

#### DAR ES SALAAM SCHOOL OF JOURNALISM

- MODULE NAME: RADIO BROADCASTING
- MODULE CODE: JST 05103
- DEPARTMENT : JOURNALISM/ACADEMIC
- MODULE LEVEL: NTA LEVEL 5
- MODULE SEMESTER: ONE (1)
- TUTOR'S NAME: STELLA MSALIBOKO



**OUR MOTTOR: MEDIA FOR DEMOCRACY** 



# THIS MODULE CONSIST OF THIRTEEN (13) TOPICS:

#### > TOPIC 1

Describe key Sound Technology Concepts.

## > TOPIC 2

Describe different types of Microphones and Sound recorders

## > TOPIC 3

Balance Sound in production of Radio Programmes

#### > TOPIC 4

Demonstrate techniques of handling, use, and Maintenance of Sound recorders and Microphones.

#### > TOPIC 5

Demonstrate Radio Studio Manners

## **> TOPIC 6**

Demonstrate Broadcasting Ethics in Producing Radio Programmes.

#### TOPICS CONTINUED.....

> TOPIC 7

Demonstrate command of different Radio Studio Setting.

> TOPIC 8

Use different types of Microphones and Sound recorders in diversified environment to produce Sound Pogrammes.

#### > TOPIC 9

Use Computers to develop Radio Programmes,

#### **TOPIC 10**

Apply Radio Broadcasting equipment in producing Programmes.

## > TOPICS 11

Categorise Radio Programmes



## TOPICS CONTINUED.....

**TOPIC 12** 

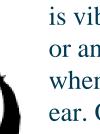
Demonstrate Steps of preparing Various Radio Programmes

**TOPIC 13** 

Produce Various Radio Programmes.



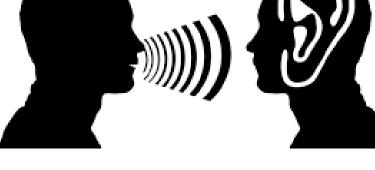
## TOPIC 1:SOUND CONCEPT (continued...)



## What is **SOUND**

is vibrations that travel through the air or another medium and can be heard when they reach a person's or animal's ear. OR

**Sound is a vibration that typically** propagates as an audible wave of pressure, through a transmission medium such as a gas, liquid or solid. In human physiology and psychology, sound is the reception of such waves and their perception by the brain.



- A wave is a disturbance that transfers energy through matter or space, with little or no associated mass transport.
- Waves consist of oscillations or vibrations of a physical medium or a field, around relatively

#### fixed locations

- Waveform is a curve showing the shape/layout of a wave at a given time OR
- A waveform is a variable that varies with time, usually representing a voltage or current.

  Waveforms are conventionally graphed

- with time on the horizontal axis. In electronics, an oscilloscope can be used to visualize a waveform on a screen
- Sound Wave is the pattern of disturbance caused by the movement

- of energy traveling through a medium(such as air, water, or any other liquid or solid matter) as it transmits away from the cause of the sound.
- The source is some object that causes a vibration, such as a ringing telephone, or a person's vocal chords.

**Amplitude** refers to the length and width of waves, such as sound waves, as they move or vibrate Or the maximum displacement or distance moved by a point on a vibrating body or wave measured from its.

equilibrium position. ... For a longitudinal wave, such as sound wave. Frequency is the number of occurrences of a repeating event per unit of time. It is also referred to as temporal frequency, which emphasizes the contrast to spatial frequency and angular frequency.

- The period is the duration of time of one cycle in a repeating event, so the period is the reciprocal of the frequency
- The different between sound and light is that light travels faster than sound.

# > Types of SOUND

Natural Sound are sounds produced by natural sources in their normal sound scape (environment), also natural sound is unprocessed sound.

Humans are a product of nature this could be considered part of nature for example a human vocal.

- Artificial Sound is a wave or vibration, audible, electromagnetic, or other signal, generated by a human source.
- The purpose of generating artificial noise, whether intentional or not, may

vary, depending on what is considered noise in a particular context or is a created/processed sound by using computer for example sound Effects

- > USES OF SOUND IN STUDIO SITUATION
- > In communication
- > In Advertisement
- > Act like informer
- > In Music

- > CHARACTERISTICS OF SOUND IN RADIO PRODUCTION
- Coherence
- > Intensity
- Background Sound
- > Echo
- Main sound/Pitch



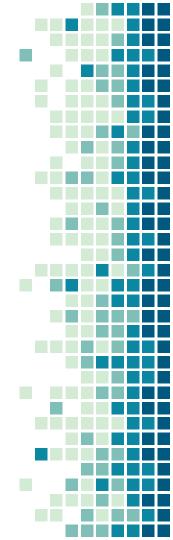
- Sound Effects
- > Loudness
- Quality
  <a href="https://www.youtube.com/watch?v=mevjV5pcIT">https://www.youtube.com/watch?v=mevjV5pcIT</a>
  <a href="mailto:c">c</a>





# Any Question?





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# CONTACT TUTOR IN CHARGE