

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 2022

Associate Dean of School (Academic Quality Assurance):  
Barbara Brownie



Signature

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.

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## Summary of amendments to the programme

Date	Section	Amendment

If you have any queries regarding the changes please email [AQO@herts.ac.uk](mailto: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

<b>Awarding Institution/Body</b>	University of Hertfordshire
<b>Teaching Institution</b>	University of Hertfordshire
<b>University/partner campuses</b>	College Lane campus
<b>Programme accredited by</b>	Not applicable
<b>Final Award (Qualification)</b>	MSc / MA
<b>All Final Award titles</b>	Music and Sound for Film and Games (MSc)
<b>(Qualification and Subject)</b>	Audio Engineering (MSc)
	Creative Music Production (MA)
<b>FHEQ level of award</b>	7
<b>Language of Delivery</b>	English

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### A. Programme Rationale

This programme offers three distinct awards:

- MSc Music and Sound for Film and Games
- MSc Audio Engineering
- 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 three 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. 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 Audio Engineering**

This award is 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. Graduates 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). This pathway combines two technical modules from the MSc Audio Engineering award 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. 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 and sound industries both nationally and internationally; (*all awards*)
- develop an understanding of research and enquiry in both academic and commercial environments, and foster an awareness of current issues and debates in the chosen field; (*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/production and sound design for film and games; (*MSc Music and Sound for Film and Games award*)
- provide students with high quality and industry-relevant post-graduate education in music and sound technology; (*MSc Audio Engineering*)
- 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*)

## 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 to address more sharply certain technological aspects of the Programme. The Learning Outcomes have been developed to reflect the level 7 of the awards.

Knowledge and Understanding:	Teaching/learning methods & strategies	Assessment
A1-Demonstrate knowledge and understanding of research and enquiry methods, with a critical awareness of current issues and debates in relation to the award of study;	Acquisition of A1-A2 is through lectures and seminars.  Acquisition of A3-A6 is through lectures, studio sessions and workshops, addressing both theoretical and practical aspects concerning hardware and software devices, studio techniques and processes, and	A1-A2 are assessed through group presentations, written work, and blogs.  A3, A5 and A6 are assessed through coursework tasks designed to test the students' understanding of both the technical and the creative level in their

<p>A2-Demonstrate knowledge and understanding of issues and processes key to creative economies, institutions and academic environments in relation to the award of study</p> <p>A3-Demonstrate a systematic knowledge and understanding of advanced techniques, technologies and processes at the forefront of current music composition and production;</p> <p><b>A4- for Music and Sound for Film and Games -</b> Demonstrate knowledge and understanding of the principles, aesthetics and practice concerning the integration of music and sound with other media, in both linear and non-linear environments;</p> <p><b>A5- for Audio Engineering -</b> Demonstrate 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;</p> <p><b>A6- for Creative Music Production -</b> Demonstrate knowledge and understanding of the aesthetics and practices of studio production, with an awareness of genres and artistic trends in digital music creation;</p>	<p>audio-visual integration, as appropriate to the chosen award.</p> <p>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.</p>	<p>composition/productions. These are complemented by in-studio tests and/or analytical commentaries or technical reports, as appropriate to the chosen award.</p> <p>A4 is assessed through coursework tasks involving visual media.</p>
Intellectual skills:	Teaching/learning methods & strategies	Assessment

<p>B1-Evaluate and discuss critically current issues, debates and trends relevant to the chosen award of study;</p> <p>B2-Evaluate and discuss critically current practices, policies and business models in the music and sound industries;</p> <p>B3-Critically evaluate techniques, technologies and processes and their application to specialist practice in music and sound technology;</p> <p><b>B4- for Music and Sound for Film and Games award</b> - Identify the prominent structural and formal features of film material and devise accordingly an appropriate and effective strategy for A/V interaction;</p> <p><b>B5- for Audio Engineering</b> - 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;</p> <p><b>B6- for Creative Music Production</b> - Critically evaluate, analyse and discuss own work with informed reference to historical styles and current aesthetic trends in digital music creation;</p>	<p>Intellectual skills are developed through:</p> <p>B1-B2 through lectures and seminars.</p> <p>B3-B6 through lectures, studio sessions and workshops, addressing both theoretical and practical aspects concerning hardware and software devices, studio techniques and processes, and audio-visual integration, as appropriate to the chosen award.</p> <p>Throughout, the learner is encouraged to develop intellectual skills further by independent study.</p>	<p>Intellectual skills are assessed through:</p> <p>B1-B2 through group presentations, written work, and blogs.</p> <p>B3, B5 and B6 through coursework tasks designed to test the students' understanding of both the technical and the creative level in their composition/productions. These are complemented by in- studio tests and/or analytical commentaries or technical reports, as appropriate to the chosen award.</p> <p>B4 is assessed through coursework tasks involving visual media.</p>
Practical skills:	Teaching/learning methods & strategies	Assessment
<p>C1-Apply appropriate research methods to select relevant and significant data, utilising academic and professional conventions</p>	<p>Practical skills are developed through:</p> <p>C1-C2 through lectures and seminars.</p>	<p>Practical skills are assessed through:</p> <p>C1-C2 through group presentations, written work, and blogs.</p>

<p>to communicate the findings;</p> <p><b>C2-Identify income streams and devise appropriate strategies for career development in the music and sound industries;</b></p> <p><b>C3-Effectively employ a relevant range of media and technologies to perform at a professional level complex tasks involving audio signal processing, and/or to produce sophisticated music and sound works;</b></p> <p><b>C4- for Music and Sound for Film and Games -</b> Address the relationship between music and image in creative, original and sophisticated ways in both linear and non-linear environments;</p> <p><b>C5- for Audio Engineering</b> - Use appropriate codes of practice and industry standards relevant to the discipline of music and sound technology;</p> <p><b>C6- for Music and Sound for Film and Games, and Creative Music Production</b> - Conceive sophisticated musical ideas and develop such ideas into well-formed and coherent musical structures;</p>	<p>C3-C6 through lectures, studio sessions and workshops, addressing both theoretical and practical aspects concerning hardware and software devices, studio techniques and processes, and audio-visual integration, as appropriate to the chosen award.</p> <p>Throughout, the learner is encouraged to develop practical skills further by independent studio practice.</p>	<p>C3, C5 and C6 are assessed through coursework tasks designed to test the students' understanding of both the technical and the creative level in their composition/productions. These are complemented by in-studio tests and/or analytical commentaries or technical reports, as appropriate to the chosen award.</p> <p>C4 is assessed through coursework tasks involving visual media.</p>
Transferable skills:	Teaching/learning methods & strategies	Assessment
<p><b>D1-Communicate complex ideas clearly to a range of audiences in visual, written and oral forms using appropriate academic and professional conventions;</b></p> <p><b>D2-Effectively deploy a range of personal and entrepreneurial skills to</b></p>	<p>Transferable skills D1-D5 are developed through:</p> <ul style="list-style-type: none"> <li>- seminar discussions</li> <li>- student presentations</li> <li>- group work</li> <li>- peer coaching</li> <li>- student essay/report</li> <li>- reflective blogs</li> <li>- assignment briefing and process</li> <li>- project planning</li> <li>- directed independent study</li> </ul>	<p>Transferable skills are assessed through:</p> <p>D1-D5 are more specifically assessed within the assignments submitted for the Research and Enterprise module, as well as in the Music and Sound (major) Project module.</p>

meet professional aspirations;	- self-directed independent study - virtual learning environments	D4-D5 are further assessed within the assignments for all other modules.
D3-Effectively employ a relevant range of media and technologies to communicate ideas and information, and to promote professional services to a specialist audience;	Throughout, the learner is encouraged to develop transferable skills by maintaining a record of evidence and completing a personal development plan.	
D4-Evaluate and reflect upon personal strengths and the work of others and independently identify goals for continuing professional development;		
D5-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;		

## 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 Audio Engineering
- 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  
N/A

Work-Based Learning, including Sandwich Programmes  
N/A

### 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

— MSc Music and Sound for Film and Games							
Compulsory Modules	Module Code	Credit Points	Language of Delivery	% Examination	% Coursework	% Practical	Semesters
Module Title							
Research and Enterprise in the Music and Sound Industries	7CTA2013	30	English	0	100	0	AB, ABC
Sound Design Techniques and Technologies	7CTA2014	30	English	0	100	0	AB, ABC
Soundtrack in Narrative Film	7CTA2029	30	English	0	100	0	AB, ABC
Soundtrack in Interactive Games	7CTA2016	30	English	0	100	0	AB
Major Project in Music and Sound for Film and Games	7CTA2025	60	English	0	100	0	C, ABC

  

— MSc Audio Engineering							
Compulsory Modules	Module Code	Credit Points	Language of Delivery	% Examination	% Coursework	% Practical	Semesters
Module Title							
Research and Enterprise in the Music and Sound Industries	7CTA2013	30	English	0	100	0	AB, ABC
Audio Production and Design	7CTA2033	30	English	0	100	0	AB, ABC
Studio Technologies, Processes and Practices	7CTA2030	30	English	0	100	0	AB, ABC
Audio Engineering	7CTA2031	30	English	0	100	0	AB
Major Project in Audio Engineering	7CTA2026	60	English	0	100	0	C, ABC

  

— MA Creative Music Production							
Compulsory Modules	Module Code	Credit Points	Language of Delivery	% Examination	% Coursework	% Practical	Semesters
Module Title							
Research and Enterprise in the Music and Sound Industries	7CTA2013	30	English	0	100	0	AB, ABC
Audio Production and Design	7CTA2033	30	English	0	100	0	AB, ABC
Studio Technologies, Processes and Practices	7CTA2030	30	English	0	100	0	AB, ABC
Creative Music Production	7CTA2032	30	English	0	100	0	AB
Major Project in Creative Music Production	7CTA2027	60	English	0	100	0	C, ABC

The award of an MA / MSc Degree requires 180 credit points passed at level 7, including the Masters project (Music and Sound Project module).



## Programme Structure

### Full time study route

A	B	C
Research and Enterprise in the Music and Sound Industries (all awards) 30 credits		Major Project in Music and Sound for Film and Games  or  Major Project in Audio Engineering  or  Major Project in Creative Music Production  60 credits
Sound Design Techniques and Technologies (MSFG award) or Audio Production and Design (AE & CMP awards) 30 credits		
Soundtrack in Narrative Film (MSFG) or Studio Technologies, Processes and Practices (AE & CMP) 30 credits		
Soundtrack in Interactive Games (MSFG) or Audio Engineering (AE) or Creative Music Production (CMP) 30 credits		

### Part time study route

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 Enterprise in the Music and Sound Industries (all awards) 30 credits		
Sound Design Techniques and Technologies (MSFG) or Audio Production and Design (AE & CMP) 30 credits		
Soundtrack for Narrative Film (MSFG) or Studio Technologies, Processes and Practices (AE & CMP) 30 credits		

Year Two:

A	B	C
Soundtrack in Interactive Games (MSFG) or Audio Engineering (AE) or Creative Music Production (CMP) 30 credits		
Major Project in Music and Sound for Film and Games or Major Project in Audio Engineering or Major Project in Creative Music Production 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)
MSc	MSc Music and Sound for Film and Games	180 credit points including at least 150 at level 7	3 Semesters (FT) 6 semesters (PT)	A1, A2, A3, A4, B1, B2, B3, B4, C1, C2, C3, C4, C6, D1, D2, D3, D4, D5
MSc	MSc Audio Engineering	180 credit points including at least 150 at level 7	3 Semesters (FT) 6 semesters (PT)	A1, A2, A3, A5, B1, B2, B3, B5, C1, C2, C3, C5, D1, D2, D3, D4, D5
MA	MA Creative Music Production	180 credit points including at least 150 at level 7	3 Semesters (FT) 6 semesters (PT)	A1, A2, A3, A6, B1, B2, B3, B6, C1, C2, C3, C6, D1, D2, D3, D4, D5

Interim Award	Award Title	Minimum requirements	Available at end of Level	Programme Learning Outcomes developed (see above)
Postgraduate Certificate	Music and Sound Technology	60 credit points, including at least 45 at level 7	1-2 Semesters	A3, B3, C3, D4, D5
Postgraduate Diploma	Music and Sound for Film and Games	120 credit points, including at least 90 at level 7	2, 3 Semesters (FT) 4, 6 Semesters (PT)	A3, A4, B3, B4, C3, C4, D4, D5
Postgraduate Diploma	Audio Engineering	120 credit points, including at least 90 at level 7	2, 3 Semesters (FT) 3, 5, 6 Semesters (PT)	A3, A5, B3, B5, C3, C5, D4, D5
Postgraduate Diploma	Creative Music Production	120 credit points, including at least 90 at level 7	2, 3 Semesters (FT) 3, 5, 6 Semesters (PT)	A3, A6, B3, B6, C3, C6, D4, D5

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:

None

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. Students may be required to attend some specific timetabled sessions for their programme. 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.

The Programme is modular in structure and delivery and assessment is 100% coursework. The learning outcomes will be assessed against a standard appropriate to master degree level of study as set out in the learning outcomes.

The three award-specific modules (see table below) 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	MSc Music and Sound for Film and Games
Audio Engineering	MSc Audio Engineering
Creative Music Production	MA Creative Music Production

The Programme operates the University policy for treatment of Serious Adverse Circumstances and students receive details in the Student Handbook.

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## 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 Postgraduate Coordinator supporting the Programme Leader and responsible for coordinating marketing and recruitment across the taught masters courses in the School of Creative Arts
- 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 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.
- Student representatives on the programme committee.
- 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 [Ask Herts](#) website provides information on a wide range of resources and services available at the University of Hertfordshire including academic support, accommodation, fees, funding, visas, wellbeing services and student societies.

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.

In accordance with section 4(5) of the Higher Education and Research Act 2017 (HERA), the UK Office for Students (OfS) has registered the University of Hertfordshire in the register of English higher education providers. The Register can be viewed at: <https://www.officeforstudents.org.uk/advice-and-guidance/the-register/the-ofs-register/>. Furthermore, the OfS has judged that the University of Hertfordshire delivers consistently outstanding teaching, learning and outcomes for its students. It is of the highest quality found in the UK. Consequently, the University received a Gold award in the 2018 Teaching Excellence and Student Outcomes (TEF) exercise. This award was made in June 2018 and is valid for up to 3 years. The TEF panel's report and conclusions can be accessed at: <https://www.officeforstudents.org.uk/advice-and-guidance/teaching/tef-outcomes/#/provider/10007147>

## G. Entry requirements

The normal entry requirements for the programme are:

### **MSc Music and Sound for Film and Games**

Normally, we would expect a good (1st, 2.1 or 2.2) BMus/BSc/BA in Music / Music Technology / Music Performance or other music-related related subjects, although equivalent-level qualifications in different subjects may be considered if the applicant can demonstrate significant 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 portfolio of original compositions/productions with the student's application).

### **MSc Audio Engineering**

Normally, we would expect a good (1st, 2.1 or 2.2) BMus/BSc/BA in Music / Music Technology / Music Performance or other music-related related subjects, although equivalent-level qualifications in different subjects may be considered if the applicant can demonstrate significant 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.

### **MA Creative Music Production**

Normally, we would expect a good (1st, 2.1 or 2.2) BMus/BSc/BA in Music / Music Technology / Music Performance or other music-related related subjects, although equivalent-level qualifications in different subjects may be considered if the applicant can demonstrate significant 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/productions 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, or by specific performance in recognised English tests, achieving 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).

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### **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.

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

Hutton Hub Student Administration Service

Email: [hhaq@herts.ac.uk](mailto:hhaq@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](mailto:aqo@herts.ac.uk)

## Postgraduate Music, Composition and Technology (TCMCTM)

**Table 2: Development of Intended Programme Learning Outcomes in the Constituent Modules**

This map identifies where the programme learning outcomes are assessed in the constituent modules. It provides (i) an aid to academic staff in understanding how individual modules contribute to the programme aims (ii) a checklist for quality control purposes and (iii) a means to help students monitor their own learning, personal and professional development as the programme progresses.

### Music and Sound for Film and Games (MSc)

Module Title	Module Code	Programme Learning Outcomes (as identified in section 1 and the following page)																						
		Knowledge & Understanding						Intellectual Skills						Practical Skills						Transferable Skills				
		A1	A2	A3	A4	A5	A6	B1	B2	B3	B4	B5	B6	C1	C2	C3	C4	C5	C6	D1	D2	D3	D4	D5
Research and Enterprise in the Music and Sound Industries	7CTA2013	x	x					x	x					x	x					x	x	x	x	x
Sound Design Techniques and Technologies	7CTA2014			x	x					x	x					x	x					x	x	
Soundtrack in Narrative Film	7CTA2029			x	x					x	x					x	x		x				x	x
Soundtrack in Interactive Games	7CTA2016			x	x					x	x					x	x		x				x	x
Major Project in Music and Sound for Film and Games	7CTA2025	x	x	x	x			x	x	x	x			x	x	x	x		x	x	x	x	x	x



## Audio Engineering (MSc)

		Programme Learning Outcomes (as identified in section 1 and the following page)																						
		Knowledge & Understanding						Intellectual Skills						Practical Skills						Transferable Skills				
Module Title	Module Code	A1	A2	A3	A4	A5	A6	B1	B2	B3	B4	B5	B6	C1	C2	C3	C4	C5	C6	D1	D2	D3	D4	D5
Research and Enterprise in the Music and Sound Industries	7CTA2013	x	x					x	x					x	x					x	x	x	x	x
Audio Production and Design	7CTA2033			x						x						x							x	x
Studio Technologies, Processes and Practices	7CTA2030			x						x						x							x	x
Audio Engineering	7CTA2031			x		x				x		x				x		x					x	x
Major Project in Audio Engineering	7CTA2026	x	x	x		x		x	x	x		x		x	x	x		x		x	x	x	x	x

## Creative Music Production (MA)

		Programme Learning Outcomes (as identified in section 1 and the following page)																						
		Knowledge & Understanding						Intellectual Skills						Practical Skills						Transferable Skills				
Module Title	Module Code	A1	A2	A3	A4	A5	A6	B1	B2	B3	B4	B5	B6	C1	C2	C3	C4	C5	C6	D1	D2	D3	D4	D5
Research and Enterprise in the Music and Sound Industries	7CTA2013	x	x					x	x					x	x					x	x	x	x	x
Audio Production and Design	7CTA2033			x						x						x							x	x
Studio Technologies, Processes and Practices	7CTA2030			x						x						x							x	x
Creative Music Production	7CTA2032			x			x			x			x			x			x				x	x
Major Project in Creative Music Production	7CTA2027	x	x	x			x	x	x	x			x	x	x	x			x	x	x	x	x	x

## KEY TO PROGRAMME LEARNING OUTCOMES

### Knowledge and Understanding

A1. Demonstrate knowledge and understanding of research and enquiry methods, with a critical awareness of current issues and debates in relation to the award of study; (all awards)

A2. Demonstrate knowledge and understanding of issues and processes key to creative economies, institutions and academic environments in relation to the award of study; (all awards)

A3. Demonstrate a systematic knowledge and understanding of advanced techniques, technologies and processes at the forefront of current music composition and production; (all awards)

A4. Demonstrate knowledge and understanding of the principles, aesthetics and practice concerning the integration of music and sound with other media, in both linear and non-linear environments; **(MSc Music and Sound for Film and Games award)**

A5. Demonstrate 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; **(MSc Audio Engineering award)**

A6. Demonstrate knowledge and understanding of the aesthetics and practices of studio production, with an awareness of genres and artistic trends in digital music creation **(MA Creative Music Production award)**

### Intellectual Skills

B1. Evaluate and discuss critically current issues, debates and trends relevant to the chosen award of study; (all awards)

B2. Evaluate and discuss critically current practices, policies and business models in the music and sound industries; (all awards)

B3. Critically evaluate techniques, technologies and processes and their application to specialist practice in music and sound technology; (all awards)

### Practical Skills

C1. Apply appropriate research methods to select relevant and significant data, utilising academic and professional conventions to communicate the findings; (all awards)

C2. Identify income streams and devise appropriate strategies for career development in the music and sound industries; (all awards)

C3. Effectively employ a relevant range of media and technologies to perform at a professional level complex tasks involving audio signal processing, and/or to produce sophisticated music and sound works; (all awards)

C4. Address the relationship between music and image in creative, original and sophisticated ways in both linear and non-linear environments; **(MSc Music and Sound for Film and Games award)**

C5. Use appropriate codes of practice and industry standards relevant to the discipline of music and sound technology; **(MSc Audio Engineering award)**

C6. 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)**

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

D3. Effectively employ a relevant range of media and technologies to communicate ideas and information, and to promote professional services to a specialist audience; (all awards)

B4. Identify the prominent structural and formal features of film material and devise accordingly an appropriate and effective strategy for A/V interaction; **(MSc Music and Sound for Film and Games award)**

B5. 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; **(Audio Engineering award)**

B6. Critically evaluate, analyse and discuss own work with informed reference to historical styles and current aesthetic trends in digital music creation; **(MA Creative Music Production award)**

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

D5. 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)

## Section 2

### Programme management

<b>Relevant QAA subject benchmarking statements</b>	None available for Music at level 7.
<b>Type of programme</b>	Taught Postgraduate
<b>Date of validation/last periodic review</b>	November 21
<b>Date of production/ last revision of PS</b>	February 2022
<b>Relevant to level/cohort</b>	Level 7 entering September 2022
<b>Administrative School</b>	School of Creative Arts

Table 3 Course structure

Course details		
Course code	Course description	HECOS
CTMSFG	MSc Music and Sound for Film and Games	100221 (40%); 100695 (60%)
CTAEM	MSc Audio Engineering	100223
CTMCMP	MA Creative Music Production	100223

## Transitional Arrangements

Any part-time or returning/repeating student on the MSc Music and Sound for Film and Games will be enrolled on the new version of the award, as this remains identical in contents and title.

Any part-time or returning/repeating student on the MSc Music and Sound Technology (Audio Engineering) pathway will be enrolled on the new modules associated to the re-titled version of the award (MSc Audio Engineering), as they remain identical in contents to their previous version, but graduating students will retain the award title for which they originally signed up — MSc Music and Sound Technology (Audio Engineering).

Any part-time or returning/repeating student on the MSc Music and Sound Technology (Audio Programming) pathway will be taken to completion as normal. This is simply a matter of retaining for a further year the current award-specific module “Audio Programming” (30 credits) for students that remain on this pathway following revalidation.

Any student who has a referral or deferral in *both* of the Common Modules (Research and Enquiry, *and* Creative Economies (15 credits each)) will be enrolled on the newly created module that replaces the two Common Modules, named “Research and Enterprise in the Music and Sound Industries” (30 credits), as this module covers equivalent Learning Outcomes. However, if a student has a referral or deferral in *only one* of the 15-credit Common Modules (Research and Enquiry, *or* Creative Economies) they will be re-enrolled on the same module, as these will continue to run in their current version for the benefit of other postgraduate programmes in the School of Creative Arts.