ME3 – Hildesheim – 13.02.2020

IO3: Skills cards for new professional profiles

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- Define the skills card(s) for the new professional profile(s) that can be linked to E2U content creation
- ✓ Create from scratch, adapt and, if considered relevant, have them validated by end users





More specifically:

- ✓ Decide whether a single profile or multiple profiles should be created for the E2U expert
- ✓ Identify the skills and competences linked to each of them
- ✓ Consider the acquisition of competences in the field of E2U as a way of widening the skills of already defined professionals





Output:

✓ A skills card for each of the professional profiles identified in relation to E2U, including additional skills added to existing profiles (for instance, subtitlers or audio describers).





Stages:

- Comparison of existing skills cards and similar documents from other EU projects
- ✓ Agreement on the number of profiles and general framework
- \checkmark Drafting of the skills cards





ADLAB PRO (Audio Description: A Laboratory for the development of a new professional profile)

- 1 Insight into the history, developments and trends of AD practice and research
- 2 General knowledge of the concept of AD
- 3 Practice-oriented understanding of the functioning of audiovisual texts, in general and for different/selected types of AD
- 4 Technical knowledge and skills regarding software solutions for both the production and reception/distribution of AD for different/selected types of AD
- 5 Knowledge of the workflow and identification of the different people involved in the AD production process for different/selected types of AD
- 6 Skills for the production of an AD-script for different/selected types of AD
- 6a Overall insight into the specialised knowledge required for the different AD contexts and of the challenges they pose
- 6b Knowing what information to select/prioritize and how to go about this
- 6c Knowing how much information is necessary and/or desirable
- 6d Knowing how to formulate descriptions and choose the appropriate AD strategies to promote AD as a narrative, to ensure clarity and the production of an engaging text through linguistic and textual choices
- 6e Knowing when to insert descriptions in the ST, respect synchrony with sound effects, interaction with dialogues, general intersemiotic cohesion
- 6f Knowing and applying the formal requirements for an AD script so as to facilitate delivery/recording
- 7 Skills for the delivery of different/selected types of AD:
- 7a Vocal skills & reading skills or awareness of the need to collaborate with a voice talent for recorded/live AD
- 7b Identify the technical requirements and use technical facilities for recorded and/or live delivery
- 8 Knowledge of the parameters for a qualitative AD end product and skills for assessing/editing the AD
- 9 Knowledge of the use of Audio Introductions and what to include in them; skills for writing and recording AI's
- 10 Knowledge of the use of AST's, dubbing and voice-over and the different applicable scenarios; skills for adapting, if applicable, and recording AST's/dubbing/voice-over
- 11 Knowledge of new developments and the capacity/willingness to stay abreast: the translation of AD's, use of MT, use of artificial voices
- 12 Knowledge of new developments in terms of new areas of applicability and new audiences
- 13 Knowledge of the needs of blind and partially sighted audiences in live interactions when leading tours and guiding





ADLAB PRO (Audio Description: A Laboratory for the development of a new professional profile)

				Module 5 Additional services
Module 1 General introduction	Module 2 Screen AD	Module 3 Audio description of live events	Module 4 (Semi) live audio description for static arts and environments	Module 6 Additional technical issues,
				develpments and changes





LTA (Live Text Access)

LTA.U1	UNDERSTANDING ACCESSIBILITY	ELEMENT		LEARNING OUTCOMES
	LTA.U1.E1	Basic concepts about accessibility, multimodality and universal design		Trainees are able to:
			LTA.U1.E1.LO1	distinguish between the medical and social model of disability.
			LTA.U1.E1.LO2	explain the concepts of disability, accessibility, and multimodality, and the differences among them from the perspective of the social model of disability.
			LTA.U1.E1.LO3	explain the concepts of Universal Design and Design for All.
			LTA.U1.E1.LO4	design accessible working settings for the provision of real-time intralingual subtitles by applying the principles of Universal Design and Design for All.
	LTA.U1.E2	Target groups and their needs		
			LTA.U1.E2.LO1	explain the concepts of hearing, hearing loss, and assistive technology and how they relate to the needs of end-users of real time subtitles: hard-of-hearing, deaf, and deaf-blind community.
			LTA.U1.E2.LO2	explain the needs and cultural preferences of the hard-of-hearing, deaf, and deaf-blind community, and other end users of real-time translations.
			LTA.U1.E2.LO3	use sign language to communicate in basic job-related situations.





Comparison of existing skills cards ILSA (Interlingual Live Subtitling for Access)

Module	Unit number	LO	LO description	Cognitive domain	Affective domain	Psychomotor domain	Suggested	Suggested teaching
number and	and			1=knowledge	1=receiving	1=imitation	learning method	material
description	description			2=comprehension	2=responding	2=manipulation	1=acquisition	
				3=application	3=valuing	3=precision	2=enquiry	
				4=analysis	4=organisation	4=articulation	3=discussion	
				5=synthesis	5=characterization	5=naturalisation	4=practice	
				6=evaluation			5=collaboration	
1a: Media and	1: Disability	1	The student is able to define the	1,2			1	Readings, PPTs,
live events			notion of disability and explain its					audiovisual material,
accessibility			historical evolution					news and social media
1a: Media and	1: Disability	2	The student is able to explain and	1,2			1	Readings, PPTs,
live events			contrast the different disability					audiovisual material,
accessibility			models (e.g. medical and social) and					news and social media
			the language they use					
1a: Media and	1: Disability	3	The student is able to describe the	1,2			1	Readings, PPTs,
live events			basic types and degrees of disability					audiovisual material,
accessibility								news and social media





ACT (Accessible Culture & Training)

ACT.U1	UNDERSTANDING ACCESSIBILITY				
	Learning Element (E)				
	ACT.U1.E1	What is Accessibi	lity?		
		Performance Criteria (PC)			
		ACT.U1.E1.PC1	S/he understands the basic concepts of inclusion and accessibility.		
		ACT.U1.E1.PC2	S/he understands the requirements for an accessible event.		
	ACT.U1.E2	What is an Access	sible Event?		
		ACT.U1.E2.PC1	S/he understands the basic types and degrees of disability.		
		ACT.U1.E2.PC2	S/he understands the basic concepts of accessibility and its different forms.		
		ACT.U1.E2.PC3	S/he understands that there are national and international legislation and other requirements.		
		ACT.U1.E2.PC4 S/he demonstrates critical understanding of the concept of accessibility for everyone.			





Agreement on the number of profiles and general framework

Expert in E2U audiovisual journalism

Expert in E2U audio description

Expert in E2U subtitles

3 New professional profiles





Agreement on the number of profiles and general framework







Agreement on the number of profiles and general framework

Journalism	Expert in E2U audiovisual journalism	Media accessibility norms and regulations Easy-to-Understand Easy-to-Understand and AV Journalism The Profession		
Audio Description	Expert in E2U audio description	Media accessibility norms and regulations Easy-to-Understand Easy-to-Understand and AD The Profession		
Subtitling	Expert in E2U subtitles	Media accessibility norms and regulations Easy-to-Understand Easy-to-Understand and Subtitling The Profession		
Foundational	3 New professional profiles			





Drafting of the skills cards

- \checkmark Drafting of the profiles
- \checkmark Preliminary version of the skills cards
- ✓ Proposal of skills to be added to existing profiles
- \checkmark Revised proposal of the skills cards
 - Input from partners
 - Input from stakeholders
- \checkmark Final version of the skills cards





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