code here: <http://bookshop.cqu.edu.au>

IT Resources

You will need access to the following IT resources:

- CQUniversity Student Email
- Internet
- Unit Website (Moodle)
- Access to Adobe Premiere Pro

Referencing Style

All submissions for this unit must use the referencing style: [American Psychological Association 7th Edition \(APA 7th edition\)](#)

For further information, see the Assessment Tasks.

Teaching Contacts

Andrew Couzens Unit Coordinator
a.couzens@cqu.edu.au

Schedule

Week 1 - 07 Mar 2022

Module/Topic	Chapter	Events and Submissions/Topic
The Digital Difference		Mandatory equipment induction for on-campus students to take place during tutorials.

Week 2 - 14 Mar 2022

Module/Topic	Chapter	Events and Submissions/Topic
Digital Cameras		

Week 3 - 21 Mar 2022

Module/Topic	Chapter	Events and Submissions/Topic
Basic Sound Recording		

Week 4 - 28 Mar 2022

Module/Topic	Chapter	Events and Submissions/Topic
Lighting Digital Video		

Week 5 - 04 Apr 2022

Module/Topic	Chapter	Events and Submissions/Topic
Introduction to Non-Linear Editing Software		Digital Video Interview Due: Week 5 Friday (8 Apr 2022) 11:59 pm AEST

Vacation Week - 11 Apr 2022

Module/Topic	Chapter	Events and Submissions/Topic
Week 6 - 18 Apr 2022		
Module/Topic	Chapter	Events and Submissions/Topic
Digital Video and Audio Formats and Workflow		
Week 7 - 25 Apr 2022		
Module/Topic	Chapter	Events and Submissions/Topic
Mixing Audio		
Week 8 - 02 May 2022		
Module/Topic	Chapter	Events and Submissions/Topic
Audio Filters and Effects		Audio Advertisement Due: Week 8 Friday (6 May 2022) 11:59 pm AEST
Week 9 - 09 May 2022		
Module/Topic	Chapter	Events and Submissions/Topic
Visualisation		
Week 10 - 16 May 2022		
Module/Topic	Chapter	Events and Submissions/Topic
Planning and Executing a Video Production		
Week 11 - 23 May 2022		
Module/Topic	Chapter	Events and Submissions/Topic
Live Production and Broadcast		
Week 12 - 30 May 2022		
Module/Topic	Chapter	Events and Submissions/Topic
How Video and Audio Interact with Other Digital Media Skills		Digital video package Due: Week 12 Friday (3 June 2022) 11:59 pm AEST
Review/Exam Week - 06 Jun 2022		
Module/Topic	Chapter	Events and Submissions/Topic
Exam Week - 13 Jun 2022		
Module/Topic	Chapter	Events and Submissions/Topic

Term Specific Information

STUDIO CLASSES

This unit includes studio classes for on-campus students. If you are able to attend any of the available on-campus classes, you should enrol as an on-campus student. Learning content will be equivalent for both on- and off-campus classes, but on-campus students will benefit from equipment access, use of the studio space, and collaborative in-class activities that emulate industry production contexts.

REQUIRED RESOURCES

You must have access to the following resources for this unit.

UNIT WEBSITE

The unit website provides essential resources for the unit such as weekly content and an online discussion forum. It can be accessed at <https://moodle.cqu.edu.au>

DISCUSSION FORUM

An online discussion forum will be provided through the unit website for discussing matters that relate to the unit. The discussion forum is the primary means of support for off-campus students who want assistance with tutorial activities and assignments.

DIGITAL VIDEO CAMERA

You will need access to a digital video camera to record video for classroom activities and assignments. A smartphone camera is sufficient for this unit. A limited number of cameras are available to borrow from each campus. An equipment induction must be completed to borrow equipment from campus. The induction will be completed on campus during the unit's first tutorial.

DIGITAL AUDIO RECORDER AND MICROPHONE

You will need access to an audio recorder and compatible microphone to record audio for classroom activities and assignments. A smartphone with audio recording capability is sufficient for this unit. A limited quantity of audio recorders and microphones are available to borrow from each campus. An equipment induction must be completed to borrow equipment from campus. The induction will be completed on campus during the unit's first tutorial.

ADOBE PREMIERE PRO

You will need Adobe Premiere Pro, a popular video editing program. Premiere Pro is available in the on-campus digital media labs. It can also be purchased at a discounted education price as part of an Adobe Creative Cloud subscription from the Adobe website (<https://www.adobe.com/au>). If you are an off-campus student who can't afford to purchase Premiere Pro, it is possible to complete this unit using the free video editor Da Vinci Resolve 17 (<https://www.blackmagicdesign.com/products/davinciresolve/>). However, teaching content in this unit will only cover Premiere Pro, and no teaching time will be available to help students learn Da Vinci Resolve 17.

Assessment Tasks

1 Digital Video Interview

Assessment Type

Practical Assessment

Task Description

This assessment requires you to apply technical video and audio skills introduced in the first five weeks of this unit to the production and editing of a 60 second video interview. To produce the final video you will create and edit together one shot of your interview subject and a small amount of b-roll footage. The completed project must adhere to the technical specifications and submission requirements provided in the detailed task breakdown on the unit website (Moodle).

Please refer to the unit website (Moodle) for a detailed assessment description and criteria.

Assessment Due Date

Week 5 Friday (8 Apr 2022) 11:59 pm AEST

Return Date to Students

Two weeks following submission

Weighting

30%

Assessment Criteria

1. Technical proficiency in use of camera, light, and sound
2. Adherence to professional video and audio conventions
3. Quality of workflow during production and post-production

Please refer to the Unit website (Moodle) for detailed assessment criteria.

Referencing Style

- [American Psychological Association 7th Edition \(APA 7th edition\)](#)

Submission

Online

Learning Outcomes Assessed

- Demonstrate competency in foundational digital video and audio editing and production skills
- Manage workflow at an industry standard throughout the video and audio production process

2 Audio Advertisement

Assessment Type

Practical Assessment

Task Description

This assessment requires you to create a 30 second audio advertisement suitable for an online podcast. To complete this task, you will be required to record vocals and sound effects, mix these to a professional standard using appropriate software, and apply audio effects to manipulate the characteristics of some of the audio clips used. The completed project must adhere to the technical specifications and submission requirements provided in the detailed task breakdown on the unit website (Moodle).

Please refer to the unit website (Moodle) for a detailed assessment description and criteria.

Assessment Due Date

Week 8 Friday (6 May 2022) 11:59 pm AEST

Return Date to Students

Two weeks following submission

Weighting

30%

Assessment Criteria

1. Quality of recorded audio files
2. Planning, execution and export of an effective audio mix
3. Creative use of appropriate digital audio effects

Please refer to the unit website (Moodle) for detailed assessment criteria.

Referencing Style

- [American Psychological Association 7th Edition \(APA 7th edition\)](#)

Submission

Online

Learning Outcomes Assessed

- Demonstrate competency in foundational digital video and audio editing and production skills
- Manage workflow at an industry standard throughout the video and audio production process

3 Digital video package

Assessment Type

Practical Assessment

Task Description

This assessment requires you to plan and execute an audiovisual package for a product or service suited to a selection of online delivery platforms. Instructions for selecting a product or service will be provided in the detailed task breakdown on the unit website (Moodle). The package will consist of one five second sequence and one 30 second sequence for different online platforms selected from a list provided. You will use visualisation techniques to plan high-quality, innovative, and technically proficient sequences that accomplish continuity in shape, movement, colour and lighting between shots. The sequences will attain synergy between video and audio. The completed project must adhere to the technical specifications and submission requirements provided in the detailed task breakdown on the unit website (Moodle), including a 500 word creative statement accompanying the submission explaining the package's creative vision, target audience, and intended release platforms.

Please refer to the unit website (Moodle) for a detailed assessment description and criteria.

Assessment Due Date

Week 12 Friday (3 June 2022) 11:59 pm AEST

Return Date to Students

Two weeks following submission

Weighting

40%

Assessment Criteria

1. Technical proficiency of and synergy between audio and visual elements
2. Effective planning and execution of a cohesive audiovisual package
3. Delivery of a creative concept suited to the intended purpose, audience, and release platforms

Please refer to the unit website (Moodle) for detailed assessment criteria.

Referencing Style

- [American Psychological Association 7th Edition \(APA 7th edition\)](#)

Submission

Online

Learning Outcomes Assessed

- Demonstrate competency in foundational digital video and audio editing and production skills
- Manage workflow at an industry standard throughout the video and audio production process
- Apply knowledge and understanding about audio and video and their application in contemporary digital content industries.

Academic Integrity Statement

As a CQUniversity student you are expected to act honestly in all aspects of your academic work.

Any assessable work undertaken or submitted for review or assessment must be your own work. Assessable work is any type of work you do to meet the assessment requirements in the unit, including draft work submitted for review and feedback and final work to be assessed.

When you use the ideas, words or data of others in your assessment, you must thoroughly and clearly acknowledge the source of this information by using the correct referencing style for your unit. Using others' work without proper acknowledgement may be considered a form of intellectual dishonesty.

Participating honestly, respectfully, responsibly, and fairly in your university study ensures the CQUniversity qualification you earn will be valued as a true indication of your individual academic achievement and will continue to receive the respect and recognition it deserves.

As a student, you are responsible for reading and following CQUniversity's policies, including the [Student Academic Integrity Policy and Procedure](#). This policy sets out CQUniversity's expectations of you to act with integrity, examples of academic integrity breaches to avoid, the processes used to address alleged breaches of academic integrity, and potential penalties.

What is a breach of academic integrity?

A breach of academic integrity includes but is not limited to plagiarism, self-plagiarism, collusion, cheating, contract cheating, and academic misconduct. The Student Academic Integrity Policy and Procedure defines what these terms mean and gives examples.

Why is academic integrity important?

A breach of academic integrity may result in one or more penalties, including suspension or even expulsion from the University. It can also have negative implications for student visas and future enrolment at CQUniversity or elsewhere. Students who engage in contract cheating also risk being blackmailed by contract cheating services.

Where can I get assistance?

For academic advice and guidance, the [Academic Learning Centre \(ALC\)](#) can support you in becoming confident in completing assessments with integrity and of high standard.

What can you do to act with integrity?



Be Honest

If your assessment task is done by someone else, it would be dishonest of you to claim it as your own



Seek Help

If you are not sure about how to cite or reference in essays, reports etc, then seek help from your lecturer, the library or the Academic Learning Centre (ALC)



Produce Original Work

Originality comes from your ability to read widely, think critically, and apply your gained knowledge to address a question or problem