PROGRAMME SPECIFICATION

The Programme Specification is designed for prospective students, current students, academic staff and potential employers. It provides a concise summary of the main features of the programme and the intended learning outcomes.

SECTION A: DETAILS OF THE PROGRAMME AND AWARD

Programme Title	**BA (Hons) Audio and Music Production** **BA (Hons) Audio and Music Production with Foundation Year**
Awarding Body	**Buckinghamshire New University**
Teaching Institution / Programme Location	**Buckinghamshire New University** **High Wycombe, UCAV & Uxbridge**
Name of Final Award	**Bachelor of Arts with Honours, BA (Hons)**
NQF/FHEQ Level of Qualification	**Level 6: Bachelor's degree with honours**
QAA Subject Benchmark Statement(s)	**Music 2016**
UCAS Code	**J930**
Course Code(s)	**BG1AMP1** **BG1AMP4**
Mode of Delivery	**Full-time**
Length of Study	**3 Years** **4 years/ full-time delivery**
Number of Intakes	**2: September & January**
Regime of Delivery	**Campus Based**
Language of Study	**English**
Programme Accreditation	**James* Skillset**
Month and Year valid from	**01 September 2017**
Publication & Revision Dates	**01 July 2017** **Foundation Year added Nov 2017, January 2018** **Amended April 2018, July 2018, August 2019, October 2020**

Programme Introduction

The three-year BA (Hons) Audio & Music Production course delivered at High Wycombe is designed to equip students with the necessary experience to embark on careers relating to audio and music or audio-visual production. This is a practical and creative production-based course, allowing focus on developing the skills demanded of planning, managing, processing, recording and post-producing audio for different purposes and audiences. The course is aimed primarily at those who have successfully completed A levels, a National Diploma or similar, and have a desire to work within creative industries in the context of audio-visual production.

Distinguishing Features of the Programme

This is a very practical course with a strong focus on employability, working within the studio environment in the music industry in film or in television. It provides a focus on advanced skills development alongside critical reflection and development of emotional intelligence with team-based and client oriented production work.

Admission Requirements

For BA (Hons) Audio and Music Production
Successful applicants to the 3 year, full time course at High Wycombe, are expected to have a passion for audio, and some experience of audio or music production whether in contexts that are formal (such as in education) or informal (such as through performance, instrument playing or processing audio using digital audio workstations. Good written and verbal communication skills are also essential with a good command of English language, media literacy and IT skills. The entrant will also be expected to have a genuine interest in all forms of audio visual content.

Applicants will normally have achieved one of the following:
- Two A levels achieving a UCAS tariff of 80-96.
- A National Diploma or Certificate in an appropriate subject at Merit level.
- An art or design foundation course or Level Zero course.
- A Merit level Advanced GNVQ in an appropriate subject;
- An equivalent qualification

Students will also be offered entry by portfolio submission against criteria devised by the lecturing team.

Mature applicants without the above qualifications are also welcome to apply and entry is subject to a review of qualifications and relevant experiential learning. International applicants for whom English is a second language should have achieved IELTS 6.0 (with 5.5 the lower limit in any of the elements of Listening, Reading, Writing and speaking) or equivalent for entry into Level 4.

Students are normally expected to enter at Level 4, but can be admitted to any level of the course which is considered suitable, after a review of previous academic credits or consideration of other learning or experience relevant to the subject matter of this course, using the Credit Accumulation and Transfer Scheme (CATS) in accordance with the University APL policy.

For BA (Hons) Audio and Music Production with Foundation Year

Applicants who do not meet the minimum requirements for the 3-year programme, or those who do not feel fully prepared for a Level 4 course, will be considered for the 4-year programme including a Foundation Year.

Please see the University's General Entry Requirement webpages for requirements for entry at this level.

Recognition of Prior Learning

Students may be considered for entry into later years of the course on production of evidence of accredited prior learning (APL) in accordance with the University APL policy.

Employability Statement / Career Prospects

Graduates from this course will pursue careers in audio and music production, typically in areas such as live sound and installation, studio-based music production and sound design for screen.

Professional Statutory and Regulatory Body Accreditation

The BA (Hons) Audio & Music Production is accredited by JAMES - the Joint Audio Media Education Services association. JAMES is the education and accreditation arm of the APRS (Association of

Professional Recording Services) and the MPG (Music Producers Guild). They are currently the only accrediting body for Audio and Music Production related courses in Further Education and Higher Education. The course is now one of only 10 courses in the UK who have been awarded accreditation status.

SECTION B: PROGRAMME AIMS, OUTCOMES, LEARNING, TEACHING AND ASSESSMENT METHODS

Programme Aims

The main educational aims of the programme are to:
- Develop a high level of teamwork skills specifically related to practical production work
- A range of practical production skills and knowledge related to practical production work
- A range of practical production skills and knowledge relevant to a variety of practices and formats
- Creative skills in relation to the generation and production of practical project work
- The ability to critically evaluate their work in relation to the technology and contexts of production practice.

Programme Learning Outcomes

A. Knowledge and Understanding
On successful completion of the programme a graduate will have:
1. Knowledge of the underlying concepts and principles associated with audio and music production, and an ability to evaluate and interpret these.
2. Knowledge and critical understanding of the well-established principles pertaining to the study of audio and music production, and of the way in which those principles have developed
3. A systematic understanding of key aspects of audio and music production, including acquisition of coherent and detailed knowledge, at least some of which is at, or informed by, the forefront of defined aspects of a discipline

B. Intellectual/Cognitive Skills
On successful completion of the programme a graduate will be able to:
1. Present, evaluate and interpret qualitative and quantitative data, in order to develop lines of argument and make sound judgments in accordance with basic theories and concepts pertaining to the study of audio and music production.
2. Demonstrate conceptual understanding that enables the student to solve problems relating to the study of audio and music production and to describe and comment upon particular aspects of current research, or equivalent advanced scholarship, in the subject discipline of audio and music production
3. Appreciate the uncertainty, ambiguity and limits of knowledge

C. Practical Skills
On successful completion of the programme a graduate will be able to:
1. Engage with the main methods of enquiry pertaining to the study of audio and music production, and ability to evaluate critically the appropriateness of different approaches to solving problems in this field of study
2. Demonstrate key interpersonal skills pertaining to collaborative production tasks, such as oral and written communication skills and those required to coordinate production projects

D. Key/Transferable Skills
On successful completion of the programme a graduate will be able to:
1. Apply underlying concepts and principles outside the context in which they were first studied, including, where appropriate, the application of those principles in an employment context
2. Deploy accurately established techniques of analysis and enquiry within a discipline
3. Manage their own learning, and to make use of scholarly reviews and primary sources (for example, refereed research articles and/or original materials appropriate to the discipline)

Table 1: Programme Learning Outcomes and Mapping to Modules
On successful completion of a BA (Hons.) degree in Audio and Music Production a graduate, will be able to:

Programme Learning Outcomes				
K	Knowledge and Understanding	Core Modules (Code) Level 4	Core Modules (Code) Level 5	Core Modules (Code) Level 6
K1	Knowledge of the underlying concepts and principles associated with audio and music production, and an ability to evaluate and interpret these.	AP430 AP431 AP408 AP419 AP415 AP414	AP522 AP518 AP508	AP601 AP611 AP603
K2	Knowledge and critical understanding of the well-established principles pertaining to the study of audio and music production, and of the way in which those principles have developed	AP430 AP431 AP408 AP419 AP415 AP414	AP522 AP518 AP517	AP601 AP611 AP603
K3	A systematic understanding of key aspects of audio and music production, including acquisition of coherent and detailed knowledge, at least some of which is at, or informed by, the forefront of defined aspects of a discipline	AP430 AP431 AP408 AP419 AP415 AP414	AP522 AP518 AP517	AP601 AP611 AP603
C	Intellectual/Cognitive Skills			
C1	Present, evaluate and interpret qualitative and quantitative data, in order to develop lines of argument and make sound judgments in accordance with basic theories and concepts pertaining to the study of audio and music production.	AP408 AP419	AP517	AP611 AP603 MC656
C2	Demonstrate conceptual understanding that enables the student to solve problems relating to the study of audio and music production and to describe and comment upon particular aspects of current research, or equivalent advanced scholarship, in the subject discipline of audio and music production		AP519 AP517	AP611 AP603 MC691 MC656
C3	Appreciate the uncertainty, ambiguity and limits of knowledge			MC691 MC656
P	Practical Skills			
P1	Engage with the main methods of enquiry pertaining to the study of audio and music production, and ability to evaluate critically the appropriateness of different approaches to solving problems in this field of study	AP430 AP431 AP408 AP419 AP414 AP415		AP601 AP611 AP603 MC656
P2	Demonstrate key interpersonal skills pertaining to collaborative production tasks, such as oral and written communication skills and those required to coordinate production projects	AP416 AP417	AP518	AP611

T	Key/Transferable Skills			
T1	Ability to apply underlying concepts and principles outside the context in which they were first studied, including, where appropriate, the application of those principles in an employment context		**AP518**	**AP611 MC691 MC656**
T2	An ability to deploy accurately established techniques of analysis and enquiry within a discipline		**AP519 AP517 AP518**	**AP611 MC691 MC656**
T3	The ability to manage their own learning, and to make use of scholarly reviews and primary sources (for example, refereed research articles and/or original materials appropriate to the discipline)		**AP518**	**MC691 MC656**

On successful completion of a Level 6 Ordinary degree, a graduate will be able to demonstrate achievement of the following learning outcomes:

1. Demonstrate a critical appreciation of audio and music production, including acquisition of coherent and detailed knowledge (via the evaluation of relevant research) and the synthesis of this knowledge in written or verbal formats.
2. Demonstrate key interpersonal skills pertaining to working as part of a production team, such as: Oral and written communication skills; Project management skills; and problem solving skills.
3. Demonstrate a high level of practical skills relevant to audio and/or music production.

An **Ordinary degree** will be awarded to a student who has completed the programme learning outcomes specified above. This is measured by achievement of a combined total of 300 Credits comprising 120 credits at Level 4, 120 Credits at Level 5, **and** 60 Credits at Level 6. All modules at Levels 4 and 5 and the two following modules at Level 6 will count towards achievement of this award:
*   AP601: Live Event Project
*   AP603: Sound Design

On successful completion of DipHE a graduate, will be able to demonstrate achievement of the following learning outcomes:

A **Diploma of Higher Education (DipHE)** will be awarded to a student who has completed the programme learning outcomes specified above. This is measured by achievement of a combined total of 240 Credits comprising 120 credits at Level 4 **and** 120 Credits at Level 5. All modules at Level 4 and the following modules at Level 5 will count towards achievement of this award:
*   AP522 Live Sound: Consoles and Sound Systems
*   AP523 Live Sound: Networks and RF
*   AP517 Recording and Mixing Techniques
*   AP520 Creative Audio Production
*   AP519 Sound Design for Moving Image
*   AP521 Sound for Moving Image
*   MC524 Introduction to Research Methods
*   AP518 Industry Experience

On successful completion of Cert HE a graduate will be able to demonstrate achievement of the following learning outcomes:

A **Certificate of Higher Education (CertHE)** will be awarded to a student who has completed the programme learning outcomes specified above. This is measured by achievement of 120 credits at Level 4. The following modules will count towards achievement of this award:

- AP408 Audio Production Technologies
- AP419 Audio Production Practice
- AP430 Live Sound Semester 1
- AP431 Live Sound Semester 2
- AP415 Introduction to Recording
- AP414 Introduction to Pro Tools
- AP416 The DIY Musician
- AP417 Entertainment Industry Framework

Learning, Teaching and Assessment Methods to achieve the Programme Learning Outcomes

The teaching, learning and assessment methods for the BA (Hons) Audio & Music Production have drawn substantially upon Music (2008) QAA benchmarks.

Teaching and Learning Methods
These respond to section 5.6 of the subject benchmarks and approaches include:

The teaching, especially in the areas of creative practice, normally involves a substantial component of individual or 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 an honours degree in music will typically experience a range drawn appropriately from the following:

- seminars or other forms of small-group discussion, sometimes involving individual or group student presentations to develop oral presentation, negotiation and communication skills
- 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 that stimulate thought, discussion and debate, and which encourage further reading, listening and research by which students can extend their own knowledge and understanding
- workshops and master classes, 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, concert reviewing 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 electronic equipment for composition and/or recording
- use of computer-assisted learning, of email for discussion groups or tutorial supervision, and of other forms of ICT

For students completing the 3 year Full time course at High Wycombe; Intellectual and technical development links four key areas of study across three years of study. In the context of developing technical skills and understanding studio-based audio production develops from Level 4 (AP415) to Level 5 (AP517) with a self-guided project integral to the Level 6 equivalent (AP611). These modules link with and often overlap the equivalent live audio modules from Level 4 (AP430), Level 5 (AP522) and again a more applied focus at Level 6 (AP601). Studio-based audio production skills link similarly to the sound design modules that are introduced a Level 5 (AP519) and developed further at Level 6

(AP603), albeit with a linked requirement for the development of contextual understanding via critical study of this academic field over both years.

Some modules divide emphasis between technical and intellectual aspects, such as AP408 and AP419 at Level 4 which focus on how key principles are applied often with a scientific and engineering focus, while others emphasise the latter via the academic theorization of audio; at Level 5 this is manifest with development of key research methods that underpin the dissertation equivalent in the final year (MC691).

An applied business context is also woven into the first two semesters from Level 4 (AP416 and AP417), into an applied project for the first semester of Level 5 (AP518).

These modules focus on management and entrepreneurial skills with elements that will duly prepare students for a largely freelance workplace.

The objective is to develop students as independent critical thinkers with professional audio production skills. To achieve this, a selection of lectures, master-classes, seminars, and workshops are provided along with a supplementary selection of online learning resources. The course makes use of contact hours in a variety of ways.

Contact time is over two semesters, contained within a collection of 15 credit modules. This is uniformly the case across the first two years of the three year full time programme, albeit with the addition of more self-directed learning, practice and skills development as project work develops during the second year and increasingly into the third year. During the third year the module is quite different in some areas, such as in MC691 where students are guided through a dissertation on the basis of an average of 12 minutes of one-to-one contact time per week; a Faculty norm. Other third year modules also follow a less rigid structure, the most irregular in this respect being that which requires producing and then reflecting critically upon audio for live events (AP601) that often entail long days/sessions and field work in a professional context. These events are scheduled in order to provide at least 90 hours of contact time with tutors for each student.

How will students be assessed

A variety of methods is employed, involving both formative and summative assessment (some elements of coursework fall into both categories). Formative assessment methods provide an opportunity for tutors to deliver written and/or oral feedback to students.
Approaches include:

- creative projects, often assessed by a mixture of continuous assessment, documentation and final presentation, and especially relevant for interdisciplinary work (for example audio and music in combination with theatre, gaming, video)
- 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 organize 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
- oral presentations testing presentation and communication skills in an individual or group situation
- 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. For group-based presentations, for example, annotated PowerPoint slides with workload clearly delineated would be a standard specified requirement.
- 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.
- Opportunity for external placement/work-based learning reports that will enhance each student's capacity to adopt professional working practices.

- Tasks aimed at the assessment of specific production skills which will target each individual's career aspirations.

During the Foundation Year, students will be exposed to a variety of summative and formative assessments whilst developing the academic skills to be a successful student at university; course content and Learning Outcomes strongly relate to students developing their knowledge and understanding of the subjects being studied and assessed.

SECTION C: PROGRAMME STRUCTURE(S) AND HOURS

Table 1: Programme Structure Table

Programme Title	Audio and Music Production								
Course Code	BG1AMP1								
Mode of Study	Full-time								
Credit Value	**UK**	360		**ECTS**		180			

Module Code / Module Title		QCF/FHEQ Level	Course Stage / Year	Status in Award (IClore / IOIptional)	Credit Value	Assessment Regime			Semester Taught *
						Written Exam %	Coursework %	Practical %	
Level 4									
AP408	Audio Production Technologies	4	1	C	15		100		S1
AP414	Introduction to Pro Tools	4	1	C	15			100	S1
AP415	Introduction to Recording	4	1	C	15			100	S2
AP416	The DIY Musician	4	1	C	15		100		S2
AP417	Entertainment Industry Framework	4	1	C	15		100		S1
AP419	Audio Production Practice	4	1	C	15		100		S2
AP430	Live Sound 1	4	1	C	15			100	S1
AP431	Live Sound 2	4	1	C	15		100		S2
Level 5									
AP517	Recording and Mixing Techniques	5	2	C	15		100		S1
AP518	Industry Experience	5	2	C	15		100		S1
AP519	Sound Design for Moving Image	5	2	C	15		40	60	S2
AP520	Creative Audio Production	5	2	C	15		100		S2
AP521	Sound for Moving Image: Production Project	5	2	C	15			100	S1
AP522	Live Sound: Consoles and Sound Systems	5	2	C	15			100	S1
AP523	Live Sound: Networks and RF	5	2	C	15		100		S2
MC524	Introduction to Research Methods	5	2	C	15		100		S2
Level 6									
AP601	Live Event Project	6	3	C	30		60	40	SB

AP603	Sound Design	6	3	C	30		35	65	SB
AP611	Professional Production Project	6	3	C	15		100		S2
MC656	Introduction to Research Methods	6	3	C	15		100		S1
MC691	Dissertation	6	3	C	30		100		S2

Programme Title	Audio and Music Production with Foundation Year								
Course Code	BG1AMP4								
Mode of Study	Full-time								
Credit Value	UK	360		ECTS		180			

Module Code	Module Title	QCF/FHEQ Level	Course Stage / Year	Status in Award ([C]ore / [O]ptional)	Credit Value	Written Exam %	Coursework %	Practical %	Semester Taught *
Foundation Year									
FY026	Preparing for Success Knowledge and Creativity	0	1	C	n/a		100%		S1/ S2
FY027	Preparing for Success Self-development and Responsibility	0	1	C	n/a		60%	40%	S1/ S2
FY028	Inquiry Based Learning	0	1	C	n/a		100%		S1/ S2
FY014	Introduction to Music Management, Production and Performance	0	1	C	n/a		100%		S1/ S2
Level 4									
AP408	Audio Production Technologies	4	1	C	15		100		S1
AP414	Introduction to Pro Tools	4	1	C	15			100	S1
AP415	Introduction to Recording	4	1	C	15			100	S2
AP416	The DIY Musician	4	1	C	15		100		S2
AP417	Entertainment Industry Framework	4	1	C	15		100		S1
AP419	Audio Production Practice	4	1	C	15		100		S2
AP430	Live Sound 1	4	1	C	15			100	S1
AP431	Live Sound 2	4	1	C	15		100		S2
Level 5									
AP517	Recording and Mixing Techniques	5	2	C	15		100		S1
AP518	Industry Experience	5	2	C	15		100		S1
AP519	Sound Design for Moving Image	5	2	C	15		40	60	S2
AP520	Creative Audio Production	5	2	C	15		100		S2
AP521	Sound for Moving Image: Production Project	5	2	C	15			100	S1
AP522	Live Sound: Consoles and Sound Systems	5	2	C	15			100	S1
AP523	Live Sound: Networks and RF	5	2	C	15		100		S2

MC524	Introduction to Research Methods	5	2	C	15		100		S2
Level 6									
AP601	Live Event Project	6	3	C	30		60	40	SB
AP603	Sound Design	6	3	C	30		35	65	SB
AP611	Professional Production Project	6	3	C	15		100		S2
MC656	Introduction to Research Methods	6	3	C	15		100		S1
MC690	Dissertation	6	3	C	30		100		SB

Table 3: Breakdown of Contact Hours

Note: Hours are worked on the basis of full-time study. 1 Academic Credit is equated to 10 notional learning hours. A full-time undergraduate student will normally study 120 credits in an academic year which is therefore equated to 1200 notional hours. A full time postgraduate student will normally study 180 credits in an academic year which equates to 1800 hours. Module Descriptors provide detailed breakdowns of the categories given below.

Year of course	Scheduled Learning and Teaching Activities	Guided Independent Study	Placement / Study Abroad	Total
Year One	371	829		**1200**
Year Two	414	786		**1200**
Year Three	394	806		**1200**
Total	**1179**	**2421**		**3600**

Students who study this programme with a Foundation Year will complete an additional 1200 hours during that year.

SECTION D: ASSESSMENT REGULATIONS

This programme complies with the approved University regulations *Academic Assessment Regulations* and procedures as detailed on the University website.

The following modules will be non-compensable:
* MC691 Dissertation

The calculation of this award will be
Level 5 33%
Level 6 67%

Exit Awards Available

Exit Award Type	Award Title	Credits Achieved
Certificate of Higher Education	Certificate of Higher Education in Audio and Music Production	120 Credits

Diploma of Higher Education	Diploma of Higher Education in Audio and Music Production	240 Credits
Ordinary Degree	BA Audio and Music Production	300 Credits

No exit award is available for students who withdraw at the end of the Foundation Year.

SECTION E: FURTHER INFORMATION

Reference Points

The following reference points were used when designing the programme:

- University Strategy 2016-2021
- Buckinghamshire New University Approval of Academic Provision policy and procedure
- QAA Subject Benchmark Statement for: Music 2016
- QAA Framework for Higher Education Qualifications (2014)
- PSRB documents
- Equality & Diversity Teaching & Learning Toolkit
- QAA Education for Sustainable Development
- Work-based and Placement Learning Policy
- University Academic Qualifications Framework
- Recommendation and feedback from external subject academic and industry professional

Ethics

The following ethics sub-committee will be responsible for ensuring good research practice and student awareness of ethical concerns and risks.

Media and Creative Industries Sub-Committee

Annual Review and Monitoring

This programme will be monitored annually through the University's Annual Monitoring process, which is a continual cycle of review and enhancement. This process is supported by both the periodic review of departments and the periodic re-approval process for individual programmes. All processes are completed in consultation with students via the Students' Union or student representatives.

The re-approval of this programme is scheduled for academic year:
2022-2023