

School of Creative Arts

Title of Programme: Postgraduate Music, Composition and Sound Technology

Programme Code: TCMCTM

Programme Specification

This programme specification is relevant to students entering:
01 September 2018

Associate Dean of School (Academic Quality Assurance):
Rob Wright

Signature



31st March 2018

A programme specification is a collection of key information about a programme of study (or course). It identifies the aims and learning outcomes of the programme, lists the modules that make up each stage (or year) of the programme, and the teaching, learning and assessment methods used by teaching staff. It also describes the structure of the programme, its progression requirements and any programme-specific regulations. This information is therefore useful to potential students to help them choose the right programme of study, to current students on the programme, and to staff teaching and administering the programme.

Summary of amendments to the programme:

Section	Amendment
F Other Sources of Information	Replace link to A-Z guide to new link for Herts Handbook

If you have any queries regarding the changes, please email AQO@herts.ac.uk

Programme Specification

Postgraduate Music, Composition and Sound Technology

This programme specification (PS) is designed for prospective students, enrolled students, academic staff and potential employers. It provides a concise summary of the main features of the programme and the intended learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if he/she takes full advantage of the learning opportunities that are provided. More detailed information on the teaching, learning and assessment methods, learning outcomes and content for each module can be found in Definitive Module Documents (DMDs) and Module Guides.

Section 1

Awarding Institution/Body	University of Hertfordshire
Teaching Institution	University of Hertfordshire
University/partner campuses	College Lane Camus
Programme accredited by	Not applicable
Final Award (Qualification)	MA / MSc
All Final Award titles (Qualification and Subject)	1. MSc Music and Sound for Film and Games 2. MSc Music and Sound Technology (Audio Engineering) 3. MSc Music and Sound Technology (Audio Programming) 4. MA Creative Music Production
FHEQ level of award	7
Language of Delivery	English

A. Programme Rationale

Postgraduate Studies at the School of Creative Arts

All Postgraduate programmes in the School of Creative Arts share two 15-credit modules (Research and Enquiry; and Creative Economies), covering the fundamental research and enterprise skills that define Master-level education in the creative industries.

Postgraduate Music, Composition and Sound Technology - Overview

This programme offers four distinct awards:

- MSc Music and Sound for Film and Games
- MSc Music and Sound Technology (Audio Engineering)
- MSc Music and Sound Technology (Audio Programming)
- MA Creative Music Production

The programme is designed to provide industry-relevant post-graduate education aimed at developing music and sound professionals who wish to operate successfully in four distinct yet related areas of the current audio and music industry. The studio techniques, technologies and processes that have become the backbone of current practice constitute the common ground on which the respective pathways intersect. The approach to the technology and the specific application of the studio tools, however, differ significantly in each award path.

MSc Music and Sound for Film and Games.

This is specifically conceived to respond to the current demand for creative professionals who are able to provide both sound design and music content for the film and videogame industry. The curriculum for this award addresses specifically three areas of audio/visual interaction, effectively covering the entire spectrum of soundtrack composition:

Video Art – The broad label of “video art” is meant to include all instances of non-narrative film. Its pedagogical purpose is to develop an understanding of audio-visual relationships in the absence of any narrative content. The formal elements of film language are thus brought into relief and appropriate strategies for audio/visual interaction are explored.

Narrative Film – Here the cinematic nature of film is harnessed for specific narrative purposes. Elements of story, plot, time, character development and dramatic structure are then brought into the equation, all of which call for a specific set of compositional devices and strategies.

Interactive Game Audio – This draws from the general principles explored in video art and narrative film, but the crucial difference lies in the non-linear, interactive nature of this medium. This requires specific compositional as well as programming skills (in object-oriented computer environments), both of which are covered in the curriculum.

In line with the most current theories in this field, which analyse and discuss sound/image composites as audio-visual wholes, this award addresses all aspects of the soundtrack – from music to sound design, placing a great emphasis on the latest studio techniques, technologies and processes, which constitute an integral part of the curriculum.

Graduates from this award will be equipped with a wide range of specialist knowledge and skills in the field of media composition – from linear to non-linear and from music to sound design. As such, they will be ideally positioned to pursue a career in the thriving audio-media industry (film, television, radio, animation, interactive games, new media, etc.).

MSc Music and Sound Technology (Audio Engineering / Audio Programming)

These two awards are aimed at forming professionals for the audio, production and post-production industry. It is conceived specifically for applicants interested in assisting the music making process by defining the technical specifications and operating the technological apparatuses, either as Audio Engineers or Producers within recording, production or live sound settings (**Audio Engineering** pathway); or as software developers, consultants or audio-media specialists providing customised software solutions and tools (**Audio Programming** pathway).

Students take hands-on sessions in the University's state-of-the-art facilities, including a top-class SSL studio, guided by dedicated tutors with significant industry experience. The curriculum covers all the most relevant and current skills of the field; sessions and assessment are designed to reproduce, as far as possible and appropriate, the realities of the commercial environment.

Graduates from these awards will be ideally positioned to act as an interface between various music technologies and composers/producers. They may, in addition, consider a range of related positions as, for example, lecturer, technical editor for music technology publications, etc.; or consider further study at doctoral level.

MA Creative Music Production

This award is aimed at applicants specifically interested in applying studio technologies and skills to the creation of their own original music (as opposed to “producing” other artists’ music).

The structure combines two technical modules from the MSc Music and Sound Technology with a specific MA-oriented module. Having acquired solid bases in the studio technology, processes and practices, students address the purely formal, artistic and aesthetic aspects of music-making and the specific compositional devices and strategy applicable to DAW-based realisations of original material, developing a sophisticated awareness of current artistic and aesthetic trends and an enhanced awareness of the musicology of production.

Graduates from this award will be equipped with a wide range of specialist knowledge and skills in the field of music technology and music creation – from purely technical to creative and intellectual. As such, they will be ideally positioned to pursue a career in the music and media industries, creating their own musical content for production music library, film/TV synch, or commercial release.

B. Educational Aims of the Programme

The programme has been devised in accordance with the University's graduate attributes of programmes of study as set out in [UPR TL03](#).

Additionally, this programme aims to:

- provide an education for the individual that enhances his/her prospects of professional employment within music, the arts and related industries both nationally and internationally; (*all awards*)
- enable students to acquire knowledge and understanding of the advanced techniques, technologies and processes associated with current music production; (*all awards*)
- provide students with high quality and industry-relevant post-graduate education in music composition, with a specific focus on composition for film and a range of related media; (*MSc Music Composition for Film and Media award*);
- provide students with high quality and industry-relevant post-graduate education in music and sound technology; (*MSc Music and Sound Technology, both awards*)
- develop knowledge and skills to operate successfully within large-scale audio recording systems; (*MSc Music and Sound Technology, Audio Engineering award*)
- develop knowledge and skills in software design and programming within the context of audio and music systems; (*MSc Music and Sound Technology, Audio Programming award*)
- provide students with high quality and industry-relevant post-graduate education in music composition-production, with a specific focus on DAW-based creation of original audio content. (*MA Creative Music Production award*)

C. Intended Learning Outcomes

The programme provides opportunities for students to develop and demonstrate knowledge and understanding, skills and other attributes in the following areas. The programme outcomes are referenced the Frameworks for Higher Education Qualifications of UK Degree-Awarding Bodies (2014) and relate to the typical student. Additionally, the SEEC Credit Level Descriptors for Further and Higher Education (2016) have been used as a guiding framework for curriculum design.

At the time of writing there are no level 7 Music QAA benchmark statements available. The learning outcomes specified here have been identified with reference to undergraduate benchmarks in Music, supplemented by a small number of benchmarks in Engineering [E] and Computing [C] to address more sharply certain technological aspects of the Programme. Benchmarks have been adapted to reflect the level 7 of the awards.

Knowledge and Understanding:	Teaching/learning methods & strategies	Assessment
A1-demonstrate a systematic knowledge and understanding of advanced techniques, technologies and processes at the forefront of current music composition and production; (all awards)	Acquisition of A1, A7, A8 and A9 is through lectures, studio sessions and workshops, addressing both theoretical and practical aspects concerning hardware and software devices, studio techniques and processes.	A1, A7, A8 and A9 are assessed through coursework tasks designed to test the students' understanding of both the technical and the creative level in their composition/productions.
A2-demonstrate knowledge and understanding of research and enquiry methods, with a critical awareness of current issues and debates at the forefront of current and emerging creative and professional practice; (all awards)	Acquisition of A2, A3 and A4 is through lectures and seminars, including shared sessions with PG students across the School of Creative Arts. Acquisition of A5 and A6 is mainly through lectures and seminars.	These are complemented by in- studio tests and/or analytical commentaries or technical reports, as appropriate to the chosen award.

A3-demonstrate knowledge and understanding of issues key to creative industries, institutions and academic environments in relation to the award of study; (all awards)

A4-demonstrate a critical awareness of the genres, aesthetic traditions, social, cultural and ethical frameworks relative to the award of study; (all awards)

A5-the principles, techniques and aesthetics of sound design for music and visual media; (all awards)

A6-demonstrate knowledge and understanding of the principles, aesthetics and practice concerning the integration of music with other media, in both linear and non-linear environments; (MSc Music and Sound for Film and Games award)

A7-studio techniques for mastering, restoration and re-mastering of audio material; (MSc Music and Sound Technology, both awards)

A8-demonstrate a knowledge and understanding of the methods, tools and strategies for the handling of acoustic signals, including measurements and calculations relevant to studio environments, large-scale audio recording systems and performance spaces; (Audio Engineering award)

A9-demonstrate knowledge and understanding of the principles of programming languages and programming environments, as relevant and appropriate to the field of music and sound technology. (Computing benchmark – Audio Programming award)

Throughout, the learner is encouraged to undertake independent study both to supplement and consolidate what is being taught/learnt and to broaden their individual knowledge and understanding of the subject.

A2. A3 and A4 are assessed through group presentations, written work and blogs, as part of the Common Modules shared by PG students across the School of Creative Arts.

A5 and A6 are assessed through coursework tasks involving visual media.

Intellectual skills:	Teaching/learning methods & strategies	Assessment
B1-critically evaluate techniques, technologies and processes and their application to specialist practice in music and sound technology; (all awards)	Acquisition of B1, B5, B6 and B7 is through lectures, studio sessions and workshops, addressing both theoretical and practical aspects concerning hardware and software devices, studio techniques and processes.	B1, B5, B6 and B7 are assessed through coursework tasks designed to test the students' understanding of both the technical and the creative level in their composition/productions.
B2-evaluate and discuss critically current issues, debates and trends relevant to the chosen award of study; (all awards)	Acquisition of B2 and B3 is through lectures and seminars, including shared sessions with PG students across the School of Creative Arts.	These are complemented by in- studio tests and/or analytical commentaries or technical reports, as appropriate to the chosen award.
B3-critically evaluate, develop and contextualise their own work, with informed reference to current theory and practice at or near the forefront of their field of study; (all awards)	Acquisition of B4 is through lectures and seminars. Throughout, the learner is encouraged to develop intellectual skills further by independent study.	B2 and B3 are assessed through group presentations; written work and blogs as part of the Common Modules shared by PG students across the School of Creative Arts.
B4-identify the prominent structural and formal features of video material and devise accordingly, an appropriate and effective strategy for A/V interaction; (MSc Music and Sound for Film and Games award)		B4 is assessed through coursework tasks involving visual media.
B5-evaluate for different applications the suitability of contemporary audio plugin technologies across hardware and software platforms; (MSc Music and Sound Technology, both awards)		
B6-select, utilise, evaluate and apply, with critical awareness, information from technical literature to devise effective specifications in the design of purpose-built recording studios across different levels of sophistication; (Engineering benchmark – Audio Engineering award)		
B7-analyse the extent to which a computer-based system meets the criteria defined for its current use and future development. (Computing benchmark – Audio Programming award)		

Practical skills:	Teaching/learning methods & strategies	Assessment
C1-conceive sophisticated musical ideas and develop such ideas into well-formed and coherent musical structures; (MSc Music and Sound for Film and Games and MA Creative Music Production awards)	Acquisition of C1 and C3 is through lectures and seminars. Acquisition of C2 and C4 is through lectures and seminars, including shared sessions with PG students across the School of Creative Arts.	C1 and C3 are assessed through coursework tasks specifically designed to test the creative aspect of composition / production.
C2-effectively employ a relevant range of media and technology to communicate ideas and information and create work which potentially evokes/invokes 'emotive responses' in others (audiences, etc.); (all awards)	Acquisition of C5, C6, C7 and C8 is through lectures, studio sessions and workshops, addressing both theoretical and practical aspects concerning hardware and software devices, studio techniques and processes.	C2 and C4 are assessed through group presentations, written work and blogs, as part of the Common Modules shared by PG students across the School of Creative Arts.
C3-address the relationship between music and image in creative, original and sophisticated ways; (MSc Music and Sound for Film and Games award)	Acquisition of C4 is further supported through supervision and tutorial towards the Major Project work.	C5, C6, C7 and C8 are assessed through coursework tasks designed to test the students' understanding of both the technical and the creative level in their composition/productions.
C4-work independently and take responsibility for project planning, implementation and decision-making at a professional level; (all awards)	Throughout, the learner is encouraged to develop practical skills further by independent studio practice.	These are complemented by in- studio tests and/or analytical commentaries, or technical reports, as appropriate to the chosen pathway.
C5-effectively employ electroacoustic techniques of sound manipulation in the practice of sound design; (all awards)		C4 is further assessed as part of the Major Project, as well as in the Common Modules, shared by PG students across the School of Creative Arts.
C6-critically evaluate the technical specifications and relative merits of a range of audio, MIDI and related transport protocols and connections in order to match specific project requirements; (Music and Sound Technology, both awards)		
C7-use appropriate codes of practice and industry standards relevant to the discipline of music and sound technology; (Engineering benchmark – Audio Engineering award)		

C8-deploy appropriate theory, practices and tools for the specification, design, implementation and evaluation of computer-based systems. (Computing benchmark – Audio Programming award)		
Transferable skills:	Teaching/learning methods & strategies	Assessment
<p>D1-communicate complex ideas clearly to a range of audiences in visual, written and oral forms using appropriate academic and professional conventions; (all awards)</p> <p>D2-produce self-directed work of high quality demonstrating initiative, autonomy, personal responsibility, originality and critical self-awareness, managing time and resources efficiently through cogent planning and organisation; (all awards)</p> <p>D3-effectively deploy a range of personal and entrepreneurial skills to meet professional aspirations; (all awards)</p> <p>D4-evaluate and reflect upon personal strengths and the work of others and independently identify goals for continuing professional development. (all awards)</p>	<p>Transferable skills (D1-D4) are developed through course work, as part of self-managed independent study, oral presentations, seminar discussions, essay/report assignments; through reflection and commentaries on the work of self and others and through project process and realisation.</p> <p>Throughout, the learner is encouraged to develop transferable skills by maintaining a record of evidence and completing a personal development plan.</p>	<p>Transferable skills (D1-D4) are assessed through group presentations, written work and blogs, mainly as part of the Common modules shared by PG students across the School of Creative Arts, though they also appear in other modules across awards.</p>

D. Programme Structures, Features, Levels, Modules and Credits

The programme is offered in full-time (1 year) and part-time (2 year) modes and leads to the award of MSc or MA Degree with one of the following titles:

- MSc Music and Sound for Film and Games
- MSc Music and Sound Technology (Audio Engineering)
- MSc Music and Sound Technology (Audio Programming)
- MA Creative Music Production

Entry is normally at level 7 (with suitable degree qualifications). Intake is normally Semester A (September).

Professional and Statutory Regulatory Bodies

Not applicable.

Work-Based Learning, including Sandwich Programmes

Students are encouraged to gain work experience as part of their learning on the Postgraduate Music, Composition and Sound Technology Programme.

Work based, work related, or work placement learning is encouraged and will normally take place in semester B of the programme of study. Typically, this may include one or multiples of experiential learning. Work related learning may take a variety of forms. These discrete experience based activities may include:

Live projects in any of the regular public events organised by the Music Centre, UH Arts, or Student Union, including the University's annual festival, Sonic Herts. Here, professional performers are engaged to realise the works of students on the Composition award, while students on the Audio Engineering and Audio Programming awards are in charge of supplying the technical support and expertise for the broadcasting and recording of works. Further opportunities for work related learning are provided by the University's own record label, UH Recordings, in which students can get involved in projects covering the full process of music creation: from composition to recording, production, mastering and, finally, promotion and distribution.

In addition to the above, distinguished industry speakers are regularly invited to advise on all aspects of the music industry and trips are arranged to visit prominent studios and production facilities.

Students are also encouraged to seek opportunities for work related learning in external organisations. The School has established systems and protocols in place to brief employers and work experience providers to ensure that the work undertaken meets the requirements of each module. In cases such as these, the programme tutor is informed and the student's personal tutor takes responsibility for ensuring that the student has a coherent experience.

Programme Structure

The programme structure and progression information below (Table 1a and 1b) is provided for the award. Any interim awards are identified in Table 1b. The Programme Learning Outcomes detailed above are developed and assessed through the constituent modules. Table 2 identifies where each learning outcome is assessed.

Table 1a Outline Programme Structure

Mode of study Full time; Part time.

Entry point Semester A

	Module Code	Credit Points	Language of Delivery	% Examination	% Coursework	% Practical	Semesters
Compulsory/Core (common) Modules							
Module Title							
* Research and Enquiry or	7CTA1079	15	English	0	100	0	A
* Research and Enquiry (Online)	7WCT0001	15	English	0	100	0	A
* Creative Economies or	7CTA1060	15	English	0	100	0	B
*Creative Economies (Online)	7WCT0002	15	English	0	100	0	B

* **Note** - with the prior agreement of the programme leader and subject to any Visa requirements, students may be offered the opportunity to take *either* the 'attendance' or the distance learning (online) version of the Research and Enquiry and Creative Economies core modules.

**Compulsory/Core
(programme specific) Modules**
Module Titles

Module Titles	Module Code	Credit Points	Language of Delivery	% examination	% coursework	% Practical	Semesters
Music and Sound Project	7CTA1126	60	English	0	100	0	C, ABC

For the award of **MSc Music and Sound for Film and Games**, in addition to the modules listed above, students must pass:

Compulsory (award specific) Modules
Module Titles

Module Titles	Module Code	Credit Points	Language of Delivery	% examination	% coursework	% Practical	Semesters
Sound Design in Visual Media	7CTA1104	30	English	0	100	0	AB, ABC
Soundtrack in Narrative Film	7CTA1127	30	English	0	100	0	AB, ABC
Soundtrack in Interactive Games	7CTA1128	30	English	0	100	0	AB

For the award of **MSc Music and Sound Technology (Audio Engineering)**, in addition to the modules listed above, students must pass:

Compulsory (award specific) Modules
Module Titles

Module Titles	Module Code	Credit Points	Language of Delivery	% examination	% coursework	% Practical	Semesters
Audio Production and Design	7CTA1117	30	English	0	100	0	AB, ABC
Studio Technologies, Processes and Practices	7CTA1118	30	English	0	100	0	AB, ABC
Audio Engineering	7CTA1129	30	English	0	100	0	AB

For the award of **MSc Music and Sound Technology (Audio Programming)**, in addition to the modules listed above, students must pass:

Compulsory (award specific) Modules
Module Titles

Module Titles	Module Code	Credit Points	Language of Delivery	% examination	% coursework	% Practical	Semesters
Audio Production and Design	7CTA1117	30	English	0	100	0	AB, ABC
Studio Technologies, Processes and Practices	7CTA1118	30	English	0	100	0	AB, ABC
Audio Programming	7CTA1130	30	English	0	100	0	AB

For the award of **MA Creative Music Production**, in addition to the modules listed above, students must pass:

Module Titles	Module Code	Credit Points	Language of Delivery	% examination	% coursework	% Practical	Semesters
Audio Production and Design	7CTA1117	30	English	0	100	0	AB, ABC
Studio Technologies, Processes and Practices	7CTA1118	30	English	0	100	0	AB, ABC
Creative Music Production	7CTA1119	30	English	0	100	0	AB

The award of an MSc Degree requires 180 credit points at Level 7, which must include a Music and Sound Project module.

PG Music, Composition and Sound Technology (TCMCTM)
programme structure

Research and Enquiry 15 credits			
Creative Economies 15 credits			
Music and Sound Project 60 credits			
Sound Design in Visual Media 30 credits	Audio Production and Design 30 credits		
Soundtrack in Narrative Film 30 credits	Studio Technologies, Processes and Practices 30 credits		
Soundtrack in Interactive Games 30 credits	Audio Engineering 30 credits	Audio Programming 30 credits	Creative Music Production 30 credits
MSc Music and Sound for Film and Games	MSc Music and Sound Technology (Audio Engineering)	MSc Music and Sound Technology (Audio Programming)	MA Creative Music Production

Module-by-semester chart

A	B	C
Research and Enquiry 15 credits	Creative Economies 15 credits	Music and Sound Project 60 credits
Sound Design in Visual Media (MSFG award) or Audio Production and Design (MST AE/AP & CMP awards) 30 credits		
Soundtrack in Narrative Film (MSFG) or Studio Technologies, Processes and Practices (MST AE/AP & CMP) 30 credits		
Soundtrack in Interactive Games (MSFG) or Audio Engineering (MST AE) or Audio Programming (MST AP) or Creative Music Production (CMP) 30 credits		

Typical Part-Time Study Routes:

Part-time students attend teaching sessions together with full-time students, but their tutorial schedule and assignment deadlines extend into semester C, resulting in a study-rate appropriate to part-time studies.

YEAR ONE

A	B	C
Research and Enquiry 15 credits	Creative Economies 15 credits	
Sound Design in Visual Media (MSFG) or Audio Production and Design (MST AE/AP & CMP) 30 credits		
Soundtrack in Narrative Film (MSFG) or Studio Technologies, Processes and Practices (MST AE/AP & CMP) 30 credits		

YEAR TWO

A	B	C
Soundtrack in Interactive Games (MSFG) or Audio Engineering (MST AE) or Audio Programming (MST AP) or Creative Music Production (CMP) 30 credits		
Music and Sound Project 60 credits		

Table 1b Final and interim awards available

The programme provides the following final and interim awards:

Final Award	Award Title	Minimum requirements	Available at end of (normally):	Programme Learning Outcomes developed (see above)
Masters	<ul style="list-style-type: none"> • MSc Music and Sound for Film and Games • MSc Music and Sound Technology (Audio Engineering) • MSc Music and Sound Technology (Audio Programming) • MA Creative Music Production 	180 credit points including at least 150 at level 7	3 Semesters	All programme learning outcomes (see Table 2)
Postgraduate Diploma	<ul style="list-style-type: none"> • PG Dip. Music and Sound for Film and Games • PG Dip. Music and Sound Technology (Audio Engineering) • PG Dip. Music and Sound Technology (Audio Programming) • PG Dip. Creative Music Production 	120 credit points, including at least 60 at level 7	2, 3 Semesters	All PG Cert outcomes plus: A6, B4, C3 A7, A8, B5, B6, C6, C7 A7, A9, B5, B7, C6, C8 A7, B5, C1, c6

NB. The above titles are only awarded if either the award-specific module associated to the award title (see below – non-compensative modules) or the Music and Sound Project module are passed. If neither of those two modules can be credited, then the generic titles will be used: PG Dip Music and Sound for Media; PG Dip Music and Sound Technology.

Interim Award	Award Title	Minimum requirements	Available at end of Level	Programme Learning Outcomes developed (see above)
Postgraduate Certificate	Postgraduate Certificate in Music and Sound for Media	60 credit points, including at least 45 at level 7	1-2 Semesters	A1, A2, A3, A4, A5 B1, B2, B3 C1, C2, C4, C5 D1, D2, D3, D4

Masters and Diploma awards can be made "with Distinction" or "with Commendation" where criteria as described in [UPR AS14](#), Section D and the students' handbook are met.

Programme-specific assessment regulations

The programme is compliant with the University's academic regulations (in particular, [UPR AS11](#), [UPR AS12/UPR AS13](#) and [UPR AS14](#)) with the exception of those listed below, which have been specifically approved by the University:

Further points of clarification and interpretation relevant to this specific programme are given below:

- Students are expected to commit to all elements of their programme of study, be punctual in their attendance and meet deadlines. Persistent, unexplained absence or late arrival/departure from lectures, seminars and practicals is not acceptable. Students may be required to attend some specific timetabled sessions for their programme. Some modules have additional specific attendance requirements in place which will normally be highlighted within the relevant DMD (Definitive Module Document) or other assessment documentation (module guide or assignment brief). Lack of attendance may inhibit the student's ability to meet the learning outcomes of such modules leading to reduced or fail grades through poor performance.
- It is a requirement of the programme that all coursework is submitted.
- The Programme is modular in structure and delivery and assessment is 100% coursework. This will be a mix of presentations, written work, as well as the submission of group work and practical work. The learning outcomes will be assessed against a standard appropriate to master degree level of study as set out in the learning outcomes.
- The four award-specific modules will be used to determine the award title and therefore may not be compensated through final compensatory credit by the Programme Board of Examiners.

Module Title / Code	Award
Soundtrack in Interactive Games – 7CTA1128	MSc Music and Sound for Film and Games
Audio Engineering – 7CTA1129	MSc Music and Sound Technology (Audio Engineering)
Audio Programming – 7CTA1130	MSc Music and Sound Technology (Audio Programming)
Creative Music Production – 7CTA1119	MA Creative Music Production

The Programme operates the University policy for treatment of serious adverse circumstances and students receive details in the Student Handbook.

E. Management of Programme & Support for student learning

Management

The programme is managed and administered through:

- Dean of School.
- Associate Dean of School (AQA) who has delegated responsibility for programmes in the School of Creative Arts.
- Academic Group Leader with an overview of the programme.
- A Programme Leader who is responsible for the day to day management and admissions.
- A Tutor for each of the named awards.
- Module Leaders who are responsible for individual modules.
- A designated Student Administrator to deal with day to day administration associated with the programme.
- A Postgraduate Coordinator supporting the Programme Leader and responsible for coordinating marketing and recruitment across the taught masters courses in the
- An Admissions Tutor with specific responsibility for open days and selection
- A programme committee with responsibility for programme development, administration and student issues, the membership of which includes the programme administrator, academic group leader, programme leader, all teaching staff, student representatives, a technical officer and the Information Hertfordshire Manager.

Support

Students are supported by:

- Academic Group Leader to oversee and advise on programme related issues.
- Programme Leader to provide regular guidance and feedback in relation to the course.
- Personal tutors to provide academic and pastoral support.
- Studio Technicians.
- Student Proctors.
- Accompanying Handbooks, Module Booklets.
- The School Study Skills Booklet.
- Student representatives on the programme committee.
- A designated student administrator.
- An induction week at the beginning of the academic session.
- Orientation for overseas students.
- Designated studios within the postgraduate centre.
- Workshop facilities in the School of Creative Arts.
- On-site shop for materials, Loan Stores for camera and other audio equipment.
- Students have access to a full range of facilities across Art and Design.
- All Masters level students are encouraged to attend post graduate research seminars.
- StudyNet, a versatile on-line interactive intranet and learning environment.
- Guided student-centred learning on StudyNet module sites.
- Attractive modern study environments in two Learning Resources Centres and Learning Zones.
- Access to extensive digital and print collections of information resources.
- A substantial Student Centre that provides advice on issues such as finance, University regulations, legal matters accommodation, international student support etc.
- Office of the Dean of Students, incorporating Chaplaincy, Counselling and Nursery.
- An Accommodation Office.
- Medical Centre and Pharmacy.
- University Disability Advisors.

- An Equal Opportunities Officer.
- The Careers, Employment and Enterprise service for all current students and graduates.
- The Students' Union.
- The Creative Arts Toolkit <http://catoolkit.herts.ac.uk>

F. Other sources of information

In addition to this Programme Specification, the University publishes guidance to registered students on the programme and its constituent modules:

- A Programme (or Student) Handbook;
- A Definitive Module Document (DMD) for each constituent module;
- A Module Guide for each constituent module.

The [Herts Handbook](#) is an introduction to the academic, social, cultural and sporting services and opportunities available at the University of Hertfordshire, and includes the Student Charter and Student Code of Conduct.

As a condition of registration, all students of the University of Hertfordshire are required to comply with the University's rules, regulations and procedures. These are published in a series of documents called 'University Policies and Regulations' (UPRs). The University requires that all students consult these documents which are available on-line, on the UPR web site, at: <http://www.herts.ac.uk/secreg/upr/>. In particular, [UPR SA07](#) 'Regulations and Advice for Students' Particular Attention - Index' provides information on the UPRs that contain the academic regulations of particular relevance for undergraduate and taught postgraduate students.

The UK Quality Assurance Agency for Higher Education (QAA) has confirmed the quality and standards of provision at the University of Hertfordshire. A key part of QAA's role is to review and report on how universities maintain their academic standards and quality, to inform students and the wider public. The team of QAA reviewers visited the University of Hertfordshire in 2015/16 and judged that its academic standards, the quality and enhancement of its students' learning experience and the quality of information about this learning experience all meet UK expectations. In other words, the University meets national requirements for standards and quality. The QAA's report can be accessed at: <http://www.qaa.ac.uk/reviews-and-reports/provider?UKPRN=10007147#.V-KHajXy0nE>

G. Entry requirements

The normal entry requirements for the programme are:

MSc Music and Sound for Film and Games

A good (1st, 2.1 or 2.2) BMus/BSc/BA in Music / Music Technology (or equivalent qualification) including experience with relevant technology and studio equipment, or 5 years professional industry experience at the discretion of the admissions or programme tutor. Evidence of solid compositional work with technology prior to undertaking the course is required (determined by the submission of a small portfolio of original compositions with the student's application).

MSc Music and Sound Technology (Audio Engineering / Audio Programming)

A good (1st, 2.1 or 2.2) BMus/BSc/BA in Music / Music Technology (or equivalent qualification), or 5 years professional industry experience at the discretion of the admissions or programme tutor. All applicants will be expected to have a solid prior knowledge of standard music studio devices and their function, including prior practical experience across a range of typical audio software. Applicants interested in the Audio Programming route will need additionally to demonstrate an element of prior experience in this area. This may include an understanding of underlying principles, or programming using a high-level language, such as Max/MSP, Java, or C/C++.

MA Creative Music Production

A good (1st, 2.1 or 2.2) BMus/BSc/BA in Music / Music Technology (or equivalent qualification), or 5 years professional industry experience at the discretion of the admissions or programme tutor. Evidence of solid compositional work with technology prior to undertaking the course is required (determined by the submission of a small portfolio of original compositions with the student's application).

English Language

All international students are required to demonstrate suitable levels of English language competence. This can be through previous study in English, but we often require specific performance in English tests. All undergraduates must be able to prove a minimum of IELTS 6.5 with at least 5.5 in every component or equivalent.

The programme is subject to the University's Principles, Policies and Regulations for the Admission of Students to Undergraduate and Taught Postgraduate Programmes (in [UPR SA03](#)), along with associated procedures. These will take account of University policy and guidelines for assessing accredited prior certificated learning (APCL) and accredited prior experiential learning (APEL).

Other information relevant to the programme

Copyright: Students retain the Intellectual Property Rights, including copyright, in their films, sound and music, images and other artefacts. Unless specifically notified by the student, the student grants the University the right to use any of their material for non-commercial academic use including the promotion of the Programme, School of Creative Arts and the University. The student may withdraw this consent at any time by contacting their programme leader or the School Admin. Office.

If you would like this information in an alternative format, please contact:

School of Creative Arts, University of Hertfordshire

Telephone: 01707 285300

Email: ctaadmin@herts.ac.uk

If you wish to receive a copy of the latest Programme Annual Monitoring and Evaluation Report (AMER) and/or the External Examiner's Report for the programme, please email a request to aqo@herts.ac.uk

KEY TO PROGRAMME LEARNING OUTCOMES

Knowledge and Understanding

- A1. demonstrate a systematic knowledge and understanding of advanced techniques, technologies and processes at the forefront of current music composition and production; (all awards)
- A2. demonstrate knowledge and understanding of research and enquiry methods, with a critical awareness of current issues and debates at the forefront of current and emerging creative and professional practice; (all awards)
- A3. demonstrate knowledge and understanding of issues key to creative industries, institutions and academic environments in relation to the award of study; (all awards)
- A4. demonstrate a critical awareness of the genres, aesthetic traditions, social, cultural and ethical frameworks relative to the award of study; (all awards)
- A5. the principles, techniques and aesthetics of sound design for music and visual media; (all awards)
- A6. demonstrate knowledge and understanding of the principles, aesthetics and practice concerning the integration of music with other media, in both linear and non-linear environments; (MSc Music and Sound for Film and Games award)
- A7. studio techniques for mastering, restoration and re-mastering of audio material; (MSc Music and Sound Technology, both awards)
- A8. demonstrate a knowledge and understanding of the methods, tools and strategies for the handling of acoustic signals, including measurements and calculations relevant to studio environments, large-scale audio recording systems and performance spaces; (Audio Engineering award)
- A9. demonstrate knowledge and understanding of the principles of programming languages and programming environments, as relevant and appropriate to the field of music and sound technology. (Computing benchmark – Audio Programming award)

Intellectual Skills

- B1. critically evaluate techniques, technologies and processes and their application to specialist practice in music and sound technology; (all awards)
- B2. evaluate and discuss critically current issues, debates and trends relevant to the chosen award of study; (all awards)
- B3. critically evaluate, develop and contextualise own work, with informed reference to current theory and practice at or near the forefront of their field of study; (all awards)
- B4. identify the prominent structural and formal features of video material and devise accordingly, an appropriate and effective strategy for A/V interaction; (MSc Music and Sound for Film and Games award)
- B5. evaluate for different applications the suitability of contemporary audio plugin technologies across hardware and software platforms; (MSc Music and Sound Technology, both awards)
- B6. select, utilise, evaluate and apply, with critical awareness, information from technical literature to devise effective specifications in the design of purpose-built recording studios across different levels of sophistication; (Engineering benchmark – Audio Engineering award)
- B7. analyse the extent to which a computer-based system meets the criteria defined for its current use and future development. (Computing benchmark – Audio Programming award)

KEY TO PROGRAMME LEARNING OUTCOMES

Practical Skills

C1. conceive sophisticated musical ideas and develop such ideas into well-formed and coherent musical structures; (MSc Music and Sound for Film and Games and MA Creative Music Production awards)

C2. effectively employ a relevant range of media and technology to communicate ideas and information and create work which potentially evokes/invokes 'emotive responses' in others (audiences, etc.); (all awards)

C3. address the relationship between music and image in creative, original and sophisticated ways; (MSc Music and Sound for Film and Games award)

C4. work independently and take responsibility for project planning, implementation and decision-making at a professional level; (all awards)

C5. effectively employ electroacoustic techniques of sound manipulation in the practice of sound design; (all awards)

C6. critically evaluate the technical specifications and relative merits of a range of audio, MIDI and related transport protocols and connections in order to match specific project requirements; (MSc Music and Sound Technology, both awards)

C7. use appropriate codes of practice and industry standards relevant to the discipline of music and sound technology; (Engineering benchmark – Audio Engineering award)

C8. deploy appropriate theory, practices and tools for the specification, design, implementation and evaluation of computer-based systems. (Computing benchmark – Audio Programming award)

Transferable Skills

D1. communicate complex ideas clearly to a range of audiences in visual, written and oral forms using appropriate academic and professional conventions; (all awards)

D2. produce self-directed work of high quality demonstrating initiative, autonomy, personal responsibility, originality and critical self-awareness, managing time and resources efficiently through cogent planning and organisation; (all awards)

D3. effectively deploy a range of personal and entrepreneurial skills to meet professional aspirations; (all awards)

D4. evaluate and reflect upon personal strengths and the work of others and independently identify goals for continuing professional development. (all awards)

Section 2

Programme management

Relevant QAA subject benchmarking statements

None available at level 7 Music. Learning outcomes have been identified with reference to undergraduate Music, Engineering [E] and Computing [C]

Type of programme

Taught postgraduate

Date of validation/last periodic review

October 17 / October 15

Date of production/ last revision of PS

March 2018 / November 2017

Relevant to level/cohort

Level 7 entering September 2018

Administrative School

School of Creative Arts

Table 3 Course structure

Course details					
Course code	Course description				JACS
CTMSFG TCMSTAE TCMSTAP CTMCMP	MSc Music and Sound for Film and Games MSc Music and Sound Technology (Audio Engineering) MSc Music and Sound Technology (Audio Programming) MA Creative Music Production				W342 W370 W370 W372
Course Instances					
Instances code	Intake	Stream	Instances Year	Location:	Mode of study
MSFG1F-1	A	MSc Music and Sound for Film and Games	1	UH Hatfield Campus	Full-time
MSFG1F-2	A	MSc Music and Sound for Film and Games:	1	UH Hatfield Campus	Full-time
MSFG1P-1	A	MSc Music and Sound for Film and Games:	1	UH Hatfield Campus	Part-time
MSFG1P-2	A	MSc Music and Sound for Film and Games:	1	UH Hatfield Campus	Part-time
MSFG2P-1	A	MSc Music and Sound for Film and Games:	2	UH Hatfield Campus	Part-time
MSFG2P-2	A	MSc Music and Sound for Film and Games:	2	UH Hatfield Campus	Part-time
MSTAE1F-1	A	MSc Music and Sound Technology (Audio Engineering)	1	UH Hatfield Campus	Full-time
MSTAE1F-2	A	MSc Music and Sound Technology (Audio Engineering):	1	UH Hatfield Campus	Full-time
MSTAE1P-1	A	MSc Music and Sound Technology (Audio Engineering):	1	UH Hatfield Campus	Part-time
MSTAE1P-2	A	MSc Music and Sound Technology (Audio Engineering):	1	UH Hatfield Campus	Part-time
MSTAE2P-1	A	MSc Music and Sound Technology (Audio Engineering):	2	UH Hatfield Campus	Part-time

Instances code	Intake	Stream	Instances Year	Location:	Mode of study
MSTAE2P-2	A	MSc Music and Sound Technology (Audio Engineering):	2	UH Hatfield Campus	Part-time
MSTAP1F-1	A	MSc Music and Sound Technology (Audio Programming)	1	UH Hatfield Campus	Full-time
MSTAP1F-2	A	MSc Music and Sound Technology (Audio Programming):	1	UH Hatfield Campus	Full-time
MSTAP1P-1	A	MSc Music and Sound Technology (Audio Programming):	1	UH Hatfield Campus	Part-time
MSTAP1P-2	A	MSc Music and Sound Technology (Audio Programming):	1	UH Hatfield Campus	Part-time
MSTAP2P-1	A	MSc Music and Sound Technology (Audio Programming):	2	UH Hatfield Campus	Part-time
MSTAP2P-2	A	MSc Music and Sound Technology (Audio Programming):	2	UH Hatfield Campus	Part-time
CMP1F-1	A	MA Creative Music Production	1	UH Hatfield Campus	Full-time
CMP1F-2	A	MA Creative Music Production:	1	UH Hatfield Campus	Full-time
CMP1P-1	A	MA Creative Music Production:	1	UH Hatfield Campus	Part-time
CMP1P-2	A	MA Creative Music Production:	1	UH Hatfield Campus	Part-time
CMP2P-1	A	MA Creative Music Production:	2	UH Hatfield Campus	Part-time
CMP2P-2	A	MA Creative Music Production:	2	UH Hatfield Campus	Part-time