

PROGRAMME SPECIFICATION

1. Key Information

Programme Title:	BSc (Hons) Audio & Music Technology
Awarding Institution:	Buckinghamshire New University
Teaching Institution(s):	Buckinghamshire New University
Subject Cluster:	Music
Award Title (including separate Pathway Award Titles where offered):	BSc (Hons) Audio & Music Technology
Pathways (if applicable)	N/A
FHEQ level of final award:	6
Other award titles available (exit qualifications):	Certificate of Higher Education in Audio & Music Technology Diploma of Higher Education in Audio & Music Technology BSc Audio & Music Technology
Accreditation details:	N/A
Length of programme:	3 years 4 years with Foundation Year
Mode(s) of Study:	Full Time
Mode of Delivery:	In person (on-site) delivery
Language of study:	English
QAA Subject Benchmark(s):	Music (2019)
Other external reference points (e.g. Apprenticeship Standard):	N/A
Course Code(s):	BSAUDIFT / BSAUDIFY
UCAS Code(s):	ADM1 / ADM4
Approval date:	June 2023
Date of last update:	

2. Programme Summary

At its core, this programme aims to produce creative graduates with the necessary technical, theoretical and professional skills for employment within the creative industries. The programme will provide comprehensive training in key elements of audio and music technology: the science of sound; theory and practice of sound technologies; studio production; creative coding; immersive audio techniques, critical listening and analysis, sound design, and live audio production techniques. By integrating studies in creative audio practice, critical listening and audio production, the programme enables you to understand the connections between these activities and how they are integrated into future careers in

the audio industry. The programme develops different skill sets simultaneously and to an advanced degree. By the final stage of the programme, you can undertake original research in a range of critical areas, including sound design, audio production, sonic installation, and technologically mediated projects.

3. Programme Aims and Learning Outcomes

Programme Aims

This programme aims to:

1. Provide learners with the opportunity to use relevant technologies creatively to produce original audio content
2. Enable learners to produce substantial portfolios of original creative work in areas of audio and music technology
3. Develop learners' entrepreneurial and networking skills to facilitate the advancement of freelance audio and music technology-based careers
4. Develop learners' academic skills enabling them to become active and autonomous learners and critical thinkers
5. Provide learners with the opportunity to develop and refine their practical expertise in audio and music technologies for the creative industries

Programme Learning Outcomes

Knowledge and Understanding (K)

On successful completion of the programme you will be able to:

ID	Learning Outcome
K1	Define how music and audio interconnect with other disciplines in the arts, humanities, and social and physical sciences as appropriate.
K2	Assimilate information and insight from scholarly discourse (including from other arts or sciences) and relate them to the practice and experience of audio production.
K3	Explore, through evaluation, application and challenge, associated scholarship, research or practice.

Analysis and Criticality (C)

On successful completion of the programme you will be able to:

ID	Learning Outcome
C1	Outline with originality the contemporary issues, including the use of technology, facing practitioners within music and technology settings.

C2	Capture, publish, analyse and edit music and sound using appropriate technological (digital recording) resources.
C3	Appraise through critique, the relationship between theory and practice in sound and technology.
C4	Evaluate arguments, assumptions, abstract concepts and data to make critically informed judgements, frame appropriate questions, and propose solutions to problems.

Application and Practice (P)

On successful completion of the programme you will be able to:

ID	Learning Outcome
P1	Respond positively to self-criticism and the criticism of others while maintaining confidence in one's own creative work.
P2	Display the artistic, technical, aesthetical and expressive skills necessary to communicate audio productions convincingly to a listener.
P3	Harness technological resources for audio production and sound design.
P4	Collaborate positively with co-creators, including those from different artistic disciplines, to develop creative outputs.
P5	Synthesise inputs (knowledge, materials, information) in order to generate outputs in a written, aural or practical format.

Transferable skills and other attributes (T)

On successful completion of the programme you will be able to:

ID	Learning Outcome
T1	Demonstrate the potential for artistic and creative leadership and innovation.
T2	Work independently to understand your own learning style and work regime.
T3	Manage your workload, ensuring adequate preparation and the meeting of deadlines.
T4	Demonstrate innovative approaches to the application of ICT skills to the areas studied.
T5	Demonstrate resilience in developing and sustaining a career path, taking account of personal health and welfare.

Graduate Attributes

The BNU Graduate Attributes of: Knowledge and its application; Creativity; Social and ethical awareness and responsibility; and Leadership and self-development 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.

On this programme, attributes are developed through a range of teaching, learning and assessment methods that enable students to exhibit critical, theoretical and practical skills in industry-standard techniques to explore audio and music technology practices (K1, K2, K3, C1, P4). Students will be encouraged to investigate critically analytical approaches to studying and disseminating research in sound and associated technologies (K4, C2, C3). With a focus on developing crucial employment-related skills, graduates will develop proficiencies in collaborative working practices, leadership techniques, self-motivation, and oral and written communications (T1, T2, T3). We place a particular focus on the development of knowledge and skills, both theoretical and practical, that will equip our graduates with the crucial ability to succeed in the professional world of employment within the audio and music technology side of the creative industries (P1, P2, P3).

4. Entry Requirements

The University's [general entry requirements](#) will apply to admission to this programme with the following additions / exceptions:

- Minimum of 2 A-Levels/or equivalent. UCAS TARIFF: 88-112

If you do not meet the entry requirements you will, if you have relevant professional experience, still be invited for a discussion with the Programme Leader, where you will be required to demonstrate the necessary knowledge and understanding for entry onto the course.

Previous study, professional and / or vocational experiences may be recognised as the equivalent learning experience and permit exemption from studying certain modules in accordance with our [accreditation of prior learning](#) (APL) process.

5. Programme Structure

BSc (Hons) Audio & Music Technology

Level	Modules (Code, Title and Credits)	Exit Awards
Foundation Year¹	<p>FY026 - Preparing for Success Knowledge and Creativity (30-credits) FY027 - Preparing for Success Self-development and Responsibility (30-credits) FY028 - Inquiry Based Learning (30-credits) FY014 - Introduction to Music Management, Production and Performance (30-credits)</p> <p>Option modules: No option modules are available at this level.</p> <p>Opportunity modules: No Opportunity modules are available at this level.</p>	N/A. No credit is awarded at this Level.
Level 4	<p>Core modules: PER4002 - Audio Production Technologies (20 credits) PER4005 - Recording & Mixing Techniques (20 credits) PER4004 - Computer Programming for Audio Applications (20 credits) COM4008 – Programming Concepts (20 credits) PER4025 - Acoustic Principles & Technologies (20 credits)</p> <p>Option modules: No option modules are available at this level.</p> <p>Opportunity modules: You must choose 2 x 10 credit Level 4 Opportunity modules from the Opportunity module catalogue www.bnu.ac.uk/opmodules</p>	Certificate of Higher Education, awarded on achievement of 120 credits at Level 4

¹ Modules on the Foundation Year only apply to learners who are enrolled on the “with Foundation Year” programme.

<p>Level 5</p>	<p>Core modules: PER5036 - Audio Electronics (20 credits) COM5012 – Object-Oriented Programming (20 credits) PER5030 - Research Methods (20 credits)</p> <p>Option modules: Choose modules to the total of 40 credits:</p> <p>PER5017 - Creative Audio Production (20 credits) PER5016 - Sound Design for Non-Linear Media (20 credits) PER5018 - Electronic Production Techniques (20 credits) PER5015 - Location Sound & Audio Post-Production (20 credits) PER5019 - Sound Design Projects (20 credits) PER5035 - Music Publishing Placement (20 credits)</p> <p>Opportunity modules: In addition, you must choose 2 x 10 credit Level 5 Opportunity modules from the Opportunity module catalogue www.bnu.ac.uk/oppmmodules</p>	<p>Diploma of Higher Education, awarded on achievement of 240 credits, including a minimum of 120 credits at Level 5</p>
<p>Level 6</p>	<p>Core modules: PER6035 - Dissertation/Independent Work (40 credits) PER6054 - Technologically Mediated Project (20 credits) PER6055 - Analogue & Digital Music Systems (20 credits)</p> <p>Option modules: Choose modules to the total of 40 credits:</p> <p>PER6036 - Immersive Audio Techniques (20 credits) PER6037 - Professional Production Project (20 credits) PER6052 - Game Audio: Theories and Practices (20 credits) PER6038 - Sound Design Final Portfolio (20 credits) PER6034 - Sound Design & Sonic Installation (20 credits) MED6008 – Podcasting: Creation & Production (20 credits)</p>	<p>Ordinary Degree, awarded on achievement of 300 credits, including 60 credits at Level 6 and 120 credits at each of Levels 4 and 5</p> <p>Honours Degree, awarded on achievement of 360 credits, including 120 credits at each of Levels, 4, 5 and 6</p>

	Opportunity modules: No Opportunity modules are available at this level.	
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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 changes in the subject area.

6. Learning, Teaching and Assessment

Learning and teaching

A learner studying the Audio & Music Technology 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 learners can work together as a team
- **One-to-one interaction**, mainly supporting the development of self-direction, intellectual independence and research skills through dissertations, analysis, and individual projects.
- **Lectures and seminars** encouraging discussion and further reading/listening by which learners can extend their knowledge and understanding.
- **Workshops and Masterclasses**, typically 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** are usually connected with developing creative, analytical, and aural skills.
- **Independent learning**, whether as directed reading and listening related to essay writing, dissertation/project work, or as practice for developing creative skills.
- **Studio or laboratory work**, including hands-on experience in equipment for production, programming, and composition.
- Use of **virtual learning environment** (Blackboard) for discussion groups, tutorial supervision, and other forms of ICT.

The objective of learning at all levels is to develop students as independent critical thinkers with professional music production skills. To achieve this a selection of lectures, masterclasses, seminars, and workshops are provided along with a supplementary selection of online learning resources.

Assessment

The following assessment activities are used in 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 enable learners 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 learners' 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 will include research, pre-production, production, and post-production work submissions. Where group work is undertaken, there will be a requirement for individuals to define their contribution clearly.
- Critical self-evaluation and role analysis in individual **reflective written evaluations**.
- Tasks aimed at assessing specific **production, performance, programming, and composition skills** will target each individual's career aspirations.

Contact Hours

Learners can expect to receive up to 12 hours of scheduled learning activities per week. This may include lectures, seminars, workshops, or practical demonstration. A full breakdown of contact hours can be found in individual module descriptors.

7. Programme Regulations

This programme will be subject to the following assessment regulations:

- [Regulations for Taught Degree programmes \(applicable to new BNU students\)](#)

8. Support for learners

The following systems are in place to support you to be successful with your studies:

- The appointment of a personal tutor to support you through your programme
- A programme handbook and induction at the beginning of your studies
- Library resources, include access to books, journals and databases - many of which are available in electronic format – and support from trained library staff

- Access to Blackboard, our Virtual Learning Environment (VLE), which is accessible via PC, laptop, tablet or mobile device
- Access to the MyBNU portal where you can access all University systems, information and news, record your attendance at sessions, and access your personalised timetable
- Academic Registry staff providing general guidance on University regulations, exams, and other aspects of students and course administration
- Central student services, including teams supporting academic skills development, career success, student finance, accommodation, chaplaincy, disability and counselling
- Support from the Bucks Students' Union, including the Students' Union Advice Centre which offers free and confidential advice on University processes.

9. Programme monitoring and review

BNU has a number of ways for monitoring and reviewing the quality of learning and teaching on your programme. You will be able to comment on the content of their programme via the following feedback mechanisms:

- Formal feedback questionnaires and anonymous module 'check-ins'
- Participation in external surveys
- Programme Committees, via appointed student representatives
- Informal feedback to your programme leader

Quality and standards on each programme are assured via the following mechanisms:

- An initial event to approve the programme for delivery
- An annual report submitted by the External Examiner following a process of external moderation of work submitted for assessment
- The Annual Monitoring process, which is overseen by the University's Education Committee
- Review by the relevant PSRB(s)
- Periodic Subject Review events held every five years
- Other sector compliance and review mechanisms

10. Internal and external reference points

Design and development of this programme has been informed by the following internal and external reference points:

- The Framework for Higher Education Qualifications (FHEQ)
- The QAA Subject Benchmark Statement – see detailed mapping below
- The BNU Qualifications and Credit Framework
- The BNU Grading Descriptors
- The University Strategy, Impact 2022

Mapping of Subject Benchmark Statement and any relevant Apprenticeship Standard to Programme Learning Outcomes

Subject Benchmark Statement / Apprenticeship Standard:	Knowledge and understanding (K)					Analysis and Criticality (C)					Application and Practice (P)					Transferable skills and other attributes (T)				
	K1	K2	K3	K4	K5	C1	C2	C3	C4	C5	P1	P2	P3	P4	P5	T1	T2	T3	T4	T5
Demonstrate the ability to explore, evaluate, apply or challenge associated scholarship and research.		X	X				X	X	X						X		X			X
Demonstrate awareness of the critical debates arising from the placing of music technology in wider contexts.	X	X				X		X	X								X	X		X
Demonstrate an awareness of the implications of an interdisciplinary approach to music technology for creation, innovation and research.	X	X				X	X	X	X			X			X		X	X		X
Demonstrate critical awareness of issues of debate or uncertainty raised from analysing			X			X		X	X							X	X			X

Subject Benchmark Statement / Apprenticeship Standard:	Knowledge and understanding (K)					Analysis and Criticality (C)					Application and Practice (P)					Transferable skills and other attributes (T)				
	K1	K2	K3	K4	K5	C1	C2	C3	C4	C5	P1	P2	P3	P4	P5	T1	T2	T3	T4	T5
music technology materials.																				
Demonstrate an individual musical personality or 'voice', through advanced technical skills and deeper levels of interpretative insight.	X	X	X								X	X	X	X	X		X	X	X	X
Demonstrate the ability to internalise and reconstruct musical materials, whether aurally or in written form.	X	X	X				X	X				X	X		X			X		X
Demonstrate qualities of leadership within a creative team.											X			X		X		X		X
Demonstrate the potential for artistic and creative leadership and innovation.							X				X	X	X	X		X		X		X
Demonstrate the ability to produce independent work of high quality							X		X			X	X	X		X	X	X	X	X

Subject Benchmark Statement / Apprenticeship Standard:	Knowledge and understanding (K)					Analysis and Criticality (C)					Application and Practice (P)					Transferable skills and other attributes (T)				
	K1	K2	K3	K4	K5	C1	C2	C3	C4	C5	P1	P2	P3	P4	P5	T1	T2	T3	T4	T5
(rigorous, defensible, robust, imaginative).																				
Demonstrate advanced skills of teamwork, negotiation, organisation and decision-making.											X	X		X	X	X		X	X	X
Demonstrate the ability to adapt and respond creatively to different professional and cultural environments.									X			X	X	X		X	X	X	X	X
Demonstrate advanced knowledge of - or innovative approaches to - the application of ICT skills to the area studied.							X					X	X		X		X	X	X	

Mapping of Programme Learning Outcomes to Modules

Programme Learning Outcome	Knowledge and understanding (K)					Analysis and Criticality (C)					Application and Practice (P)					Transferable skills and other attributes (T)				
	K1	K2	K3	K4	K5	C1	C2	C3	C4	C5	P1	P2	P3	P4	P5	T1	T2	T3	T4	T5
Level 4																				
Audio Production Technologies	X	X					X	X				X	X		X		X	X		
Acoustics & Technology			X			X		X	X				X		X		X	X		
Programming Concepts	X	X	X				X	X			X	X	X					X		
Recording & Mixing Techniques	X	X					X	X			X	X	X		X		X	X		
Computer Programming for Audio Applications	X	X					X	X					X		X		X	X	X	
Level 5																				
Research Methods						X	X		X						X		X	X		X
Object-Oriented Programming			X			X		X	X				X		X		X	X		
Audio Electronics			X			X		X	X				X		X		X	X		
Level 6																				
Dissertation/Independent Work	X	X	X			X	X	X					X	X		X	X	X		X
Technologically Mediated Project	X	X					X	X			X	X	X		X	X	X	X	X	X
Analogue & Digital Music Systems	X	X					X	X					X		X		X	X	X	

