

Work-Based Learning - RAT

Level: 4

Career Cluster: Media Arts

Program: Lighting and Sound Technology

Pathway(s): Recording Arts Technology/Technician

Course Catalog Description

This advanced course gives students authentic experience in recording arts technology through audio production, studio workflow, and professional practice. Students strengthen skills in recording, editing, mixing, critical listening, and project delivery while preparing for postsecondary education and careers in recording, live sound, broadcast, and related audio fields.

Summary

This advanced work-based learning course provides students with authentic, industry-connected experiences in recording arts technology through audio production, studio workflow, and professional practice. Aligned with Colorado's Recording Arts Technology/Technician pathway, the course gives students opportunities to apply and refine skills in recording, editing, mixing, critical listening, client communication, and project delivery while completing real-world or simulated production tasks for a variety of audiences and purposes. Students engage in collaborative and independent projects that mirror professional expectations, using digital audio workstations, microphones, interfaces, and other production equipment to create high-quality work. The course emphasizes problem-solving, time management, adaptability, and professionalism while helping students build confidence in technical and creative decision-making. Students also develop portfolios, reflect on their growth, and prepare for postsecondary education and careers in recording, live sound, broadcast, podcasting, sound design, and related audio production fields through meaningful work-based learning experiences and a culminating production project.

Notes

Compared with the previous work-based learning course, which used a broad pathway-independent structure focused on general career goals, training plans, safety agreements, documentation of hours, employer evaluations, and reflection, this updated course is significantly more specific to the Recording Arts Technology/Technician pathway and provides clearer direction for instruction and assessment. The revised version expands the learning outcomes to include recording, editing, mixing, critical listening, studio workflow, client-based production, portfolio development, and a culminating audio production project, while also embedding more detailed real-world experience ideas and stronger connections to authentic industry practice. Overall, the new document shifts from a general work-based learning framework to a more comprehensive, skill-focused course that better reflects the technical, creative, and professional expectations of audio production careers.

Student Learning Outcomes

1. Career Launch & Industry Preparation

Objective: *Build career awareness, clarify expectations, and prepare for placement.*

- Analyze recording arts career pathways (studio production, live sound, broadcasting, etc.)
- Identify personal interests (music production, sound design, podcasting, etc.)
- Develop resume, portfolio draft, and professional identity
- Create a Work-Based Learning Plan with measurable goals
- Demonstrate understanding of workplace expectations and industry norms

Real-World Experience Ideas

- Career interview
- Studio or venue job shadow
- Portfolio review with mentor
- Training plan for placement

2. Professional Practice & Studio Workflow

Objective: *Strengthen professional habits and studio workflow practices.*

- Demonstrate professional communication in studio and client environments
- Apply time management and organization to production workflows
- Follow professional studio protocols and file management systems
- Analyze workflows in recording, editing, mixing, and delivery

Real-World Experience Ideas

- Studio setup and teardown
- Live sound check support
- Session templates and checklists
- Client communication practice

3. Client-Based Audio Production

Objective: *Apply core learning through authentic audio production work.*

- Plan and produce audio for real clients
- Apply pre-production strategies (scripts, planning, session setup)
- Record, edit, mix, and finalize audio content
- Present work and justify production decisions

Real-World Experience Ideas

- Podcast series production
- Music recording and mixing
- Voiceover or commercial audio
- Sound design for video/animation

4. Recording, Editing, and Mixing Mastery

Objective: Apply technical skills in recording, editing, and mixing.

- Demonstrate proficiency with DAWs, recording tools, and audio interfaces
- Apply editing techniques, effects, and processing
- Manage multi-track sessions and audio assets
- Export audio for multiple formats and platforms

Real-World Experience Ideas

- School audio recording project
- Mix a multi-track session
- Export for multiple platforms
- Audio for theatre or film

5. Critical Listening, Quality, and Revision

Objective: Refine audio quality through listening, feedback, and revision.

- Apply critical listening skills to evaluate sound quality
- Analyze music, dialogue, and sound design elements
- Revise projects based on feedback and testing
- Ensure final audio meets professional standards

Real-World Experience Ideas

- Peer or client review
- Reference track comparison
- Playback listening test
- Final audio checklist

6. Advanced Work-Based Learning (Toward Industry Readiness)

Objective: Build independence and readiness for industry expectations.

- Demonstrate independence in audio production tasks
- Meet professional expectations for deadlines and quality
- Apply problem-solving during technical and creative challenges
- Evaluate readiness for industry or postsecondary pathways

Real-World Experience Ideas

- Studio or event internship
- Manage a full audio project
- Troubleshoot production issues
- Mock application and interview

7. Portfolio Development & Professional Identity

Objective: Develop a professional portfolio and clear industry identity.

- Curate a professional portfolio of audio projects
- Organize work to show technical skill and creative growth
- Present projects with process documentation and reflections

- Develop a specialization (music, live sound, podcasting, etc.)

8. Audio Production Project

Objective: *Synthesize learning through a culminating audio production project.*

- Complete a comprehensive audio production project
- Demonstrate full production workflow (pre → post)
- Present and defend creative and technical decisions
- Reflect on learning, growth, and career readiness

Real-World Experience Ideas

- Multi-episode podcast production
- Music album or EP production
- Sound design for film/game project
- Live sound engineering plan or event support
- Audio branding package for a business

Additional Information

WBL Experience Options (Learning THROUGH → AT Work)

- Recording studio internship
- Live sound or event production support
- Podcast or broadcast production project
- Client-based audio production (music, voiceover, media)
- School-based enterprise (studio services, announcements, media production team)
- Supervised entrepreneurship (audio production services, freelance mixing)

End-of-Course Outcomes

- Apply advanced audio production skills in real-world industry settings
- Plan, produce, and deliver professional-quality audio projects
- Demonstrate mastery of digital audio workstations (DAWs), recording equipment, and workflows
- Use critical listening and analysis to evaluate and improve audio quality
- Demonstrate professional workplace behaviors including communication, collaboration, and reliability
- Apply iterative production processes including critique, revision, and refinement
- Develop and present a professional audio portfolio
- Evaluate postsecondary and career opportunities in recording arts and audio technology

Assessment Structure

- Work-Based Learning Plan
- Client / Production Deliverables
- Weekly Reflection Logs
- Employer Feedback
- Technical Skill Demonstrations
- Portfolio Review
- Project & Presentation