

<b>Title</b>	<b>Analyse and prepare for the implementation of the audio requirements for a production or event</b>		
<b>Level</b>	<b>6</b>	<b>Credits</b>	<b>10</b>

<b>Purpose</b>	People credited with this unit standard are able to: analyse the audio requirements to develop audio documentation for a production or event; and prepare for implementation of audio requirements for a production or event.
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<b>Classification</b>	Performing Arts General > Entertainment and Event Technology and Operations
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<b>Available grade</b>	Achieved
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### Guidance Information

- 1 All learning and assessment leading to this unit standard must be carried out in accordance with the following as relevant:
  - legislation including Health and Safety at Work Act 2015 and subsequent amendments;
  - current industry best practice and industry guidelines (where available) including *Safe Rigging Practices for the Entertainment Industry in New Zealand*, June 2015, and *A Guide for Safe Working Practices in the New Zealand Theatre & Entertainment Industry*, April 2018, or replacements that supersede these guidelines, are available from the Entertainment Technology New Zealand (ETNZ) website, [www.etnz.org](http://www.etnz.org). Additional relevant guidelines are available from the WorkSafe website, [www.worksafe.govt.nz](http://www.worksafe.govt.nz).
- 2 Definitions
 

*Production or event* include but are not limited to – events, performances, conferences, large meetings, film and television, broadcasts, livestream, concerts, stage shows, theatre, studios, dance shows, cultural performance, sporting events, music performances, competitive events, circus, festivals, trade shows and exhibitions. May be inside or outdoors.

*Creative vision* can include creative or artistic intent, presentation, design brief, corporate expectations, and overall look and feel of show, performance or event.
- 3 The Entertainment and Event Technology (Level 6) programme guidance document should be consulted when developing assessments leading to this unit standard. It can be found at [www.skillsactive.org.nz](http://www.skillsactive.org.nz).

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## Outcomes and performance criteria

### Outcome 1

Analyse the audio requirements to develop audio documentation for a production or event.

Range audio documentation may include but is not limited to – plan, specifications, outcomes, budget, resources, schedules.

### Performance criteria

- 1.1 Engage with production or event stakeholders and documentation to establish event expectations and creative vision.
- 1.2 Determine the audio requirements for the production or event in consultation with the production departments and creative team.
  - Range must include but is not limited to – venue, infrastructure, and practical requirements.
- 1.3 Develop audio documentation in accordance with production requirements.
- 1.4 Determine resources to meet the audio requirements for the production or event.
- 1.5 Determine the budget to meet the audio requirements for the production or event.

### Outcome 2

Prepare for implementation of audio requirements for a production or event.

### Performance criteria

- 2.1 Secure technical resources to meet audio requirements.
- 2.2 Contribute to the selection of and securing people resources to meet audio requirements.
- 2.3 Ensure the selection of technical and people resources aligns with budget requirements.
- 2.4 Engage with internal and stakeholders to ensure audio requirements are deliverable.

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<b>Planned review date</b>	31 December 2026
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**Status information and last date for assessment for superseded versions**

Process	Version	Date	Last Date for Assessment
Registration	1	29 July 2021	N/A

<b>Consent and Moderation Requirements (CMR) reference</b>	0099
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This CMR can be accessed at <http://www.nzqa.govt.nz/framework/search/index.do>.

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**Comments on this unit standard**

Please contact the Skills Active Aotearoa [info@skillsactive.org.nz](mailto:info@skillsactive.org.nz) if you wish to suggest changes to the content of this unit standard.