



REPUBLIC OF KENYA

COMPETENCY BASED CURRICULUM

FOR

BROADCAST JOURNALISM

KNQF LEVEL 6

ISCED PROGRAMME CODE; 0321 654B



TVET CDACC
P.O. BOX 15745-00100
NAIROBI

BROADCAST PROGRAM EDITING

UNIT CODE: ME/CU/BJ/CR/03/6/B

Relationship to Occupational Standards

This unit addresses the unit of competency: Edit Broadcast Program

Duration of Unit: 120 hours

Unit Description

This unit specifies the competencies required to edit broadcast program. It involves determining broadcast editing hardware and software, determining audio and video formats, editing audio files, editing video files, packaging audio stories, packaging video stories, editing multi-media programs and archiving broadcast content.

Summary of Learning Outcomes

1. Determine broadcast editing hardware and software
2. Determine audio and video formats
3. Edit audio files
4. Edit video files
5. Package audio stories
6. Package video stories
7. Edit multi-media programs
8. Archive broadcast content

Learning Outcomes, Content and Suggested Assessment Methods

Learning Outcome	Content	Suggested Assessment Methods
1. Determine broadcast editing hardware and software	<ul style="list-style-type: none">• Meaning of terms• Types of broadcast editing• Broadcast editing hardware and software	<ul style="list-style-type: none">• Observation• Written tests• Assignments• Supervised exercises
2. Determine audio and video formats	<ul style="list-style-type: none">• Define and distinguish audio and video formats• Types of audio formats• Compatibility of file formats and hardware• Compatibility of file formats and software	<ul style="list-style-type: none">• Observation• Written tests• Assignments• Supervised exercises

3. Edit audio files	<ul style="list-style-type: none"> • Types of audio programs • Scripts for audio programs • Importing audio • Audio editing process • Editing imported audio files • Exporting process for edited audio programs 	<ul style="list-style-type: none"> • Observation • Written tests • Oral questioning • Assignments • Supervised exercises
4. Edit video files	<ul style="list-style-type: none"> • Types of video programs • Scripts for video programs • Importing video files • Video editing process • Rendering/exporting edited video programs 	<ul style="list-style-type: none"> • Observation • Written tests • Oral questioning • Assignments • Supervised exercises
5. Package audio stories	<ul style="list-style-type: none"> • Types of broadcast platforms for audio transmission • Storage devices and their capacity • Process of packaging audio files 	<ul style="list-style-type: none"> • Observation • Written tests • Oral questioning • Assignments • Supervised exercises
6. Package video stories	<ul style="list-style-type: none"> • Types of broadcast platforms for video transmission • Story selection for broadcast programming • Storage devices and their capacity • Process of packaging video files • Coaching for newscasters 	<ul style="list-style-type: none"> • Observation • Written tests • Oral questioning • Assignments • Supervised exercises •
7. Edit multi-media programs	<ul style="list-style-type: none"> • Meaning of terms • Types of multi-media content and the different platforms • Preparation of scripts for multi-media programs • Multimedia research • Multimedia processes and tools 	<ul style="list-style-type: none"> • Observation • Written tests • Oral questioning • Assignments • Supervised exercises •

	<ul style="list-style-type: none"> • Multimedia editing processes • Multimedia packaging and archiving 	
8. Archive broadcast content	<ul style="list-style-type: none"> • Determining broadcast content • Storage facilities • Digitization of broadcast content • Cataloguing of digitized content • Encryption process 	<ul style="list-style-type: none"> • Observation • Written tests • Oral questioning • Assignments • Supervised exercises •

Suggested Methods of Instruction

- Group discussions and presentation
- Demonstration by trainer
- Practical work by trainee
- Exercises

Recommended Resources

- TV studio
- Radio studio
- Wireless microphones
- Video cameras
- Tablets
- Smart phones
- Laptops
- SD cards and card readers
- TFT screens
- Drone cameras
- Recorders