

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:	
MA Music and Audio Production	
Programme (AOS) Code(s):	Full time: MM1AMP1 Part time: MM1AMP2
UCAS Code:	N/A
Name of Final Award:	Master of Arts, MA
Level of Qualification:	Level 7
Regime of Delivery:	Attendance
Mode(s) of Delivery:	Part Time
Typical Length of Study (Years):	One-year full time Two years part time
Professional Body Recognition / Accreditation (including specific requirements where applicable):	N/A

Brief Description of the Programme

This programme has been designed to allow students to undertake a post graduate award specialising in key areas of modern audio and music production. The programme aims to provide an academically rigorous education with a strong practical focus. The modules on the programme are underpinned by research and professional practice, which will provide students with instruction on the latest approaches to audio and music production.

Programme Aims

- 1 Develop detailed understanding of the professional environment of the audio and music production sectors and the entrepreneurial skills necessary to exploit current opportunities as well as instigate new lines of professional activity
- 2 Engender creativity and originality in the application of knowledge and skills, together with a practical understanding of how established techniques of research and enquiry are applied within audio and music production.
- 3 Develop conceptual understanding that enables the student to evaluate critically current practice in the field of audio and music production.
- 4 Develop conceptual understanding that enables the student to evaluate methodologies employed within audio and music production and to develop critiques of them.

Programme Learning Outcomes

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

ID	Learning Outcome
On successful completion of the programme a graduate will be able to:	
Graduate Attribute: Knowledge and its application (K)	
K1	Demonstrate a deep and systematic knowledge of the key concepts and language of production knowledge and practice
K2	Demonstrate a deep and systematic understanding of the key challenges facing music production
K3	Demonstrate a deep and systematic understanding of key aspects of audio and music production, including acquisition of coherent and detailed knowledge which is informed by the forefront of defined aspects of a discipline
K4	Demonstrate sophisticated understanding of the potential for collaborative business approaches across the creative industries.
K5	Critically examine current academic discourse as it applies to music production
Graduate Attribute: Creativity (C)	
C1	Demonstrate the ability to apply complex 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
C2	Respond with originality to contemporary issues, including the use of technology, facing practitioners within audio and music production settings
C3	Design appropriate research strategies to develop improvement and/or solutions to contemporary music production issues
Graduate Attribute: Social and ethical awareness and responsibility (S)	
S1	Demonstrate a deep and systematic understanding of ethics as they apply to audio and music production
S2	Critically evaluate the needs of a diverse range of stakeholders in audio and music production contexts
S3	Demonstrate a critical understanding of the ethical issues of engaging in research in audio and music production settings
Graduate Attribute: Leadership and self-development (L)	
L1	The ability to demonstrate self-direction and originality in tackling and solving audio and music production problems, and be able to act autonomously in planning and implementing tasks at a professional level
L2	The ability to demonstrate decision-making in complex and unpredictable situations.
L3	The ability to demonstrate the exercise of initiative and personal responsibility.

Programme Structure

Modules are set at a specific academic level (Level 7) and listed as either core (compulsory) or optional. 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.

Level Seven

Code	Module Title	Credit	Core / Option	Compensable (Normally Yes)
AP731	Approaches to Recording & Mixing	15	C	Yes
AP732	Sound Design for Linear Media	15	C	Yes
AP733	The Recording Performance	15	C	Yes
AP734	Research Methods S1	15	C	Yes
AP735	Future Performance Technologies	15	C	Yes
AP736	Sound Art & Composition	15	C	Yes
AP737	Research Project	60	C	No
Students must choose two of the following 15 credit option modules:				
MC710	Intellectual Property for Music Professionals	15	O	Yes
MC711	Social Media Marketing	15	O	Yes
MC713	Music Business Entrepreneurship	15	O	Yes
MC714	Artist & Repertoire Development	15	O	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:

The learning and teaching strategy enables students to accommodate their academic journey within their personal and professional lives. Student will therefore be able to select modules based on their chosen pathway/area of interest.

The University's VLE is central to the learning and teaching strategy, and all modules make use of this environment. This will provide students with a means of accessing a range of resources and other learning activities. Both the face-to-face workshops and the University VLE will be actively employed as a forum for students to develop working relationships with colleagues while considering critical issues relevant to learning, teaching and assessment and research in music

Some modules require face-to-face workshops facilitated by members of the course team. Sessions will include contributions from relevant practitioners from within the University and external experts where appropriate. Student will furthermore be encouraged to engage with appropriate opportunities in their professional environment (where appropriate) as a means to better understand contextual issues within their setting and sector of interest.

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.

There will be the requirement of travel to the High Wycombe Campus for at least two days per week of each academic year for full time students at least one day per week of each academic year for part time students. Travel to the university and accommodation (unless otherwise specified) will be the responsibility of the students.

Contact Hours

1 unit of credit is the equivalent of 10 notional learning hours. The following table indicates notional learning hours for a typical pathway

Course Stage	Scheduled Activities (Hours)	Guided Independent Study (Hours)	Placement / Study Abroad / Work Based Learning (Hours)
Year one (FT)	346	1454	N/A
Year one (PT)	255	645	N/A
Year two (PT)	91	809	N/A

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’).

Summative and formative assessments are used in all modules. Formative assessments are seen as a fundamental vehicle through which to offer students feedback and coaching in their exploration and application of different theoretical paradigms and research principles. Summative assessments will focus on a student’s ability to identify, summarise and evaluate key aspects of theory and research and to relate this meaningfully and creatively to the practice setting and/or area of interest.

The following types of assessment activity may be used on this programme (subject to the student’s chosen pathway). These include:

- Practical assignment
- Report
- Essay
- Portfolio
- Reflective commentary
- Research proposal
- Dissertation
- Practical project

Classification

Calculation of final award:

The calculation of this award is L7= 100%

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

Individuals with an undergraduate degree, typically 2.2 or higher, with an interest in pursuing a career in audio and music production

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 the audio and music industry, dependent on what area of music production they chose to focus on and develop a portfolio in. The course will cater to the following career pathways:

Self-employed as professional Recording Engineer, Mix Engineer, Studio Technician, Sound Editor, Sound Technology Educator, Programmer, 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

Appendices

Quality Assurance

Awarding Body:	Bucks New University
Language of Study:	English
QAA Subject Benchmark Statement(s):	QAA UK Quality Code for Higher Education (expectations for standards and quality)
Assessment Regulations:	<i>Academic Assessment Regulations</i> , accessible via the Academic Advice webpages (https://bucks.ac.uk/students/academicadvice)
Does the Fitness to Practise procedure apply to this programme?	No
Ethics Sub-committee	Music
Date Published / Updated:	December 2020
Date programme re-approval required:	Usually six years from date published / approved

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:	Postgraduate Certificate (PGCert)
Full name of Qualification and Award Title:	Postgraduate Certificate in Audio and Music Production
Credits requirements:	60 Credits
Module requirements:	60 Credits from core modules and optional modules, excluding the dissertation
Learning Outcome	
Demonstrate a deep and systematic knowledge of the key concepts and language of production knowledge and practice	
Demonstrate a deep and systematic understanding of the key challenges facing music production	
Respond with originality to contemporary issues, including the use of technology, facing practitioners within audio and music production settings	
Critically evaluate the needs of a diverse range of stakeholders in audio and music production contexts	
The ability to demonstrate self-direction and originality in tackling and solving audio and music production problems, and be able to act autonomously in planning and implementing tasks at a professional level	
The ability to demonstrate decision-making in complex and unpredictable situations.	
The ability to demonstrate the exercise of initiative and personal responsibility.	

Name of Exit Qualification:	Postgraduate Diploma (PGDip)
Full name of Qualification and Award Title:	Postgraduate Diploma in Audio and Music Production
Credits requirements:	120 Credits
Module requirements:	120 Credits from all core and optional modules, excluding the dissertation
Learning Outcome	
Demonstrate a deep and systematic knowledge of the key concepts and language of production knowledge and practice	
Demonstrate a deep and systematic understanding of the key challenges facing music production	
Demonstrate sophisticated understanding of the potential for collaborative business approaches across the creative industries.	
Demonstrate the ability to apply complex 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	
Respond with originality to contemporary issues, including the use of technology, facing practitioners within audio and music production settings	
Demonstrate deep and systematic understanding of key concepts of sustainability as they apply to the audio and music production music industries.	
Critically evaluate the needs of a diverse range of stakeholders in audio and music production contexts	
The ability to demonstrate self-direction and originality in tackling and solving audio and music production problems, and be able to act autonomously in planning and implementing tasks at a professional level	
The ability to demonstrate decision-making in complex and unpredictable situations.	
The ability to demonstrate the exercise of initiative and personal responsibility.	