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:	
BSc (Hons) Music Technology	
Programme (AOS) Code(s):	**BM1MUT1 (3 Years)** **BM1MUT4 (4 Years with Foundation Year)**
UCAS Code:	**MUT1 / MUT4**
Name of Final Award:	**Bachelor of Science with Honours, BSc (Hons)**
Level of Qualification:	**Level 6**
Regime of Delivery:	**Attendance**
Mode(s) of Delivery:	**Full Time**
Typical Length of Study (Years):	**3 or 4 Years**
Professional Body Recognition / Accreditation (including specific requirements where applicable):	**N/A**

Brief Description of the Programme

This course focuses on the science of sound and sound technology through theory, applied research and range of practical hands-on projects. In BSc (Hons) Music Technology it is understood that the best way to create art is to understand the science of the technology, processes and justification behind creative decisions.

The course is aimed at students who have a passion for understanding sound, how it behaves in environments and how best to capture and engineer it for use in number of multimedia industries. The curriculum has been designed to provide students with the opportunity to consider sound, its behaviour and the application of technology in a range of different controlled and uncontrolled environments and for a range of different services. The course caters for students who are interested in applying their love of audio and audio technology to calculate microphone positioning in a cave system for a live ambient experimental music performance, who want to record and create sound for audio post production, design sound installations, program music software, develop audio hardware through electronics engineering and develop new technologies through applied research.

The course will also include the opportunity for students to engage in work experience as part of their studies. The School already has strong links with industry, and our partners such as Universal Audio, Sennheiser and Focusrite will provide guest lectures, practical workshops, visits, scholarships and live briefs for research projects. Thanks to the broad range of creative courses here at Bucks, the potential for cross-course interaction is vast. BSc (Hons) Music Technology students can be involved in Students' Union events in roles concerning rigging live sound equipment, measuring room acoustics and mixing bands/performers live. Students will have the opportunity to work with Performing Arts, Film, TV and Animation students for a range of creative content creation.

Programme Aims

This programme is designed to give students the opportunity to:

1	Make creative use of technologies to record, produce and compose original audio content
2	Produce substantial portfolios of original work in areas of audio engineering, production and sound design.
3	Develop entrepreneurial and networking skills to facilitate the advancement of freelance careers.
4	Research and write in relation to audio disciplines using industry terminology.
5	Critically evaluate their work in relation to the technology and contexts of industry practices
6	Practical expertise in the field of music technology for audio & music industries

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	Synthesise inputs (knowledge, materials, information) in order to generate outputs in written, aural or practical format.
K2	Assimilate information and insight from scholarly discourse (including from other arts or sciences) and relate them to the practice and experience of music technology.
K3	Understand how music and audio interconnects with other disciplines in the arts, humanities, social and physical sciences as appropriate.
K4	Show critical awareness of issues of debate or uncertainty raised from analysing music technology materials.
K5	Explore, evaluate, apply and challenge associated scholarship, research or practice.
Graduate Attribute: Creativity (C)	
C1	Display the artistic, technical, aesthetical and expressive skills necessary to communicate music convincingly to a listener.
C2	To capture, publish, analyse and edit music using appropriate technological (digital recording) resources, whether visual or aural.
C3	Harness technological resources (including software development) for the purposes of music production, performance, composition, software instrument creation and sound synthesis.
C4	Design and build technological resources through computer coding, programming and audio electronics for the purpose of interface design, as well as composition and performance.
C5	Collaborate with co-creators, including those from different artistic disciplines.
Graduate Attribute: Social and ethical awareness and responsibility (S)	
S1	Demonstrate an appropriate outlook and sensitivity for working in multicultural environments.

S2	Understand legal, ethical and other regulatory frameworks that are relevant to music production, manipulation, distribution, circulation and reception.
S3	Understand professional protocols.
S4	Respond positively to self-criticism and to the criticism of others while maintaining confidence in one's own creative work.
S5	Understand ethical issues relating to the development of original research (theoretical and practical).
Graduate Attribute: Leadership and self-development (L)	
L1	Demonstrate the potential for artistic and creative leadership and innovation.
L2	Work independently to understand one's own learning style and work regime.
L3	Construct one's own timetable, ensuring adequate preparation and the meeting of deadlines.
L4	Demonstrate innovative approaches to the application of ICT skills to the areas studied.
L5	Demonstrate resilience in developing and sustaining a career path, taking account of personal health and welfare.

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	Core	Yes
FY026	Preparing for Success: Knowledge & Creativity	N/A	Core	Yes
FY027	Preparing for Success: Self Development & Responsibility	N/A	Core	Yes
FY028	Inquiry Based Learning	N/A	Core	Yes

Level Four

Code	Module Title	Credit	Core / Option	Compensable (Normally Yes)
AP426	Computer Programming: Max Data	15	Core	Yes
AP427	Computer Programming: Max DSP	15	Core	Yes
AP408	Audio Production Technologies	15	Core	Yes
AP419	Audio Production Practice	15	Core	Yes
AP415	Introduction to Recording	15	Core	Yes
AP414	Introduction to Pro Tools	15	Core	Yes
AP410	Introduction to Electronic Circuits and Devices	15	Core	Yes
AP411	Acoustics	15	Core	Yes

Level Five

Code	Module Title	Credit	Core / Option	Compensable (Normally Yes)
AP519	Sound Design for Moving Image	15	Core	Yes
AP521	Sound for Moving Image: Production Project	15	Core	Yes
AP517	Recording and Mixing Techniques	15	Core	Yes
AP520	Creative Audio Production	15	Core	Yes
AP513	Sound for Games VR and Nonlinear Media 1	15	Core	Yes
MC515	Music Publishing	15	Core	Yes
AP518	Industry Experience	15	Core	Yes
MC524	Introduction to Research Methods	15	Core	Yes

Level Six

Code	Module Title	Credit	Core / Option	Compensable (Normally Yes)
AP611	Professional Production Project	15	Core	Yes
AP606	Professional Skills Audit	15	Core	Yes
AP613	Spatial Audio Design	15	Core	Yes
AP614	Sound Design – Collaboration Projects	15	Core	Yes
MC690	Dissertation	30	Core	No
AP610	Sound Design for Games, VR, and Non-linear media 2	15	Core	Yes
AP612	Sonic Installation	15	Core	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 in the Music Technology 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 or laboratory 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.

For students completing the BSc (Hons) in Music Technology, intellectual and technical development links key areas of study across three years. The development of technical skills and understanding studio-based audio production takes place from Level 4 (Introduction to Recording and Pro Tools, Audio Production Technologies) to Level 5 (Recording and Mixing Techniques) with a self-guided project integral to the Level 6 equivalent (Production Company Project).

Running concurrently with the audio production modules are the creatively centered programming, sound design and composition modules, which are introduced at Level 4 (Computer Programming) and developed further at Level 5 and 6 (Sound for Moving Image). These modules offer students the opportunity to develop their practical skills as creative practitioners through workshops, seminars, guest lectures, and practical assessments.

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 (Hours)
Foundation Year	336	864	0
Year One	398	802	0
Year Two	403	797	0
Year Three	380	820	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:

- **Creative projects**, often assessed by a mixture of continuous assessment, documentation and final presentation, and especially relevant for interdisciplinary work.
- **Essays** and other coursework which enable students to display a broader knowledge of subject matter than in examination papers, and test their ability to investigate a topic and organise their material and ideas to a prescribed deadline.
- Extended **dissertations**, individual projects and portfolios as products of advanced understanding, knowledge, research skills and/or creative achievement.
- **Reports** on empirical work, which may take the form of fieldwork or laboratory experiments, might include audio-visual or other documentary evidence, and should demonstrate the student's ability to apply appropriate analytical methods, whether qualitative or quantitative, and to plan and carry out a research project in a manner appropriate to its cultural context.
- Group and individual **portfolios** of written work and audio content that will include research, pre-production, production and post-production work submissions. Where group work is undertaken there will be a requirement for individuals to clearly define their own contribution.
- Critical self-evaluation and role analysis in the form of individual **reflective written evaluations**.
- **Peer evaluation** in the form of discussion of work in groups.
- Tasks aimed at the assessment of specific **production, programming and composition skills**, which will target each individual's career aspirations.

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 Music Technology 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:

Acoustician, Audio Engineer, Mix Engineer, Live Sound Engineer (music, theatre etc.) DSP Engineer, Systems Technician, Studio Technician, Acoustician, 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, Programmer, R&D, Physics, 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 Services

Programme specific support (if applicable)

None

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 (2016)**
Assessment Regulations:	***Academic Assessment Regulations*, 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	
Date Published / Updated:	**Sept-2019, October-2020**
Date programme re-approval required:	**2024-2025**

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:	**BSc Music Technology**
Credits requirements:	**300 Credits**
Module requirements:	**ALL 120 Credits at Level 4** **ALL 120 Credits at Level 5 PLUS the following Level 6 modules:** • **AP610, AP611, AP612, AP613, AP614, AP606**

Learning Outcome
Synthesise inputs (knowledge, materials, information) in order to generate outputs in written, aural or practical format
Assimilate information and insight from scholarly discourse (including from other arts or sciences) and relate them to the practice and experience of music technology.
Understand how music and audio interconnects with other disciplines in the arts, humanities, social and physical sciences as appropriate.
Display the artistic, technical, aesthetical and expressive skills necessary to communicate music convincingly to a listener.
To capture, publish, analyse and edit music using appropriate technological (digital recording) resources, whether visual or aural.
Harness technological resources (including software development) for the purposes of music production, performance, composition, software instrument creation and sound synthesis.
Design and build technological resources through computer coding, programming and audio electronics for the purpose of interface design, as well as composition and performance.

Collaborate with co-creators, including those from different artistic disciplines.
Demonstrate an appropriate outlook and sensitivity for working in multicultural environments.
Understand legal, ethical and other regulatory frameworks that are relevant to music production, manipulation, distribution, circulation and reception.
Work independently to understand one's own learning style and work regime.
Construct one's own timetable, ensuring adequate preparation and the meeting of deadlines.
Demonstrate resilience in developing and sustaining a career path, taking account of personal health and welfare.

Name of Exit Qualification:	**Diploma of Higher Education (DipHE)**
Full name of Qualification and Award Title:	**DipHE Music Technology**
Credits requirements:	**240 Credits**
Module requirements:	**ALL 120 Credits at Level 4** **ALL 120 Credits at Level 5**
Learning Outcome	
Synthesise inputs (knowledge, materials, information) in order to generate outputs in written, aural or practical format	
Understand how music and audio interconnects with other disciplines in the arts, humanities, social and physical sciences as appropriate.	
Show critical awareness of issues raised from analysing music technology materials.	
Display the artistic and technical skills necessary to communicate music convincingly to a listener.	
To capture, analyse and edit music using appropriate technological (digital recording) resources.	
Harness technological resources (including software development) for the purposes of music production, performance, composition, software instrument creation and sound synthesis.	
Design and build technological resources through computer coding, programming and audio electronics.	
Demonstrate an appropriate outlook and sensitivity for working in multicultural environments.	
Construct one's own timetable, ensuring adequate preparation and the meeting of deadlines.	
Demonstrate resilience in developing and sustaining a career path, taking account of personal health and welfare.	

Name of Exit Qualification:	**Certificate of Higher Education (CertHE)**
Full name of Qualification and Award Title:	**CertHE Music Technology**
Credits requirements:	**120 Credits**
Module requirements:	**ALL 120 Credits at Level 4**
Learning Outcome	

Synthesise inputs (knowledge, materials, information) in order to generate outputs in written, aural or practical format
Understand how music and audio interconnects with other disciplines in the arts, humanities, social and physical sciences as appropriate.
Show awareness of issues of debate raised from analysing music technology materials.
To capture and edit music using appropriate technological (digital recording) resources.
Use technological resources for the purposes of music production, software instrument creation and sound synthesis.
Design and build technological resources through computer coding, programming and audio electronics.
Respond positively to self-criticism and to the criticism of others while maintaining confidence in one's own creative work.
Manage time effectively in order to meet deadlines.
Demonstrate an awareness to approaches and application of ICT skills to the areas studied.