

Programme Specification

A Programme Specification provides a concise summary of the main features of a programme and its intended learning outcomes. It is intended to be used by prospective students, current students, academic staff and potential employers.

Programme Title:	
BA (Hons) Electronic Music Production BA (Hons) Electronic Music Production with Foundation Year	
Programme (AOS) Code(s):	BM1EMP1 BM1EMP4
UCAS Code:	JEM1/ JEM4
Name of Final Award:	Bachelor of Arts with Honours, BA (Hons)
Level of Qualification:	Level 6
Regime of Delivery:	Attendance
Mode(s) of Delivery:	Full Time
Typical Length of Study (Years):	3 years / 4 years with Foundation Year
Professional Body Recognition / Accreditation (including specific requirements where applicable):	N/A

Brief Description of the Programme

The BA Electronic Music Production degree will cover both essential and advanced production and composition techniques. Students will explore new methods of sound creation and manipulation using industry standard software. Students will also be provided with the opportunity to experiment with DJ and live electronic performance technologies, and to develop their own production skillsets in synthesis and signal processing techniques, as well as refining their knowledge in recording, sampling, and mixing audio. The course will also feature modules on entrepreneurship and music publishing.

Programme Aims

- 1 To provide an academically rigorous, stimulating and challenging programme of study that explores fundamental concepts and issues located at the intersection of music, sound and technology.
- 2 To provide robust and up-to-date technical skills and develop students' abilities to apply this technical expertise in innovative and imaginative ways.
- 3 To develop students' transferable skills in the areas of written and oral communication, independent scholarship and research, and leadership

4	To produce graduates who will be well equipped to make a significant and valuable contribution to the fields of audio production, composition, media, education, research and other areas of the cultural and creative industries.
5	To prepare students for professional employment through engagement with current professional practices.

Programme Learning Outcomes

The Bucks Graduate Attributes focus on the development of innovative leaders in professional and creative capacities, who are equipped to operate in the 21st Century labour market and make a positive impact as global citizens. The attributes are developed through the programme.

ID	Learning Outcome
On successful completion of the programme a graduate will be able to:	
Graduate Attribute: Knowledge and its application (K)	
K1	Demonstrate a broad knowledge in the sub-discipline/s of music sound and technology studied, including a detailed grasp of appropriate techniques, repertoires, texts and resources, and familiarity with associated concepts.
K2	Understand theories and contexts that inspire and inform music and sound practice, in areas such as analysis, aesthetics, interpretation, cultural theory, literature and computer science.
K3	Understand concepts, concerns and technical approaches driving current practice in music, sound and technology evidenced in repertoires, methodologies and theoretical and technical writings.
K4	Demonstrate the organisation, articulation and presentation of ideas in a clear, systematic and professional manner, and the capacity to communicate these effectively both orally and in writing to both specialist and non-specialist audiences.
K5	Understand and critically appraise the relationship between theory and practice in music, sound and technology.
Graduate Attribute: Creativity (C)	
C1	Employ a wide range of imaginative strategies in the production of creative and technical work, through experiment, speculation and rigorous investigation
C2	Demonstrate the ability to identify and solve complex technical and interpretative problems with flexibility and resourcefulness.
C3	Apply contemporary techniques in the creation of new work, which may reference recording techniques, computer-based sound manipulation, performance interaction, acoustics, electroacoustics, sound synthesis and digital signal processing
C4	Design and carry out a series of independent creative projects, imaginatively and expertly, using appropriate methods, opportunities and resources.
C5	Display the artistic, technical, aesthetical and expressive skills necessary to communicate music convincingly to a listener.
Graduate Attribute: Social and ethical awareness and responsibility (S)	
S1	Respect and acknowledge the work of others
S2	Understand and implement the social norms of working within a professional environment
S3	Be resourceful, ethical and entrepreneurial

S4	Understand the implications of IP including the ethical responsibilities associated with working with protected material.
S5	Anticipate and accommodate change as driven by varying sources such as economic, environmental and ethical.
Graduate Attribute: Leadership and self-development (L)	
L1	Demonstrate self-motivation, commitment and initiative
L2	Develop the capacity to identify and question one's own assumptions
L3	Demonstrate the ability to work cooperatively, effectively and creatively with peers and other professionals, and develop skills of communication and persuasion.
L4	Demonstrate an ability to work within a variety of independent and collaborative contexts with high standards of professionalism.

Programme Structure

Programmes are structured in stages. The number of stages will vary depending on the mode (e.g. full-time, part-time), duration and location of study which will be detailed in the Programme Handbook.

Modules are set at a specific academic level and listed as either core (compulsory) or optional. The level indicates the relative academic difficulty which will increase through the programme. Passing modules will reward you with academic credit. The amount of credits will depend on the complexity of the module and the level of effort required, which is measured in 'notional learning hours'.

Our [Academic Advice webpages](#) provide more information on the structure of taught awards offered by the University.

Please note: Not all option modules will necessarily be offered in any one year. Other option modules may also be introduced at a later stage enabling the programme to respond to sector developments.

Foundation Level (Optional for students on degree programmes)

Code	Module Title	Credit	Core / Option	Compensable (Normally Yes)
FY014	Introduction to Music Management, Production and Performance	N/A	C	Yes
FY026	Preparing for Success Knowledge and Creativity	N/A	C	Yes
FY027	Preparing for Success Self-development and Responsibility	N/A	C	Yes
FY028	Inquiry and Research Skills	N/A	C	Yes

Code	Module Title	Credit	Core / Option	Compensable (Normally Yes)
AP408	Audio Production Technologies	15	C	Yes
AP414	Introduction to Pro Tools	15	C	Yes

AP428	Introduction to Sampling and Synthesis	15	C	Yes
AP417	Entertainment Industry Framework	15	C	Yes
AP415	Introduction to Recording	15	C	Yes
AP419	Audio Production Practice	15	C	Yes
AP429	Electronic Music Production	15	C	Yes
AP416	The DIY Musician	15	C	Yes

Level Five

Code	Module Title	Credit	Core / Option	Compensable (Normally Yes)
AP517	Recording & Mixing Techniques	15	C	Yes
MC515	Music Publishing	15	C	Yes
AP515	Hip Hop Production	15	C	Yes
AP518	Industry Experience	15	C	Yes
MC524	Research Methods	15	C	Yes
AP519	Sound Design for Moving Image	15	C	Yes
AP520	Creative Audio Production	15	C	Yes
AP516	Electronic Music Performance	15	C	Yes

Level Six

Code	Module Title	Credit	Core / Option	Compensable (Normally Yes)
AP601	Live Events Project	30	C	Yes
MC690	Dissertation	30	C	No
AP606	Professional Skills Audit	15	C	Yes
AP613	Spatial Audio Design	15	C	Yes
AP611	Professional Production Project	15	C	Yes
AP612	Sonic Installation	15	C	Yes

Learning and Teaching Activities

Please see the [Academic Advice pages](#) for a description of learning and teaching activities that are recognised by the University. Detailed information on this specific programme is outlined below:

Activities will involve a substantial component of small-group teaching. Much of the best teaching is an interactive process, with students, professional practitioner-teachers and academics gaining mutual benefit within a research and/or professionally informed environment. The interaction between teaching, research (which includes the informed expertise of creative practitioners) and scholarship is a key element.

A student studying the Electronic Music Production Honours degree will typically experience the following teaching methodologies:

- **Supervision**, which supports the development of creative skills in production, composition and programming, personal development planning, and self-directed research skills in individual projects
- Other forms of **small-group teaching** and learning in which students have the opportunity to work together as a team
- **One-to-one interaction**, particularly supporting the development of self-direction, intellectual independence and research skills through dissertations, analysis and individual projects.
- **Lectures**, encouraging discussion and further reading/listening by which students can extend their own knowledge and understanding.
- **Workshops and Masterclasses**, normally addressing the acquisition of creative skills and techniques within a group context, and often benefiting from the experience of visiting specialists.
- **Writing** (essays, learning journals, etc.) as a means of developing research techniques, acquiring knowledge, and presenting ideas and arguments in written form.
- **Practical exercises**, usually connected with the development of creative, analytical and aural skills.
- **Independent learning**, whether as directed reading and listening related to essay writing or dissertation/project work or as practice for developing creative skills.
- **Studio work**, including hands-on experience in the use of equipment for production, programming and composition.
- Use of **computer-assisted learning** (Blackboard) for discussion groups or tutorial supervision, and of other forms of ICT.

Throughout the three years the programme will utilise the University's framework for professional industry preparation. This will include: extracurricular activities at Level 4, the Placement Plus module at Level 5, and the Professional Skills Audit module at Level 6. With learning at all levels, the objective is to develop students as independent critical thinkers with professional music technology skills. To achieve this a selection of lectures, master-classes, seminars, and workshops are provided along with a supplementary selection of online learning resources.

Additional Course Costs

There are costs associated with all studies, additional to the tuition fee, which require consideration, when planning and budgeting for expenditure. Costs are indicative and for the total length of the course shown unless otherwise stated and will increase with inflation; depending on the programme they may include equipment, printing, project materials, study trips, placement activities, DBS and/or other security checks.

Students will be required to purchase texts and journals to support their study programme. The minimum, average **cost of books** for students studying on a degree course is assumed as £100 per year.

- We also recommend a minimum budget of £50 per year for **printing costs**
- **Graduation** costs per student are estimated at £100 - £200 total. This is an optional cost for all students as attending graduation is not a requirement in order to have a degree conferred.

Contact Hours

1 unit of credit is the equivalent of 10 notional learning hours. Full time undergraduate students study 120 credits (1200 hours) and full-time postgraduate students study 180 credits (1800 hours) per year or 'stage' of the course.

Course Stage	Scheduled Activities (Hours)	Guided Independent Study (Hours)	Placement / Study Abroad / Work Based Learning (Hours)
Foundation Year	336	864	0
Year One	360	840	0
Year Two	355	845	0
Year Three	346	854	0

Assessment Methods

The [Assessment and Examination webpages](#) provide further information on how assignments are marked and moderated, including a description of assessment activities. These also include further information about how feedback on assessed work is provided to students, including our commitment to ensure this is provided to students within 15 working days (the 'three-week turnaround').

The following assessment activities are used on this programme:

- Throughout the three years, assessment is by a combination of project-based or practical and creative work and essays. Marks obtained in the second and third years contribute to the final degree awarded. Most modules contain an assignment in the form of an extended written or practical project submitted some weeks following the conclusion of the lecture series, and a written or practical coursework assignment, in the form of a seminar presentation, a short essay, or creative and technical tasks completed before the end of the lecture series. For some modules, assessment is based solely on a portfolio submission. Assessment criteria are descriptions, based on the intended learning outcomes, of the skills, knowledge or attitudes that you need to demonstrate in order to complete an assessment successfully, providing a mechanism by which the quality of an assessment can be measured. Grade-Related Criteria are descriptions of the level of skills, knowledge or attributes that you need to demonstrate in order to achieve a certain grade or mark in an assessment, providing a mechanism by which the quality of an assessment can be measured and placed within the overall set of marks. Assessment Criteria and Grade Related Criteria will be made available to you to support you in completing assessments. These may be provided in programme handbooks, module specifications, on the virtual learning environment or attached to a specific assessment task.

Classification

Calculation of final award:

The calculation of this award will be:

- Level 5 33%
- Level 6 67%

For full details of assessment regulations for all taught programmes please refer to our [Results webpages](#). These include the criteria for degree classification.

Admissions Requirements

Please see the [Application webpages](#) for more information on how to apply, including a statement on how we support students from a variety of backgrounds. Please also see our [general entry requirements](#) for taught programmes. Applicants who do not meet our published entry requirements are encouraged to contact our admissions team for further advice and guidance.

Typical applicant profile and any programme-specific entry requirements

The Electronic Music Production course is aimed primarily at those who have successfully completed A-Levels, a National Diploma or similar, and who wish to develop the skills, knowledge and employability profile that will provide them with the opportunity to gain employment in the creative industries. More specifically the course is oriented towards the science of sound and sound technology through theory, applied research and a range of practical hands-on projects, and so we encourage applications from students with technical based skills.

Do applicants required a Disclosure and Barring Service (DBS) Check?

No

Opportunities for students on successful completion of the programme

Graduates from this course will pursue careers in numerous areas of audio and music industry, dependent on what area of Music Technology they chose to focus on and develop a portfolio in. The course will cater to the following career pathways:

Audio Engineer, Mix Engineer, Systems Technician, Studio Technician, Conference Sound Engineer, Installation Specialist, TV Recording engineer or editor, Radio Engineer, (broadcast) Web Sound Technician, Product Designer, Product Tester, Sound Editor, Sound Technology Educator, R&D, Further postgraduate study or research.

Recognition of Prior Learning

Previous study, professional and / or vocational experiences may be recognised as the equivalent learning experience and permit exemption from studying certain modules. Please refer to our [Credit Accumulation webpages](#) for further guidance.

Student Support

During the course of their studies, students will be supported in the following ways:

- At the start of their studies all students will receive a full **induction** to the programme which will include introduction to the staff responsible for delivering the course, and access to library and IT facilities
- The **Programme Handbook** will outline the exact nature of the course and how it is structured, including the availability of option modules
- Each student will be allocated a **Personal Tutor** who will support their academic development, be able to advise and guide them with their studies and, where necessary, give advice on study options
- Students will be able to access our full range of **support services**, including the Learning Development Unit for skills and study support, the Library, the Careers and Employability Team, Student Finance Team, Accommodation and Counselling Service

Appendices

Quality Assurance

Awarding Body:	Buckinghamshire New University
Language of Study:	English
QAA Subject Benchmark Statement(s):	Mapped to QAA Subject Benchmark Statement for Music (2019)
Assessment Regulations:	<i>Academic Assessment Regulations</i> , accessible via the Academic Advice webpages (https://bucks.ac.uk/students/academicadvice)
Does the Fitness to Practise procedure apply to this programme?	No
Ethics Sub-committee	Media and Creative industries
Date Published / Updated:	September 2020
Date programme re-approval required:	n/a

Other awards available on programme (Exit Qualifications)

Please refer to the *Academic Qualifications Framework* for Exit Qualifications recognised by the University and credit and module requirements.

Name of Exit Qualification:	Ordinary Degree
Full name of Qualification and Award Title:	BA Electronic Music Production
Credits requirements:	300 Credits
Module requirements:	ALL 120 Credits at Level 4 ALL 120 Credits at Level 5 PLUS the following Level 6 modules: (excluding the Dissertation or equivalent) <ul style="list-style-type: none"> • AP606; AP611; AP612; AP613
Learning Outcome	
Demonstrate a broad knowledge in the sub-discipline/s of music sound and technology studied, including a detailed grasp of appropriate techniques, repertoires, texts and resources, and familiarity with associated concepts.	
Understand theories and contexts that inspire and inform music and sound practice, in areas such as analysis, aesthetics, interpretation, cultural theory, literature and computer science.	
Understand concepts, concerns and technical approaches driving current practice in music, sound and technology evidenced in repertoires, methodologies and theoretical and technical writings.	
Demonstrate the organisation, articulation and presentation of ideas in a clear, systematic and professional manner, and the capacity to communicate these effectively both orally and in writing to both specialist and non-specialist audiences.	
Understand and critically appraise the relationship between theory and practice in music, sound and technology.	

Employ a wide range of imaginative strategies in the production of creative and technical work, through experiment, speculation and rigorous investigation
Demonstrate the ability to identify and solve complex technical and interpretative problems with flexibility and resourcefulness.
Respect and acknowledge the work of others
Understand and implement the social norms of working within a professional environment
Be resourceful, ethical and entrepreneurial
Demonstrate self-motivation, commitment and initiative
Develop the capacity to identify and question one's own assumptions

Name of Exit Qualification:	Diploma of Higher Education (DipHE)
Full name of Qualification and Award Title:	DipHE Electronic Music Production
Credits requirements:	240 Credits
Module requirements:	ALL 120 Credits at Level 4 ALL 120 Credits at Level 5
Learning Outcome	
Demonstrate knowledge of the sub-discipline/s of music sound and technology studied, including a grasp of appropriate techniques, repertoires, texts and resources, and familiarity with associated concepts.	
Understand theories and contexts that inspire and inform music and sound practice, in areas such as analysis, aesthetics, interpretation, cultural theory, literature and computer science.	
Understand concepts, concerns and technical approaches driving current practice in music, sound and technology evidenced in repertoires, methodologies and theoretical and technical writings.	
Demonstrate the organisation, articulation and presentation of ideas in a clear, systematic and professional manner, and the capacity to communicate these effectively both orally and in writing to both specialist and non-specialist audiences.	
Employ a range of imaginative strategies in the production of creative and technical work, through experiment, speculation and rigorous investigation	
Demonstrate the ability to identify and solve technical and interpretative problems with flexibility and resourcefulness.	
Respect and acknowledge the work of others	
Understand and implement the social norms of working within a professional environment	
Demonstrate self-motivation, commitment and initiative	

Name of Exit Qualification:	Certificate of Higher Education (CertHE)
Full name of Qualification and Award Title:	CertHE Electronic Music Production
Credits requirements:	120 Credits
Module requirements:	ALL 120 Credits at Level 4
Learning Outcome	
Demonstrate knowledge of the sub-discipline/s of music sound and technology studied, including a grasp of appropriate techniques, repertoires, texts and resources, and familiarity with associated concepts.	
Understand concepts, concerns and technical approaches driving current practice in music, sound and technology evidenced in repertoires, methodologies and theoretical and technical writings.	
Demonstrate the ability to identify and solve technical problems	
Respect and acknowledge the work of others	
Demonstrate self-motivation, commitment and initiative	