

Title of Programme: Music and Sound Technology

Programme Code: CTMUS

Programme Specification

This programme specification is relevant to students entering:
01 September 2023

Associate Dean of School (Academic Quality Assurance):
Tony Rosella

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.

Summary of amendments to the programme:

Section	Amendment

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

Programme Specification Music 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 Campus
Programme accredited by	JAMES (Joint Audio Media Education Support)
Final Qualification	BSc Hons
All Final Award titles	BSc Hons Music Production
(Qualification and Subject)	BSc Hons Music Production (Sandwich) BSc Hons Music Production with a Year Abroad BSc Hons Music Production with a Year Abroad (Sandwich)
	BSc Hons Music and Sound Design Technology BSc Hons Music and Sound Design Technology (Sandwich) BSc Hons Music and Sound Design Technology with a Year Abroad BSc Hons Music and Sound Design Technology with a Year Abroad (Sandwich)
	BSc Hons Audio Recording and Production BSc Hons Audio Recording and Production (Sandwich) BSc Hons Audio Recording and Production with a Year Abroad BSc Hons Audio Recording and Production with a Year Abroad (Sandwich)
	BSc Hons Live Sound and Lighting Technology BSc Hons Live Sound and Lighting Technology (Sandwich) BSc Hons Live Sound and Lighting Technology with a Year Abroad BSc Hons Live Sound and Lighting Technology with a Year Abroad (Sandwich)
FHEQ level of award	6

A. Programme Rationale

The awards within the Music and Sound Technology programme investigate the nature of current music, sound and event technologies and the diverse range of applications within which they are deployed.

The student is placed at the centre of these investigations, empowered to explore and engage in the full spectrum of current practices seen from both technical and creative perspectives.

The development of technical expertise is central to the philosophy of the awards, whereby intuitive abilities are extended by underlying theory, analytical skills and self-appraisal. The role of the technologist can sit between those of the hardware/software engineer and of the creative artist. This facilitates in one direction the delivery of effective systems for users and in the other, aids artists in the realisation of creative works.

Curriculum design stresses wherever possible the interconnectivity of these activities and disciplines, so that knowledge, understanding and skills are developed and progressed within a holistic, interactive and stimulating environment. Recent changes in sound production and distribution allow informed technologists to realise and exploit their own creative and entrepreneurial vision in new ways, particularly online. The course supports this generation of technologically empowered musicians and sound specialists and equips them for business in the 21st century.

The nature of the BSc award is reflective of the course content – creative processes and techniques are built upon a solid technical knowledge and understanding, including electronics, acoustics, signal routing techniques, audio protocols and standards, studio design and installation, monitoring, mixing, networking and advanced DSP techniques. The use of I.T, including digital audio workstations and other advanced software, is fundamental to the course, as is a scientific understanding of sound and music as physical phenomena.

The structure of the course has been designed to equip students with knowledge, understanding and skills through a range of study and learning experiences, with significant opportunities for cross disciplinary collaboration with film, animation, media and other music students as well a practical, experiential learning.

All awards are designed to recruit students who have already discovered an interest in and engaged at some level in music, sound or event technologies; attracting students who are motivated by this dynamic and rapidly developing specialist environment.

Study culminates (in all awards) at level 6, which includes a major technology project accounting for 25% of the final year assessment.

Within the overarching programme structure, the four awards are differentiated at all levels by individual themed modules to focus developing practice 'Music Production Practice (Music Production award), 'Music and Sound Design Technology Practice' (Music and Sound Design Technology award) 'Audio Engineering Practice' (Audio Recording and Production award) and 'Live Sound and Lighting Technology Practice (Live Sound and Lighting Technology award).

Four Named Awards:

BSc (Hons) Music Production

Music Production students are creative technologists, wanting to produce their own music, enhanced by the very best sound production values. Students create and work on a range of musical projects centred around music creation, to develop and hone skills and understanding of a range of musical styles, musical theories and cultural contexts, as well as working with others to develop and realise an overall music 'production' vision.

BSc (Hons) Music and Sound Design Technology

Music and Sound Design Technology students are those students who wish to interrogate music and media through music, sound design and immersive audio applications. Focus is placed on sound and music as a component of multimedia, including the world of sound design as a creative process. Students create and work on a range of media focussed projects including moving image, game audio and voice over production as well as determining how sound can be delivered within both multi-speaker environments and virtual spaces.

BSc (Hons) Audio Recording and Production

Audio Recording and Production students are those students who wish to work as recording engineers / technicians with a primary focus on studio and location recording, mixing and mastering approaches. With the input of industry professionals, students investigate the tools used by some of the world's most successful engineers as well as engaging in a number of recording projects using state of the art specialist facilities.

BSc (Hons) Live Sound and Lighting Technology

Live Sound and Lighting Technology students are those students who wish to focus through the lens of broadcast and live event reinforcement. Practical techniques are developed within a range of different spaces to suit differing audiences. Students also engage with the latest light-projection mapping systems as well as in designing and specifying venue based audio systems.

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 students with a high quality education in music and sound technologies, preparing them for careers which engage with the contemporary music/sound technology environment;
- enable students to acquire knowledge and understanding of the fundamental technological processes which inform current music and sound technology systems and approaches;
- provide an education for the individual that enhances his/her prospects of professional employment within music and related industries both nationally and internationally;
- enable students to gain sufficient specialist knowledge and confidence to be able to communicate effectively within a professional environment;
- enhance the students' transferable, interpersonal, technical and creative skills.

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 to the QAA benchmark statements for Music [M], Communication, media, film and cultural studies [CMFCS], Dance, Drama and Performance [DDP], Computing [C], Engineering [E] and Law [L] and 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 (2021) have been used as a guiding framework for curriculum design.

Knowledge and
Understanding

Teaching and learning methods

Assessment strategy

<p>A1-The ways in which music and sound media and their attendant technologies make possible a range of aesthetic effects and forms. [CMFCS]</p>	<p>Acquisition of knowledge and understanding is through a combination of lectures, tutorials and coursework projects throughout the course.</p>	<p>Knowledge and understanding are assessed through a combination of assessed coursework, including group / lab work, essay assignments and in-class tasks/tests. (A1-7)</p>
<p>A2-The principles of IT and Communications (ITC) relevant to the discipline. (Music, Sound and Audio). [E]</p>	<p>Acquisition of A1, A2, A4, A6 and A7 is through a combination of lectures, tutorials, coursework and practical studio sessions throughout the course. A7 highlights key differentiation between the awards.</p>	
<p>A3-Analytical concepts and algorithmic procedures relevant to Sound and Multimedia Technology. [E/C]</p>	<p>Acquisition of A3 is through a combination of lectures, projects and coursework at levels 4 and 5.</p>	
<p>A4-Operational practice (and the requirements for safe operation). [E]</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>A5-The relationship of music and sound technologists to other multimedia disciplines. [M]</p>		
<p>A6-Demonstrate general knowledge and understanding of areas of law pertaining to the copyright, distribution and exploitation of musical works. [L]</p>		
<p>A7a-For the Music Production award: Informed music production processes and practices. [CMFCS]</p>		
<p>A7b-For the Music and Sound Design Technology award: Informed processes for the application of music, sound design and immersive audio with other media.</p>		
<p>A7c-For the Audio Recording and Production award: Informed processes and approaches</p>		

<p>applicable to the music studio, mixing and mastering and to location recording. [CMFCS]</p> <p>A7d-For the Live Sound and Lighting Technology award: Sound and lighting contributions to performance production. [DDP]</p> <p>A8-The integration of existing and emerging production technologies (live and non-live) [DDP] and the role of changing technology in media production, content manipulation, distribution, access and participation. [CMFCS].</p>		
Intellectual skills	Teaching and learning methods	Assessment strategy
<p>B1-Analyse, transform or create music/sound materials and communicate findings. [M]</p> <p>B2-Make a judicious evaluation of their own work in a reflexive manner with reference to professional conventions and issues. [CMFCS]</p> <p>B3-Find solutions to problems through the application of technological knowledge and understanding. [E]</p> <p>B4-Draw together ideas from a variety of sources of knowledge and from different disciplines. [CMFCS]</p> <p>B5-Select, adapt and evaluate the effectiveness of appropriate digital media / technical systems / information technologies, in terms of content creation and/or potential</p>	<p>Intellectual skills are developed through the methods and strategies outlined in section A, above.</p> <p>Analysis, problem solving and programming skills are further developed through additional tutorial work, studio work and in-course exercises.</p> <p>Throughout, the learner is encouraged to develop intellectual skills further by independent study</p>	<p>Intellectual skills are assessed through a combination of assessed coursework (including some essay assignments) and in-class tasks/tests.</p> <p>B5 is assessed by group lab work.</p>

Practical skills	Teaching and learning methods	Assessment strategy
<p>users. [E/C/DDP]</p> <p>C1-Evaluate the technical performance of appropriate systems, components or processes. [E/C/DDP]</p> <p>C2a- For the Music Production award: Demonstrate personal expression through the creative use of a range of music technologies. [M]</p> <p>C2b- For the Music and Sound Design Technology award: Demonstrate personal expression through the creative use of sound and media technologies in combination. [M]</p> <p>C2c- For the Audio Recording and Production award: Demonstrate personal expression and through the creative use of the music studio and its associated hardware / software using knowledge of technical standards. [M]</p> <p>C2d- For the Live Sound and Lighting Technology award: Demonstrate personal expression through the use of sound and light technologies in combination. [M] / [DDP]</p> <p>C3-Produce work demonstrating the effective manipulation of sound and how relevant industry standards are defined and achieved. [CMFCS]</p> <p>C4-Perform experimental laboratory work and draw appropriate conclusions. [E/C]</p>	<p>Practical skills are developed through laboratory work, coursework assignments and tutorial work at levels 4 and 5.</p> <p>C2 and C5 are developed through lectures, creative coursework and tutorials throughout the course. C7 highlights key differentiation between the awards.</p> <p>C3 is developed by practical work at level 5 and collaborative work at level 6.</p> <p>Additionally, creative methodologies are disseminated by internal and guest practitioners through seminars and visits from guest lecturers.</p> <p>Skill C4 is developed through laboratory work at levels 4 and 5.</p> <p>Skill C6 is developed through project work, particularly in the major project at level 6.</p> <p>Skill C7 is developed through collaborative project work with students in the Film, TV, or Animation programmes</p> <p>Throughout, the learner is encouraged to develop practical skills further by independent study.</p>	<p>Practical skills are assessed through laboratory reports, coursework, creative assignments, case study reports, presentations and project work.</p>

<p>C5-Produce work which reflects the operational aspects of media production technologies. [CMFCS]</p> <p>C6-Retrieve and generate information and evaluate sources, in carrying out independent research. [CMFCS].</p> <p>C7-Combine musical sound with other media, such as film, digital animation, interactive web, live event and mobile technology applications. [M]</p>		
Transferable skills	Teaching and learning methods	Assessment strategy
<p>D1-Produce self-directed work of quality demonstrating imagination and critical self-awareness. [M]</p> <p>D2-Use ITC tools effectively. [M/E]</p> <p>D3-Manage time and resources efficiently through cogent planning and organisation. [CMFCS]</p> <p>D4-Produce work to a given brief including length, format and deadline with appropriate referencing of sources and ideas. [CMFCS]</p> <p>D5- Work effectively as a team, including negotiation and decision-making. [M]</p> <p>D6-Demonstrate intellectual curiosity and creativity. [M]</p>	<p>Transferable skills are developed through regular feedback, which includes evaluation of students' powers of expression, communication and presentation.</p> <p>Skill D1 is developed throughout the course, but particularly at level 6 where more independent work takes place, particularly the major project.</p> <p>Skills D2 and D3 are developed in lectures and tutorials throughout the course and D3 is further assessed as part of the major project at level 6.</p> <p>Skill D4 is addressed throughout the course and all generic feedback pro forma guide students in terms of length and format. All coursework is submitted according to deadlines.</p> <p>Skill D5 is realised through students' music ensemble performance classes, in group and practical / work related projects.</p> <p>Skill D6 is developed through technologically creative projects developing intellectual ingenuity and curiosity</p>	<p>Transferable skills are assessed through generic feedback pro forma, forming an integral part of the assessment process.</p> <p>D1, D2, D3 and D4 are also assessed by means of individual project work and the major project at level 6.</p>

Throughout, the learner is encouraged to develop transferable skills by maintaining a record of evidence and completing a personal development plan.

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

The programme is offered in full time (3 years), sandwich or with a year abroad (4 years), sandwich and a year abroad (5 years), and part time (6 years) modes, and leads to the award of the following:

BSc Honours Music Production
BSc Honours Music Production (Sandwich)
BSc Honours Music Production with a Year Abroad
BSc Honours Music Production with a Year Abroad (Sandwich)

BSc Honours Music and Sound Design Technology
BSc Honours Music and Sound Design Technology (Sandwich)
BSc Honours Music and Sound Design Technology with a Year Abroad
BSc Honours Music and Sound Design Technology with a Year Abroad (Sandwich)

BSc Honours Audio Recording and Production
BSc Honours Audio Recording and Production (Sandwich)
BSc Honours Audio Recording and Production with a Year Abroad
BSc Honours Audio Recording and Production with a Year Abroad (Sandwich)

BSc Honours Live Sound and Lighting Technology
BSc Honours Live Sound and Lighting Technology (Sandwich)
BSc Honours Live Sound and Lighting Technology with a Year Abroad
BSc Honours Live Sound and Lighting Technology with a Year Abroad (Sandwich)

Entry is normally at level 4 with A-level or equivalent qualifications as detailed on the University website, but is possible at subsequent levels subject to appropriate qualifications and experience. Intake is normally Semester A (September).

The progression structure for part-time students will be tailored to the individual needs of the student. All modules are compulsory, however the modules 'Music Production Practice', 'Music and Sound Design Technology Practice', 'Audio Engineering Practice' and 'Live Sound and Lighting Practice' (at all levels) are unique to Music Production, Music and Sound Design Technology, Audio Recording and Production and Live sound and Lighting respectively, thus differentiating the awards.

Professional and Statutory Regulatory Bodies

This programme has achieved JAMES (Joint Audio Media Education Support) accreditation:
<http://www.jamesonline.org.uk/>.

Work-Based Learning, including Sandwich Programmes

A designated Sandwich programme leads to a University award in the sandwich mode, with the word "(Sandwich)" appearing on the final award certificate. In order for the programme to lead to an award in the sandwich mode, the student must undertake a period of approved work experience of not less than 30 weeks full-time equivalent with no possibility of exemption, usually between the end of Level 5 and the beginning of Level 6. This will usually be completed within the United Kingdom but, with prior approval, may be completed within other countries. Progress of the student's training and development is monitored through visits from University academic staff and/or through reports from the student. Students will be

required to document this period of work in accordance with the guidelines produced by the School. Students on the Sandwich programme will be registered on the Sandwich Year Module (6CTA1008).

Students who have not achieved the minimum progression requirements at the end of Level 5 may be prevented from undertaking a sandwich placement. Students who are on the sandwich programme but have a 'Failed' grade in any Level 4 or Level 5 module will not normally be allowed to register to repeat this module until they return from placement.

Students may choose to combine study abroad and work experience awards, by completing a full Year Abroad followed by a Sandwich, over 2 years, leading to the award of "with a Year Abroad (Sandwich)".

Where a student enrolls on Year Abroad or Sandwich, but encounters circumstances that prevent completion of the minimum number of weeks required, they may, with permission from their programme leader, be transferred onto single semester Study Abroad and/or Employment Experience.

Other Work Experience (Short and Medium Term)

In addition to offering a full Sandwich year (as explained above and referred to in the School as a 'Long Term Work Experience'), we encourage students to participate in shorter work experiences/placements.

With agreement from the Programme Leader, a student negotiated work experience is available within this Programme at Level 5.

This means that, with prior written agreement, a student may undertake:

- **a work experience in place of *an assessed component within one of the named modules below* (referred to as a 'Short Term Work Experience')**

5MMF0056 Professional and Industrial Context 2 (30 credits, Semester A or B)

or

6CTA1038 Professional and Industrial Context 3 (30 credits, Semester A or B)

Work-Based Learning is included in **Professional Development** (5CTA2004) as a mandatory element of the module.

- **a work experience *entirely in place of one of the named modules below* (referred to as a 'Medium Term Work Experience')**

5MMF0056 Professional and Industrial Context 2 (30 credits, Semester AB)

For Medium Term Work Experience, the student will be de-registered from the chosen module and registered upon 5CTA1002 Professional Work Experience (30) instead.

Student Exchange programme

Incoming Exchange

Incoming Study Abroad students study the course at level five.

In such cases, an Approved Study Pattern for single-semester study will be determined at the commencement of the study period. The Study Pattern should clearly specify the format/quantity/weighting of assessments that are to be submitted at the conclusion of the study period – please see the relevant DMDs for more information.

NOTE: Visiting students wishing to study for a single semester in the School of Creative Arts may participate in the Level 5 activities within a single Programme only during the required semester.

Study Abroad

All students on the course are eligible to complete a study abroad option, usually between levels four and five, or levels five and six. Study abroad is normally one full year, but students can opt to complete one semester of study abroad and one semester of work experience, with the permission of the school.

Further details available at <https://www.herts.ac.uk/international/overseas-study/study-abroad>.

Students wishing to study abroad at a host institution in another country, or to complete a work placement during their studies, may choose to undertake one of the following:

- Sandwich (for a full year)
- Year Abroad (for a full year)

Some students may alternatively be eligible for the following:

- Study Abroad (for a single semester only)*
- Employment Experience (for a single semester only)**
- Employment Experience and Study Abroad (Employment Experience for a single semester + Study Abroad for a single semester)***

* Students can choose to Study Abroad for a single semester only in either semester A or B. Students will be made Dormant for the semester they are not engaged with.

** Students can choose Employment Experience for a single semester only in either semester A or B. Students will be made Dormant for the semester they are not engaged with. Students wishing to undertake Employment Experience for the whole year will be registered on the Sandwich option.

***Students can choose to combine Employment Experience for a single semester and Study Abroad for a single semester in the same academic year only. There is no condition to which way around this takes place.

Students choosing to undertake Sandwich, Year Abroad, Study Abroad and/or Employment Experience will need to decide in advance of the following eligible academic year and discuss this with the Programme Leader and Student Record Administrator first.

Students normally progress to the next level of study in the academic year following any of the above.

A designated Year Abroad programme leads to a University award in Study Abroad mode and the words "with a Year Abroad" appear on the award certificate. The Year Abroad will provide students with the opportunity to expand, develop and apply the knowledge and skills gained at the start of their course in the School of Creative Arts (UH), within a different organisational and cultural environment in a partner academic institution. The host institution will appoint a Programme Co-ordinator who will oversee the student's programme during the Year Abroad and will liaise with the appointed UH Supervisor.

Students undertaking a full Year Abroad may undertake a period of study at an approved partner institution as an additional year either between Levels 4 and 5 (students must have passed 120 credits) or between Levels 5 and 6 (students must have passed 240 credits).

Programme Structure

The programme structure and progression information below (Table 1a and 1b) is provided for the Honours 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; sandwich; year abroad; study abroad; employment experience

Entry point Semester A

Level 4

The listed level 4 modules are common to all the degree awards of the Music and Sound Technology Programme and must be undertaken by all students irrespective of their degree award. All modules are 100% coursework. (90 credits in common between awards at level 4.) Students studying the first year with Hertfordshire International College (HIC) will be enrolled on HIC modules but are taught alongside University of Hertfordshire Level 4 students.

	Module Code	Credit Points	% Examination	% Coursework	% Practical	Semesters
Compulsory Modules						
Module Title						
Sound Technologies and Techniques 1	4CTA1249	30	0	100	0	AB
Professional and Industrial Context 1	4CTA1049	30	0	100	0	AB
Audio Specialisms 1	4CTA1248	30	0	100	0	AB

Level 4 modules for Hertfordshire International (HIC) students

	Module Code	Credit Points	% Examination	% Coursework	% Practical	Semesters
Compulsory Modules (HIC, all awards)						
Module Title						
Sound Technologies and Techniques 1 - HIC	4CTA1253	30	0	100	0	AB
Professional and Industrial Context 1 - HIC	4CTA1088	30	0	100	0	AB
Audio Specialisms 1 - HIC	4CTA1254	30	0	100	0	AB

Music Production

	Module Code	Credit Points	% Examination	% Coursework	% Practical	Semesters
Compulsory Modules						
Module Title						
Music Production Practice 1	4CTA1247	30	0	100	0	AB

Level 4 modules for Hertfordshire International (HIC) students

	Module Code	Credit Points	% Examination	% Coursework	% Practical	Semesters
Compulsory Modules (HIC, all awards)						
Module Title						

Music Production Practice 1 - HIC	4CTA1255	30	0	100	0	AB
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Music and Sound Design Technology

Module Title	Module Code	Credit Points	% Examination	% Coursework	% Practical	Semesters
Compulsory Modules						
Music and Sound Design Technology Practice 1	4CTA1246	30	0	100	0	AB

Level 4 modules for Hertfordshire International (HIC) students

Module Title	Module Code	Credit Points	% Examination	% Coursework	% Practical	Semesters
Compulsory Modules (HIC, all awards)						
Music and Sound Design Technology Practice 1 - HIC	4CTA1256	30	0	100	0	AB

Audio Recording and Production

Module Title	Module Code	Credit Points	% Examination	% Coursework	% Practical	Semesters
Compulsory Modules						
Audio Engineering Practice 1	4CTA1245	30	0	100	0	AB

Level 4 modules for Hertfordshire International (HIC) students

Module Title	Module Code	Credit Points	% Examination	% Coursework	% Practical	Semesters
Compulsory Modules (HIC, all awards)						
Audio Engineering Practice 1 - HIC	4CTA1257	30	0	100	0	AB

Live Sound and Lighting Technology

Compulsory Modules Module Title	Module Code	Credit Points	% Examination	% Coursework	% Practical	Semesters
Live Sound and Lighting Technology Practice 1	4CTA1244	30	0	100	0	AB

Level 4 modules for Hertfordshire International (HIC) students

Compulsory Modules (HIC, all awards) Module Title	Module Code	Credit Points	% Examination	% Coursework	% Practical	Semesters
Live Sound and Lighting Technology Practice - HIC	4CTA1258	30	0	100	0	AB

OPTIONAL - Year 2 - Year Abroad

Students may elect to take a year abroad, as optional experience

Optional Modules Module Titles	Module Code	Credit Points	% Examination	% coursework	% Practical	Semesters
Year Abroad	5CTA0001	0	0	P/F	0	AB

In order to achieve the 'with a Year Abroad' award students must complete Module 5CTA0001 between levels 4 and 5 of their study. Please note: this is a representative module and it is understood that actual activity may fall outside these dates.

Level 5

The level 5 modules listed in the table below are common to all the degree awards of the Music and Sound Technology Programme and must be undertaken by all students irrespective of their degree award. All modules are 100% coursework. (90 credits in common between awards at level 5.)

Compulsory Modules Module Title	Module Code	Credit Points	% Examination	% Coursework	% Practical	Semesters
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Sound Technologies and Techniques 2	5CTA1230	30	0	100	0	AB
Professional and Industrial Context 2	5MMF0056	30	0	100	0	AB
Audio Specialisms 2	5CTA1229	30	0	100	0	AB

Music Production

	Module Code	Credit Points	% Examination	% Coursework	% Practical	Semesters
Compulsory Modules						
Module Title						
Music Production Practice 2	5CTA1228	30	0	100	0	AB

Music and Sound Design Technology

	Module Code	Credit Points	% Examination	% Coursework	% Practical	Semesters
Compulsory Modules						
Module Title						
Music and Sound Design Technology Practice 2	5CTA1227	30	0	100	0	AB

Audio Recording and Production

	Module Code	Credit Points	% Examination	% Coursework	% Practical	Semesters
Compulsory Modules						
Module Title						
Audio Engineering Practice 2	5CTA1226	30	0	100	0	AB

Live Sound and Lighting Technology

	Module Code	Credit Points	% Examination	% Coursework	% Practical	Semesters
Compulsory Modules						
Module Title						
Live Sound and Lighting Technology Practice 2	5CTA1225	30	0	100	0	AB

Optional Modules Module Titles	Module Code	Credit Points	% Examination	% coursework	% Practical	Semesters
Professional Work Experience 30: Music	5CTA1002	30	0	100	0	A, B, AB.

Students may have the option of taking one 30 credit placement module at Level 5 as a substitute for Professional and Industrial Context 2 (5MMF0056).

OPTIONAL - Year 3 - Sandwich Year, Year Abroad, Study Abroad or Employment Experience

Students may elect to take a sandwich placement year, a year abroad, single semester study abroad or single semester Employment Experience within a single year as optional experience.

Sandwich Year

Optional Modules Module Title	Module Code	Credit Points	% Examination	% Coursework	% Practical	Semesters
Sandwich Year (Creative Arts)	6CTA1008	0	0	P/F	0	AB

In order to achieve the Sandwich Award students must complete module 6CTA1008 between levels 5 and 6 of their study. Please note: this is a representative module and it is understood that actual activity may fall outside these dates.

Year Abroad

Optional Modules Module Title	Module Code	Credit Points	% Examination	% Coursework	% Practical	Semesters
Year Abroad (Creative Arts)	6CTA0001	0	0	P/F	0	AB

In order to achieve the 'with a Year Abroad' award students must complete Module 6CTA0001 between levels 5 and 6 of their study. Please note: this is a representative module and it is understood that actual activity may fall outside these dates.

Study Abroad

Optional Modules Module Title	Module Code	Credit Points	% Examination	% Coursework	% Practical	Semesters
Study Abroad (Creative Arts)	6CTA1166	0	0	P/F	0	A, B

In order to achieve the 'with Study Abroad' award students must complete Module 6CTA1166 between levels 5 and 6 of their study. Please note: this is a representative module and it is understood that actual activity may fall outside these dates.

Employment Experience

Optional Modules Module Title	Module Code	Credit Points	% Examination	% Coursework	% Practical	Semesters
Employment Experience (Creative Arts)	6CTA1165	0	0	P/F	0	A, B

In order to achieve the 'with Employment Experience' award students must complete Module 6CTA1165 between levels 5 and 6 of their study. Please note: this is a representative module and it is understood that actual activity may fall outside these dates.

Level 6 (Year 3 Full Time, Year 4 Sandwich)

The level 6 modules listed in the table below are common to all the degree awards of the Music and Sound Technology Programme and must be undertaken by all students irrespective of their degree award. All modules are 100% coursework. (90 credits in common between awards at level 6.)

Compulsory Modules Module Title	Module Code	Credit Points	% Examination	% Coursework	% Practical	Semesters
Sound Technologies and Techniques 3	6CTA1125	30	0	100	0	AB
Professional and Industrial Context 3	6CTA1038	30	0	100	0	AB
Major Technology Project	6CTA1131	30	0	100	0	AB

Music Production

Compulsory Modules Module Title	Module Code	Credit Points	% Examination	% Coursework	% Practical	Semesters
Music Production Practice 3	6CTA1124	30	0	100	0	AB

Music and Sound Design Technology

Compulsory Modules Module Title	Module Code	Credit Points	% Examination	% Coursework	% Practical	Semesters
Music and Sound Design Technology Practice 3	6CTA1123	30	0	100	0	AB

Audio Recording and Production

Compulsory Modules Module Title	Module Code	Credit Points	% Examination	% Coursework	% Practical	Semesters
Audio Engineering Practice 3	6CTA1122	30	0	100	0	AB

Live Sound and Lighting Technology

Compulsory Modules Module Title	Module Code	Credit Points	% Examination	% Coursework	% Practical	Semesters
Live Sound and Lighting Technology Practice 3	6CTA1121	30	0	100	0	AB

Progression to level 5 and 6 requires a minimum of *90 and 210* credits and passes in all compulsory modules.

The award of an honours degree requires 360 credit points passed with a minimum of at least 120 at level 6 including the final degree project appropriate to the award title.

Table1b (below) details the minimum requirements for all awards.

FULL TIME MODE: BSc (Hons) Music Production

Semester A	YEAR 1	Semester B
	Sound Technologies and Techniques 1 4CTA1249 / 4CTA1253 (HIC) 30 Credits	
	Professional and Industrial Context 1 4CTA1049 / 4CTA1088 (HIC) 30 Credits	
	Audio Specialisms 1 4CTA1248 / 4CTA1254 (HIC) 30 Credits	
	Music Production Practice 1 4CTA1247 / 4CTA1255 (HIC) 30 Credits	
Semester A	YEAR 2	Semester B
	Sound Technologies and Techniques 2 5CTA1230 30 Credits	
	Professional and Industrial Context 2 5MMF0056 30 Credits	
	Audio Specialisms 2 5CTA1229 30 Credits	
	Music Production Practice 2 5CTA1228 30 Credits	
Semester A	YEAR 3	Semester B
	Sound Technologies and Techniques 3 6CTA1125 30 Credits	
	Professional and Industrial Context 3 6CTA1038 30 Credits	
	Major Technology Project 6CTA1131 30 Credits	
	Music Production Practice 3 6CTA1124 30 Credits	

FULL TIME MODE: BSc (Hons) Music and Sound Design Technology

Semester A	YEAR 1	Semester B
	Sound Technologies and Techniques 1 4CTA1249 / 4CTA1253 (HIC) 30 Credits	
	Professional and Industrial Context 1 4CTA1049 / 4CTA1088 (HIC) 30 Credits	
	Audio Specialisms 1 4CTA1248 / 4CTA1254 (HIC) 30 Credits	
	Music and Sound Design Technology Practice 1 4CTA1246 / 4CTA1256 (HIC) 30 Credits	
Semester A	YEAR 2	Semester B
	Sound Technologies and Techniques 2 5CTA1230 30 Credits	
	Professional and Industrial Context 2 5MMF0056 30 Credits	
	Audio Specialisms 2 5CTA1229 30 Credits	
	Music and Sound Design Technology Practice 2 5CTA1227 30 Credits	
Semester A	YEAR 3	Semester B
	Sound Technologies and Techniques 3 6CTA1125 30 Credits	
	Professional and Industrial Context 3 6CTA1038 30 Credits	
	Major Technology Project 6CTA1131 30 Credits	
	Music and Sound Design Technology Practice 3 6CTA1123 30 Credits	

FULL TIME MODE: BSc (Hons) Audio Recording and Production

YEAR 1	
Semester A	Semester B
Sound Technologies and Techniques 1 4CTA1249 / 4CTA1253 (HIC) 30 Credits	
Professional and Industrial Context 1 4CTA1049 / 4CTA1088 (HIC) 30 Credits	
Audio Specialisms 1 4CTA1248 / 4CTA1254 (HIC) 30 Credits	
Audio Engineering Practice 1 4CTA1245 / 4CTA1257 (HIC) 30 Credits	
YEAR 2	
Semester A	Semester B
Sound Technologies and Techniques 2 5CTA1230 30 Credits	
Professional and Industrial Context 2 5MMF0056 30 Credits	
Audio Specialisms 2 5CTA1229 30 Credits	
Audio Engineering Practice 2 5CTA1226 30 Credits	
YEAR 3	
Semester A	Semester B
Sound Technologies and Techniques 3 6CTA1125 30 Credits	
Professional and Industrial Context 3 6CTA1038 30 Credits	
Major Technology Project 6CTA1131 30 Credits	
Audio Engineering Practice 3 6CTA1122 30 Credits	

FULL TIME MODE: BSc (Hons) Live Sound and Lighting Technology

YEAR 1	
Semester A	Semester B
Sound Technologies and Techniques 1 4CTA1249 / 4CTA1253 (HIC) 30 Credits	
Professional and Industrial Context 1 4CTA1049 / 4CTA1088 (HIC) 30 Credits	
Audio Specialisms 1 4CTA1248 / 4CTA1254 (HIC) 30 Credits	
Live Sound and Lighting Technology Practice 1 4CT1244 / 4CTA1258 (HIC) 30 Credits	
YEAR 2	
Semester A	Semester B
Sound Technologies and Techniques 2 5CTA1230 30 Credits	
Professional and Industrial Context 2 5MMF0056 30 Credits	
Audio Specialisms 2 5CTA1229 30 Credits	
Live Sound and Lighting Technology Practice 2 5CTA1225 30 Credits	
YEAR 3	
Semester A	Semester B
Sound Technologies and Techniques 3 6CTA1125 30 Credits	
Professional and Industrial Context 3 6CTA1038 30 Credits	
Major Technology Project 6CTA1131 30 Credits	
Live Sound and Lighting Technology Practice 3 6CTA1121 30 Credits	

Typical Part-Time Study Routes:

BSc (Hons) Music Production

YEAR 1	Semester A	Semester B
Sound Technologies and Techniques 1 4CTA1249 – 30 credits		
Music Production Practice 1 4CTA1247 – 30 credits		
YEAR 2	Semester A	Semester B
Professional and Industrial Context 1 4CTA1049 – 30 credits		
Audio Specialisms 1 4CTA1248 – 30 credits		
YEAR 3	Semester A	Semester B
Sound Technologies and Techniques 2 5CTA1230 – 30 credits		
Music Production Practice 2 5CTA1228 – 30 credits		
YEAR 4	Semester A	Semester B
Professional and Industrial Context 2 5MMF0056 – 30 credits		
Audio Specialisms 2 5CTA1229 – 30 credits		
YEAR 5	Semester A	Semester B
Sound Technologies and Techniques 3 6CTA1125 – 30 credits		
Music Production Practice 3 6CTA1124 – 30 credits		
YEAR 6	Semester A	Semester B
Professional and Industrial Context 3 6CTA1038 – 30 credits		
Major Technology Project 6CTA1131 – 30 credits		

BSc (Hons) Music and Sound Design Technology

YEAR 1	Semester A	Semester B
Sound Technologies and Techniques 1 4CTA1249 – 30 credits		
Music and Sound Design Technology Practice 1 4CTA1246 – 30 credits		
YEAR 2	Semester A	Semester B
Professional and Industrial Context 1 4CTA1049 – 30 credits		
Audio Specialisms 1 4CTA1248 – 30 credits		
YEAR 3	Semester A	Semester B
Sound Technologies and Techniques 2 5CTA1230 – 30 credits		
Music and Sound Design Technology Practice 2 5CTA1227		
YEAR 4	Semester A	Semester B
Professional and Industrial Context 2 5MMF0056 – 30 credits		
Audio Specialisms 2 5CTA1229 – 30 credits		
YEAR 5	Semester A	Semester B
Sound Technologies and Techniques 3 6CTA1125 – 30 credits		
Music and Sound Design Technology Practice 3 6CTA1123 – 30 credits		
YEAR 6	Semester A	Semester B
Professional and Industrial Context 3 6CTA1038 – 30 credits		
Major Technology Project 6CTA1131 – 30 credits		

BSc (Hons) Audio Recording and Production

YEAR 1	Semester A	Semester B
Sound Technologies and Techniques 1 4CTA1249 – 30 credits		
Audio Engineering Practice 1 4CTA1245 – 30 credits		
YEAR 2	Semester A	Semester B
Professional and Industrial Context 1 4CTA1049 – 30 credits		
Audio Specialisms 1 4CTA1248 – 30 credits		
YEAR 3	Semester A	Semester B
Sound Technologies and Techniques 2 5CTA1230 – 30 credits		
Audio Engineering Practice 2 5CTA1226 – 30 credits		
YEAR 4	Semester A	Semester B
Professional and Industrial Context 2 5MMF0056 – 30 credits		
Audio Specialisms 2 5CTA1229 – 30 credits		
YEAR 5	Semester A	Semester B
Sound Technologies and Techniques 3 6CTA1125 – 30 credits		
Audio Engineering Practice 3 6CTA1122 – 30 credits		
YEAR 6	Semester A	Semester B
Professional and Industrial Context 3 6CTA1038 – 30 credits		
Major Technology Project 6CTA1131 – 30 credits		

BSc (Hons) Live Sound and Lighting Technology

YEAR 1	Semester A	Semester B
Sound Technologies and Techniques 1 4CTA1249 – 30 credits		
Live Sound and Lighting Technology Practice 1 4CTA1244 – 30 credits		
YEAR 2	Semester A	Semester B
Professional and Industrial Context 1 4CTA1049 – 30 credits		
Audio Specialisms 1 4CTA1248 – 30 credits		
YEAR 3	Semester A	Semester B
Sound Technologies and Techniques 2 5CTA1230 – 30 credits		
Live Sound and Lighting Technology Practice 2 5CTA1225 – 30 credits		
YEAR 4	Semester A	Semester B
Professional and Industrial Context 2 5MMF0056 – 30 credits		
Audio Specialisms 2 5CTA1229 – 30 credits		
YEAR 5	Semester A	Semester B
Sound Technologies and Techniques 3 6CTA1125 – 30 credits		
Live Sound and Lighting Technology Practice 3 6CTA1121 – 30 credits		
YEAR 6	Semester A	Semester B
Professional and Industrial Context 3 6CTA1038 – 30 credits		
Major Technology Project 6CTA1131 – 30 credits		

Honours classification

The University has approved structure and assessment regulations common to all programmes. Full details are provided in [UPR AS14](#), Section D.

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 Level	Programme Learning Outcomes developed (see above)
BSc (Hons)	Music Production Music Production (Sandwich) Music Production with a Year Abroad Music Production with a Year Abroad (Sandwich) Music and Sound Design Technology Music and Sound Design Technology (Sandwich) Music and Sound Design Technology with a Year Abroad Music and Sound Design Technology with a Year Abroad (Sandwich) Audio Recording and Production Audio Recording and Production (Sandwich) Audio Recording and Production with a Year Abroad Audio Recording and Production with a Year Abroad (Sandwich) Live Sound and Lighting Technology Live Sound and Lighting Technology (Sandwich) Live Sound and Lighting Technology with a Year Abroad Live Sound and Lighting Technology with a Year Abroad (Sandwich)	360 credit points including 240 at level 6/5 of which 120 must be at level 6	6	A1, A2, A3, A4, A5, A6, A7a, A7b, A7c, A7d, A8 B1, B2, B3, B4, B5 C1, C2a, C2b, C2c, C2d, C3, C4, C5, C6, C7 D1, D2, D3, D4, D5, D6
Interim Award	Award Title	Minimum requirements	Available at end of Level	Programme Learning Outcomes developed (see above)
University Certificate		45 credit points at level 4	4	See UPR AS11, section 13: http://sitem.herts.ac.uk/secreg/upr/AS11.htm
Certificate of Higher Education		120 credit points at level 4	4, 5	See UPR AS11, section 13: http://sitem.herts.ac.uk/secreg/upr/AS11.htm
Diploma of Higher Education	Music Production Music and Sound Design Technology Audio Recording and Production Live Sound and Lighting Technology	240 credit points including at least 120 at level 5	5, 6	A1, A2, A3, A4, A5, A6, A7, A8 B1, B2, B3, B4, B5 C1, C2, C3, C4, C5,

				C6, C7 D1, D2, D3, D4, D5, D6
BSc (Hons)	<p>Music Production Music Production (Sandwich) Music Production with a Year Abroad Music Production with a Year Abroad (Sandwich)</p> <p>Music and Sound Design Technology Music and Sound Design Technology (Sandwich) Music and Sound Design Technology with a Year Abroad Music and Sound Design Technology with a Year Abroad (Sandwich)</p> <p>Audio Recording and Production Audio Recording and Production (Sandwich) Audio Recording and Production with a Year Abroad Audio Recording and Production with a Year Abroad (Sandwich)</p> <p>Live Sound and Lighting Technology Live Sound and Lighting Technology (Sandwich) Live Sound and Lighting Technology with a Year Abroad Live Sound and Lighting Technology with a Year Abroad (Sandwich)</p>	300 credit points including 180 at level 6/5 of which 60 must be at level 6	6	A1, A2, A3, A4, A5, A6, A7a, A7b, A7c, A7d, A8 B1, B2, B3, B4, B5 C1, C2a, C2b, C2c, C2d, C3, C4, C5, C6, C7 D1, D2, D3, D4, D5, D6
BSc (Hons)	<p>Music Production with Study Abroad Music Production with Employment Experience Music Production with Study Abroad and with Employment Experience</p>	360 credit points including 240 at level 6/5 of which 120 must be at level 6	6	A1, A2, A3, A4, A5, A6, A7a, A7b, A7c, A7d, A8 B1, B2, B3, B4, B5 C1, C2a, C2b, C2c, C2d, C3, C4, C5, C6, C7 D1, D2, D3, D4, D5, D6
BSc (Hons)	<p>Music and Sound Design Technology with Study Abroad Music and Sound Design Technology with Employment Experience Music and Sound Design Technology with Study Abroad and with Employment Experience</p>	360 credit points including 240 at level 6/5 of which 120 must be at level 6	6	A1, A2, A3, A4, A5, A6, A7a, A7b, A7c, A7d, A8 B1, B2, B3, B4, B5 C1, C2a, C2b, C2c, C2d, C3, C4, C5, C6, C7 D1, D2, D3, D4, D5, D6
BSc (Hons)	<p>Audio Recording and Production with Study Abroad Audio Recording and Production with Employment Experience Audio Recording and Production with Study Abroad and with Employment</p>	360 credit points including 240 at level 6/5 of which 120 must be at level 6	6	A1, A2, A3, A4, A5, A6, A7a, A7b, A7c, A7d, A8 B1, B2, B3, B4, B5 C1, C2a, C2b, C2c, C2d, C3, C4, C5, C6,

	Experience			C7 D1, D2, D3, D4, D5, D6
BSc (Hons)	Live Sound and Lighting Technology with Study Abroad Live Sound and Lighting Technology with Employment Experience Live Sound and Lighting Technology with Study Abroad and with Employment Experience	360 credit points including 240 at level 6/5 of which 120 must be at level 6	6	A1, A2, A3, A4, A5, A6, A7a, A7b, A7c, A7d, A8 B1, B2, B3, B4, B5 C1, C2a, C2b, C2c, C2d, C3, C4, C5, C6, C7 D1, D2, D3, D4, D5, D6

Programme-specific assessment regulations

The programme complies 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 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 are not acceptable. Attendance requirements 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.

The programme operates a University-wide policy for treatment of serious adverse circumstances and students receive details in the Student Handbook.

Other information relevant to the programme

This programme has achieved JAMES (Joint Audio Media Education Support) accreditation: <http://www.jamesonline.org.uk/>.

The music centre benefits from an advisory panel, consisting of music industry practitioners, which meets to address aspects of currency and value added opportunities for our students.

In addition to the permanent staff, many of whom are active in the fields of technology, composition and performance, the music academic group regularly receives visiting composers and performers of international standing, who present seminars, lectures and concerts (including performances of student works). Such visitors offer students an invaluable opportunity to discuss their work with established professionals outside of the University.

Copyright: Students retain the Intellectual Property Rights, including copyright, in their films, 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.

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 Subject Group Leader with an overview of the programme.
- The Programme Leader, who is responsible for advising students on the programme as a whole and chairing the programme committee.
- Module Leaders who are responsible for individual modules.
- A School Admissions Tutor with specific responsibility for open days and selection.
- A programme committee, 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.
- A designated administrative team to deal with day-to-day administration associated with the modules within the programme.

Support

Students are supported by:

- The Creative Arts Toolkit <http://catoolkit.herts.ac.uk>
- Orientation for overseas students.
- An induction week at the beginning of each new academic session.
- Academic Subject Group Leader to oversee and advise on programme related issues.
- Programme Leader/Year Tutor to help students understand the course/programme structure.
- Tutors to provide academic and pastoral support.
- You will have a Personal Tutor who will be an important point of contact, able to help you gain a good understanding of the School and programme you are studying.
- Technical Officer support.
- Student representatives on Programme Committees.
- On-site shop for materials; Loan Stores for camera and other equipment.
- Academic English support.
- International Students support.
- A versatile on-line inter-active intranet and learning environment.
- Guided student-centred learning on Canvas module sites.
- Attractive modern study environments in two Learning Resources Centres.
- Access to extensive digital and print collections of information resources.
- A substantial Student Centre, providing advice on issues such as finance, University regulations, legal matters, accommodation, international student support, etc.
- Office of Dean of Students, Student Wellbeing (incorporating Counselling, Mental Health and Disability Support), Chaplaincy and Day Nursery.
- Student Success Hubs, which include a Mathematics Drop-in Centre
- Medical Centre.
- University Disability Advisors.
- An Equal Opportunities Officer.
- Careers, Employment and Enterprise service for all current students and graduates.
- Hertfordshire Students' Union.
- Dedicated programme site.

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;

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/>.

G. Entry requirements

The normal entry requirements for the programme are:

For current entry tariff point requirements, please refer to the relevant page for the Course on the University website or on the online prospectus.

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).

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

Email: hhaq@herts.ac.uk

If you wish to receive a copy of the latest External Examiner's Report for the programme, please email a request to aqo@herts.ac.uk

BSc (Hons) Music Production / Music and Sound Design Technology / Audio Recording and Production / Live Sound and Lighting Technology

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.

		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	A7a	A7b	A7c	A7d	A8	B1	B2	B3	B4	B5	C1	C2a	C2b	C2c	C2d	C3	C4	C5	C6	C7	D1	D2	D3	D4	D5	D6				
Level 4	Sound Techniques and Technologies 1	4CTA1249	x	x	x		x								x	x		x		x	x	x	x	x		x						x						
	Professional and Industrial Context 1	4CTA1049				x		x										x	x								x			x			x	x				
	Audio Specialisms 1	4CTA1248		x	x		x		x	x	x	x	x	x			x	x							x	x	x			x			x	x				
	Music Production Practice 1 (MP ONLY)	4CTA1247	x	x	x		x		x							x		x			x				x		x		x	x						x		
	Music and Sound Design Technology Practice 1 (MSDT ONLY)	4CTA1246	x	x	x		x				x											x					x		x	x	x							
	Audio Engineering Practice 1 (RAP ONLY)	4CTA1245		x		x						x		x		x		x	x	x			x			x				x	x	x					x	
Live Sound and Lighting Technology Practice 1 (LSLT ONLY)	4CTA1244		x		x							x	x						x				x		x				x	x	x					x		
Level 5	Sound Techniques and Technologies 2	5CTA1230	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x		
	Professional and Industrial Context 2	5MMF0056	x	x	x		x							x		x					x	x	x	x	x		x			x	x			x				
	Audio Specialisms 2	5CTA1229				x		x								x		x		x								x					x	x				
	Music Production Practice 2 (MP ONLY)	5CTA1228		x	x		x		x	x	x	x	x				x		x	x						x	x	x			x					x		
	Music and Sound Design Technology Practice 2 (MSDT ONLY)	5CTA1227	x	x	x		x		x						x			x				x				x				x	x					x		x
	Audio Engineering Practice 2 (RAP ONLY)	5CTA1226	x	x	x		x				x				x			x				x				x				x	x					x		x

Module Title		Module Code	A1	A2	A3	A4	A5	A6	A7a	A7b	A7c	A7d	A8	B1	B2	B3	B4	B5	C1	C2a	C2b	C2c	C2d	C3	C4	C5	C6	C7	D1	D2	D3	D4	D5	D6		
Level 6	Live Sound and Lighting Technology Practice 2 (LSLT ONLY)	5CTA1225		x		x						x	x		x	x		x					x	x		x		x	x				x	x		
	Placement Year	5CTA1002						x							x			x								x		x		x			x			
	Sound Techniques and Technologies 3	6CTA1125	x	x	x	x								x		x	x	x	x	x	x	x	x	x		x		x								
	Professional and Industrial Context 3	6CTA1038				x		x							x		x	x	x							x		x		x	x			x		
	Major Technology Project	6CTA1131		x		x									x	x	x	x		x							x		x	x	x	x			x	
	Music Production Practice 3 (MP ONLY)	6CTA1124	x		x		x		x					x	x	x	x				x				x		x		x					x		
	Music and Sound Design Technology Practice 3 (MSDT ONLY)	6CTA1123	x		x		x				x			x	x	x	x					x			x		x		x						x	
	Audio Engineering Practice 3 (RAP ONLY)	6CTA1121	x		x		x					x		x	x	x	x	x		x			x		x		x								x	
Live Sound and Lighting Technology Practice 3 (LSLT ONLY)	6CTA1122	x		x		x						x	x			x	x	x	x				x	x		x								x		

KEY TO PROGRAMME LEARNING OUTCOMES

Knowledge and Understanding

- A1. The ways in which music and sound media and their attendant technologies make possible a range of aesthetic effects and forms. [CMFCS]
- A2. The principles of IT and Communications (ITC) relevant to the discipline (Music, Sound and Audio). [E]
- A3. Analytical concepts and algorithmic procedures relevant to Sound and Multimedia Technology. [E/C]
- A4. Operational practice (and the requirements for safe operation). [E]

Practical Skills

- C1. Evaluate the technical performance of appropriate systems, components or processes. [E/C/DDP]
- C2a. **For the Music Production Award:** Demonstrate personal expression through the creative use of a range of music technologies. [M]
- C2b. **For the Music and Sound Design Technology Award:** Demonstrate personal expression through the creative use of sound and media technologies in combination. [M]
- C2c. **For the Audio Recording and Production Award:** Demonstrate personal expression and through the creative use of the music studio

- A5. The relationship of music and sound technologists to other multimedia disciplines. [M]
- A6. Demonstrate general knowledge and understanding of areas of law pertaining to the copyright, distribution and exploitation of musical works. [L]
- A7. **For the Music Production award:** Informed music production processes and practices [CMFCS].
- A7a.**For the Music Production award:** Informed music production processes and practices [CMFCS].
- A7b. **For the Music and Sound Design Technology award:** Informed processes for the application of music, sound design and immersive audio with other media.
- A7c. **For the Audio Recording and Production award:** Informed processes and approaches applicable to the music studio, mixing and mastering and to location recording. [CMFCS]
- A7d. **For the Live Sound and Lighting Technology award:** Sound and lighting contributions to performance production. [DDP]
- A8. The integration of existing and emerging production technologies (live and non-live) [DDP] and the role of changing technology in media production, content manipulation, distribution, access and participation. [CMFCS]

Intellectual Skills

- B1. Analyse, transform or create music/sound materials and communicate findings. [M]
- B2. Make a judicious evaluation of their own work in a reflexive manner with reference to professional conventions and issues. [CMFCS]

and its associated hardware / software using knowledge of technical standards. [M]

- C2d.**For the Audio Recording and Production Award:** Demonstrate personal expression and through the creative use of the music studio and its associated hardware / software using knowledge of technical standards. [M]
- C3. Produce work demonstrating the effective manipulation of sound and how relevant industry standards are defined and achieved. [CMFCS]
- C4. Perform experimental laboratory work and draw appropriate conclusions. [E/C]
- C5. Produce work which reflects the operational aspects of media production technologies. [CMFCS]
- C6. Retrieve and generate information and evaluate sources, in carrying out independent research. [CMFCS].
- C7. Combine musical sound with other media, such as film, digital animation, interactive web, live event and mobile technology applications. [M]

Transferable Skills

- D1. Produce self-directed work of quality demonstrating imagination and critical self-awareness. [M]
- D2. Use ITC tools effectively. [M/E]

- B3. Find solutions to problems through the application of technological knowledge and understanding. [E]
- B4. Draw together ideas from a variety of sources of knowledge and from different disciplines. [CMFCS]
- B5. Select, adapt and evaluate the effectiveness of appropriate digital media / technical systems / information technologies, in terms of content creation and/or potential users. [E/C/DDP]
- D3. Manage time and resources efficiently through cogent planning and organisation. [CMFCS]
- D4. Produce work to a given brief including length, format and deadline with appropriate referencing of sources and ideas. [CMFCS]
- D5. Work effectively as a team, including negotiation and decision-making. [M]
- D6. Demonstrate intellectual curiosity and creativity. [M]

Section 2

Programme management

Relevant QAA subject benchmarking statements	Music [M], Engineering [E], Computing [C], Communication, media, film and cultural studies [CMFCS], Law [L] and Dance, Drama and Performance [DDP]
Type of programme	Undergraduate
Date of validation/last periodic review	October 17
Date of production/ last revision of PS	March 2023
Relevant to level/cohort	Level 4 entering September 2023
Administrative School	School of Creative Arts
Language of Delivery	English

Table 4 Course structure

Course details			
Course Code	Course Description	HECOS	UCAS
CTMUS	Music and Sound Technology BSc (Hons) Music Production BSc (Hons) Music and Sound Design Technology BSc (Hons) Audio Recording and Production BSc (Hons) Live Sound and Lighting Technology	100221 (100%)	W375 (MP), W352 (MSDT), W374 (RAP), W376 (LSLT)