

# PROGRAMME SPECIFICATION

## 1. Key Information

<b>Programme Title:</b>	BA (Hons) Music Production BA (Hons) Music Production with Foundation Year
<b>Awarding Institution:</b>	Buckinghamshire New University
<b>Teaching Institution(s):</b>	Buckinghamshire New University
<b>Subject Cluster:</b>	Music
Award Title (including separate Pathway Award Titles where offered):	BA (Hons) Music Production BA (Hons) Audio and Music Production BA (Hons) Music Production and Business BA (Hons) Electronic Music Production
<b>Pathways (if applicable)</b>	Music Production Audio and Music Production Music Production and Business Electronic Music Production
<b>FHEQ level of final award:</b>	6
<b>Other award titles available (exit qualifications):</b>	Certificate of Higher Education Diploma of Higher Education BA Music Production or relevant pathway
<b>Accreditation details:</b>	Joint Audio Media Education Support (JAMES) - for the Audio & Music Production pathway
<b>Length of programme:</b>	3 years 4 years with Foundation Year
<b>Mode(s) of Study:</b>	Full Time
<b>Mode of Delivery:</b>	In person (on-site) delivery
<b>Language of study:</b>	English
<b>QAA Subject Benchmark(s):</b>	Music (2019)
<b>Other external reference points (e.g. Apprenticeship Standard):</b>	
<b>Course Code(s):</b>	BAMUSIFT / BAMUSIFY
<b>UCAS Code(s):</b>	
<b>Approval date:</b>	01 December 2022
<b>Date of last update:</b>	

## 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 music and audio

production: studio production, music performance and composition, immersive audio techniques, critical listening and analysis, sound design, and live audio production techniques. By integrating studies in creative music 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 music and 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 production, performance and composition. You have the opportunity to choose from four different pathways; the JAMES accredited Music Production; Audio & Music Production; Music Production & Business; or Electronic Music Production.

### 3. Programme Aims and Learning Outcomes

#### Programme Aims

This programme aims to:

1. Provide learners with the opportunity to use relevant technologies creatively to record, produce and compose original audio content
2. Enable learners to produce substantial portfolios of original creative work in areas of audio and music production
3. Develop learners' entrepreneurial and networking skills to facilitate the advancement of freelance audio production 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 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
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<b>C1</b>	Outline with originality the contemporary issues, including the use of technology, facing practitioners within audio and music production settings.
<b>C2</b>	Capture, publish, analyse and edit music and sound using appropriate technological (digital recording) resources.
<b>C3</b>	Appraise through critique, the relationship between theory and practice in music, sound and technology.
<b>C4</b>	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:

<b>ID</b>	<b>Learning Outcome</b>
<b>P1</b>	Respond positively to self-criticism and the criticism of others while maintaining confidence in one's own creative work.
<b>P2</b>	Display the artistic, technical, aesthetical and expressive skills necessary to communicate audio productions convincingly to a listener.
<b>P3</b>	Harness technological resources for music production, performance, composition, and sound design.
<b>P4</b>	Collaborate positively with co-creators, including those from different artistic disciplines, to develop creative outputs.
<b>P5</b>	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:

<b>ID</b>	<b>Learning Outcome</b>
<b>T1</b>	Demonstrate the potential for artistic and creative leadership and innovation.
<b>T2</b>	Work independently to understand your own learning style and work regime.
<b>T3</b>	Manage your workload, ensuring adequate preparation and the meeting of deadlines.
<b>T4</b>	Demonstrate innovative approaches to the application of ICT skills to the areas studied.
<b>T5</b>	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 wide variety of teaching, learning and assessment opportunities that allow learners to showcase their fundamental knowledge

in the discipline of audio and music production studies, including a detailed grasp of industry-standard practical production techniques (K1, K3, P2, P4). We place a significant emphasis on developing leadership skills for future employment in the creative industries. Learners also get the opportunity to display critical thinking attributes and work collaboratively with peers (P1, T1, T3, T4). Learners will be encouraged to investigate critically analytical approaches to studying and disseminating research in sound, music and associated technologies (C1, C2, C3). Ultimately, we focus on allowing learners the time to expand their creative audio production capabilities through individual and group-based projects tailored toward dissemination within the professional audio production environment (K2, P3, T2).

#### 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. UCAS TARIFF: 88-112

If you do not meet the entry requirements you may, if you have relevant professional experience, still be invited for interview, 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

### BA(Hons) Music Production

Level	Modules (Code, Title and Credits)	Exit Awards
<b>Foundation Year</b>	<p><b>Core modules:</b>  FY026 - Preparing for Success Knowledge and Creativity  FY027 - Preparing for Success Self-development and Responsibility  FY028 - Inquiry Based Learning  FY014 - Introduction to Music Management, Production and Performance</p> <p><b>Option modules:</b>  No option modules are available at this level.</p> <p><b>Opportunity modules:</b>  No Opportunity modules are available at this level.</p>	<b>N/A.</b> No credit is awarded at this Level.
<b>Level 4</b>	<p><b>Core modules:</b>  Audio Production Technologies (20 credits)  Live Audio (20 credits)  Sound Design for Moving Image (20 credits)  Recording &amp; Mixing Techniques (20 credits)  Entertainment Industry Framework (20 credits)</p> <p><b>Option modules:</b>  No option modules are available at this level.</p> <p><b>Opportunity modules:</b>  You must choose 2 x 10 credit Level 4 Opportunity modules from the Opportunity module catalogue <a href="http://www.bnu.ac.uk/oppmodules">www.bnu.ac.uk/oppmodules</a></p>	<b>Certificate of Higher Education,</b> awarded on achievement of 120 credits at Level 4
<b>Level 5</b>	<p><b>Core modules:</b>  Live Production Technology (20 credits)  Creative Audio Production (20 credits)</p>	<b>Diploma of Higher Education,</b> awarded on achievement of 240 credits, including a minimum of 120 credits at Level 5

	<p>Research Methods (20 credits)</p> <p><b>Option modules:</b> Choose modules to the total of 40 credits:</p> <p>Location Sound &amp; Post-production (20 credits) Sound Design for Non-linear media (20 credits) Electronic Production Techniques (20 credits) Music Publishing (20 credits) Music Publishing (Placement) (20 credits)</p> <p><b>Opportunity modules:</b> In addition, you must choose 2 x 10 credit Level 5 Opportunity modules from the Opportunity module catalogue <a href="http://www.bnu.ac.uk/opmodules">www.bnu.ac.uk/opmodules</a></p>	
<p><b>Level 6</b></p>	<p><b>Core modules:</b> Creative Audio Project (20 credits) Professional Production Project (20 credits) Dissertation/Independent Work (40 credits)</p> <p><b>Option modules:</b> Choose modules to the total of 40 credits: Immersive Audio Techniques (20 credits) Creative Performance Technology (20 credits) Sound Design &amp; Sonic Installation (20 credits) Performance Application or Strategy (20 credits) A&amp;R (20 credits)</p> <p><b>Opportunity modules:</b> No Opportunity modules are available at this level.</p>	<p><b>Ordinary Degree</b>, awarded on achievement of 300 credits, including 60 credits at Level 6 and 120 credits at each of Levels 4 and 5</p> <p><b>Honours Degree</b>, awarded on achievement of 360 credits, including 120 credits at each of Levels, 4, 5 and 6</p>

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.

BA(Hons) Audio & Music Production

Level	Modules (Code, Title and Credits)	Exit Awards
<b>Foundation Year</b>	<p><b>Core modules:</b>                      FY026 - Preparing for Success Knowledge and Creativity                      FY027 - Preparing for Success Self-development and Responsibility                      FY028 - Inquiry Based Learning                      FY014 - Introduction to Music Management, Production and Performance</p> <p><b>Option modules:</b>                      No option modules are available at this level.</p> <p><b>Opportunity modules:</b>                      No Opportunity modules are available at this level.</p>	<b>N/A.</b> No credit is awarded at this Level.
<b>Level 4</b>	<p><b>Core modules:</b>                      Audio Production Technologies (20 credits)                      Live Audio (20 credits)                      Sound Design for Moving Image (20 credits)                      Recording &amp; Mixing Techniques (20 credits)                      Entertainment Industry Framework (20 credits)</p> <p><b>Option modules:</b>                      No option modules are available at this level.</p> <p><b>Opportunity modules:</b>                      You must choose 2 x 10 credit Level 4 Opportunity modules from the Opportunity module catalogue <a href="http://www.bnu.ac.uk/opmodules">www.bnu.ac.uk/opmodules</a></p>	<b>Certificate of Higher Education,</b> awarded on achievement of 120 credits at Level 4
<b>Level 5</b>	<p><b>Core modules:</b>                      Creative Audio Production (20 credits)                      Location Sound &amp; Post-production (20 credits)                      Research Methods (20 credits)</p> <p><b>Option modules:</b></p>	<b>Diploma of Higher Education,</b> awarded on achievement of 240 credits, including a minimum of 120 credits at Level 5

	<p>Choose modules to the total of 40 credits:</p> <p>Sound Design for Non-linear Media (20 credits)          Electronic Production Techniques (20 credits)          Live Production Technology (20 credits)          Music Business Project (20 credits)</p> <p><b>Opportunity modules:</b>          In addition, you must choose 2 x 10 credit Level 5 Opportunity modules from the Opportunity module catalogue <a href="http://www.bnu.ac.uk/oppmodules">www.bnu.ac.uk/oppmodules</a></p>	
<b>Level 6</b>	<p><b>Core modules:</b>          Immersive Audio Techniques (20 credits)          Professional Production Project (20 credits)          Dissertation/Independent Work (40 credits)</p> <p><b>Option modules:</b>          Choose modules to the total of 40 credits:          Sound Design &amp; Sonic Installation (20 credits)          Game Audio: Theories &amp; Practices (20 credits)          Creative Audio Project (20 credits)          Digital Marketing (20 credits)          Entertainment Law (20 credits)</p> <p><b>Opportunity modules:</b>          No Opportunity modules are available at this level.</p>	<p><b>Ordinary Degree</b>, awarded on achievement of 300 credits, including 60 credits at Level 6 and 120 credits at each of Levels 4 and 5</p> <p><b>Honours Degree</b>, awarded on achievement of 360 credits, including 120 credits at each of Levels, 4, 5 and 6</p>

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.



Level	Modules (Code, Title and Credits)	Exit Awards
<b>Foundation Year</b>	<p><b>Core modules:</b>  FY026 - Preparing for Success Knowledge and Creativity  FY027 - Preparing for Success Self-development and Responsibility  FY028 - Inquiry Based Learning  FY014 - Introduction to Music Management, Production and Performance</p> <p><b>Option modules:</b>  No option modules are available at this level.</p> <p><b>Opportunity modules:</b>  No Opportunity modules are available at this level.</p>	<b>N/A.</b> No credit is awarded at this Level.
<b>Level 4</b>	<p><b>Core modules:</b>  Audio Production Technologies (20 credits)  Live Audio (20 credits)  Sound Design for Moving Image (20 credits)  Recording &amp; Mixing Techniques (20 credits)  Entertainment Industry Framework (20 credits)</p> <p><b>Option modules:</b>  No option modules are available at this level.</p> <p><b>Opportunity modules:</b>  You must choose 2 x 10 credit Level 4 Opportunity modules from the Opportunity module catalogue <a href="http://www.bnu.ac.uk/oppmodules">www.bnu.ac.uk/oppmodules</a></p>	<b>Certificate of Higher Education</b> , awarded on achievement of 120 credits at Level 4
<b>Level 5</b>	<p><b>Core modules:</b>  Electronic Production Techniques (20 credits)  Creative Audio Production (20 credits)  Research Methods (20 credits)</p> <p><b>Option modules:</b>  Choose modules to the total of 40 credits:</p>	<b>Diploma of Higher Education</b> , awarded on achievement of 240 credits, including a minimum of 120 credits at Level 5

	<p>Location Sound &amp; Post-Production (20 credits)                  Live Production Technology (20 credits)                  Sound Design Projects (20 credits)                  Songwriting Techniques (20 credits)                  Performance Development (20 credits)                  Music Publishing (20 credits)                  Music Publishing (Placement) (20 credits)</p> <p><b>Opportunity modules:</b>                  In addition, you must choose 2 x 10 credit Level 5 Opportunity modules from the Opportunity module catalogue <a href="http://www.bnu.ac.uk/oppmodules">www.bnu.ac.uk/oppmodules</a></p>	
<b>Level 6</b>	<p><b>Core modules:</b>                  Sound Design &amp; Sonic Installation (20 credits)                  Dissertation/Independent Work (40 credits)</p> <p><b>Option modules:</b>                  Choose modules to the total of 60 credits:</p> <p>Songwriting Techniques 2 (20 credits)                  Professional Production Project (20 credits)                  Immersive Audio Techniques (20 credits)                  Creative Audio Project (20 credits)                  A&amp;R (20 credits)                  Digital Marketing (20 credits)</p> <p><b>Opportunity modules:</b>                  No Opportunity modules are available at this level.</p>	<p><b>Ordinary Degree</b>, awarded on achievement of 300 credits, including 60 credits at Level 6 and 120 credits at each of Levels 4 and 5</p> <p><b>Honours Degree</b>, awarded on achievement of 360 credits, including 120 credits at each of Levels, 4, 5 and 6</p>

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.

BA(Hons) Music Production & Business

Level	Modules (Code, Title and Credits)	Exit Awards
Foundation Year	<p><b>Core modules:</b>  FY026 - Preparing for Success Knowledge and Creativity  FY027 - Preparing for Success Self-development and Responsibility  FY028 - Inquiry Based Learning  FY014 - Introduction to Music Management, Production and Performance</p> <p><b>Option modules:</b>  No option modules are available at this level.</p> <p><b>Opportunity modules:</b>  No Opportunity modules are available at this level.</p>	<p><b>N/A.</b> No credit is awarded at this Level.</p>
Level 4	<p><b>Core modules:</b>  Audio Production Technologies (20 credits)  Live Audio (20 credits)  Sound Design for Moving Image (20 credits)  Recording &amp; Mixing Techniques (20 credits)  Entertainment Industry Framework (20 credits)</p> <p><b>Option modules:</b>  No option modules are available at this level.</p> <p><b>Opportunity modules:</b>  You must choose 2 x 10 credit Level 4 Opportunity modules from the Opportunity module catalogue <a href="http://www.bnu.ac.uk/oppmodules">www.bnu.ac.uk/oppmodules</a></p>	<p><b>Certificate of Higher Education,</b> awarded on achievement of 120 credits at Level 4</p>
Level 5	<p><b>Core modules:</b>  The Music Entrepreneur (20 credits)  Creative Audio Production (20 credits)  Research Methods (20 credits)</p> <p><b>Option modules:</b>  Choose modules to the total of 40 credits:  Live Production Technology (20 credits)  Location Sound &amp; Post-Production (20 credits)</p>	<p><b>Diploma of Higher Education,</b> awarded on achievement of 240 credits, including a minimum of 120 credits at Level 5</p>

	<p>Music Business Project (20 credits)                  Music Publishing (20 credits)                  Music Publishing (Placement) (20 credits)</p> <p><b>Opportunity modules:</b>                  In addition, you must choose 2 x 10 credit Level 5 Opportunity modules from the Opportunity module catalogue <a href="http://www.bnu.ac.uk/opmodules">www.bnu.ac.uk/opmodules</a></p>	
<b>Level 6</b>	<p><b>Core modules:</b>                  Professional Production Project (20 credits)                  Dissertation/Independent Work (40 credits)</p> <p><b>Option modules:</b>                  Choose modules to the total of 60 credits:</p> <p>A&amp;R (20 credits)                  Creative Audio Project (20 credits)                  Sound Design &amp; Sonic Installation (20 credits)                  Immersive Audio Techniques (20 credits)                  Mosh Pit Politics (20 credits)                  Entertainment Law (20 credits)                  Industry Issues (20 credits)                  Digital Marketing (20 credits)</p> <p><b>Opportunity modules:</b>                  No Opportunity modules are available at this level.</p>	<p><b>Ordinary Degree</b>, awarded on achievement of 300 credits, including 60 credits at Level 6 and 120 credits at each of Levels 4 and 5</p> <p><b>Honours Degree</b>, awarded on achievement of 360 credits, including 120 credits at each of Levels, 4, 5 and 6</p>

[\[1\]](#) Modules on the Foundation Year only apply to learners who are enrolled on the “with Foundation Year” programme.

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 Music Production degree, and its pathways, 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 learners 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:

- Academic Assessment Regulations

## 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 learners and course administration

- Central learner 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 several 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

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	C1	C2	C3	C4	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 in wider contexts.	X	X		X		X	X							X	X		X
Demonstrate an awareness of the implications of an interdisciplinary approach to music for creation, innovation and research.	X	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	C1	C2	C3	C4	P1	P2	P3	P4	P5	T1	T2	T3	T4	T5
Demonstrate critical awareness of issues of debate or uncertainty raised from analysing musical materials.			X	X		X	X						X	X			X
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

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	C1	C2	C3	C4	P1	P2	P3	P4	P5	T1	T2	T3	T4	T5
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 (rigorous, defensible, robust, imaginative).					X		X		X	X	X		X	X	X	X	X
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

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	C1	C2	C3	C4	P1	P2	P3	P4	P5	T1	T2	T3	T4	T5
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	C1	C2	C3	C4	P1	P2	P3	P4	P5	T1	T2	T3	T4	T5
<b>Level 4</b>																	
Audio Production Technologies	X	X			X	X			X	X		X		X	X		
Live Audio	X	X			X	X		X	X	X	X				X		
Sound Design for Moving Image	X	X	X		X	X		X	X	X					X		
Recording & Mixing Techniques	X	X			X	X		X	X	X		X		X	X		
Entertainment Industry Framework	X	X	X			X	X					X		X	X		X
Performance Practice & Reflection	X					X	X	X	X	X	X		X	X	X		X
<b>Level 5</b>																	
Live Production Technology	X	X			X	X		X	X	X	X				X	X	
Creative Audio Production	X	X	X	X	X	X		X	X	X		X		X	X	X	X
Research Methods				X	X		X					X		X	X		X

Programme Learning Outcome	Knowledge and understanding (K)			Analysis and Criticality (C)				Application and Practice (P)					Transferable skills and other attributes (T)				
	K1	K2	K3	C1	C2	C3	C4	P1	P2	P3	P4	P5	T1	T2	T3	T4	T5
Location Sound & Post-production	X	X	X					X	X	X	X			X	X	X	
Advanced Performance Practice & Reflection	X					X	X	X	X	X	X	X	X	X	X		X
Songwriting Techniques	X		X		X	X		X	X	X	X	X		X	X	X	
Electronic Production Techniques	X	X			X	X		X	X	X	X			X	X	X	
<b>Level 6</b>																	
Creative Audio Project	X	X			X	X		X	X	X	X			X	X	X	
Professional Production Project	X	X	X	X	X	X		X	X	X		X		X	X	X	X
Dissertation/Independent Work	X	X	X	X	X	X				X	X		X	X	X		
Sound Design & Sonic Installation	X	X	X		X	X		X	X	X			X	X	X		
Performance Application & Strategy	X					X	X	X	X	X	X	X	X	X	X		X
Songwriting Techniques 2	X		X		X	X		X	X	X	X	X		X	X	X	

Programme Learning Outcome	Knowledge and understanding (K)			Analysis and Criticality (C)				Application and Practice (P)					Transferable skills and other attributes (T)							
	K1	K2	K3	C1	C2	C3	C4	P1	P2	P3	P4	P5	T1	T2	T3	T4	T5			
Immersive Audio Techniques	X	X	X	X	X	X		X	X	X	X				X					