

PROGRAMME SPECIFICATION

1. Key Information

Programme Title:	BA (Hons) Music Production & Business BA (Hons) Music Production & Business with Foundation Year
Awarding Institution:	Buckinghamshire New University
Teaching Institution(s):	Buckinghamshire New University
Subject Cluster:	Music
Award Title (including separate Pathway Award Titles where offered):	BA (Hons) Music Production & Business
Pathways (if applicable)	
FHEQ level of final award:	6
Other award titles available (exit qualifications):	Certificate of Higher Education Diploma of Higher Education BA Music Production or relevant pathway
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):	
Course Code(s):	BAMUSBFT, BAMUSBFY
UCAS Code(s):	
Approval date:	March 2025
Date of last update:	

2. Programme Summary

This programme bridges the gap between creativity and commerce, equipping you with both the technical expertise of music production and the entrepreneurial skills essential for success in the music industry. Alongside training in studio production, immersive audio techniques, and critical listening, you will explore key business concepts, including artist management, record label operations, music marketing, and the economics of the industry. Whether you aspire to produce music, manage artists, launch your own label, or work in the business side of the industry, this course provides the knowledge and hands-on experience

to help you succeed. In the final stage, you will have the opportunity to undertake research or practical projects tailored to your career aspirations, whether in production, composition, or music entrepreneurship.

3. Programme Aims and Learning Outcomes

Programme Aims

This programme aims to:

1. Provide learners with the opportunity to integrate music production techniques with business strategies, enabling them to record, produce, and promote original audio content within the music and creative industries.
2. Enable learners to develop substantial portfolios of creative and professional work, demonstrating expertise in both audio production and music business.
3. Equip learners with entrepreneurial, networking, and operational skills to support careers in audio production, artist management, live events, or self-employment in the music industry.
4. Prepare learners for employment, self-employment, or further study by fostering critical engagement with industry practices and the ability to apply theory to real-world scenarios.
5. Provide learners with the opportunity to refine their practical expertise in audio production and music industry operations, equipping them to adapt to the evolving creative industries.

Programme Learning Outcomes

Knowledge and Understanding (K)

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

ID	Learning Outcome
K1	Demonstrate a deep understanding of both music production and business principles, applying them in creative and commercial settings.
K2	Evaluate how music production and business interact with broader cultural, social, and technological influences.
K3	Understand the evolving nature of the music and entertainment industries and their impact on creative and business strategies.
K4	Integrate academic and industry knowledge into practical applications within music production, artist management, and entrepreneurship.

Analysis and Criticality (C)

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

ID	Learning Outcome
C1	Critically assess current trends, challenges, and innovations in music production and business, including the role of new technologies.
C2	Analyse and apply theoretical models to both the creative and commercial aspects of the music industry.
C3	Identify, evaluate, and develop solutions to complex business and creative problems in the music sector.

C4	Critically explore global and intercultural considerations in music production and business strategies.
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Application and Practice (P)

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

ID	Learning Outcome
P1	Apply technical and commercial expertise to produce, promote, and distribute music in professional settings.
P2	Work collaboratively with artists, producers, and industry professionals to achieve creative and business goals.
P3	Demonstrate proficiency in music production, composition, and sound design while integrating business and marketing strategies.
P4	Use entrepreneurial thinking to identify and capitalise on opportunities in the music industry.
P5	Implement technological and managerial tools to drive innovation in music production and business operations.

Transferable skills and other attributes (T)

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

ID	Learning Outcome
T1	Show resilience and adaptability in building a career in music production and business.
T2	Manage projects independently and collaboratively, ensuring professional outcomes.
T3	Apply analytical and problem-solving skills to business and creative challenges.
T4	Develop leadership and entrepreneurial capabilities to foster innovation and industry engagement.
T5	Manage risk and uncertainty, ensuring sustainable career development in the music industry.

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 diverse range of teaching, learning and assessment opportunities that allow learners to demonstrate their comprehensive knowledge of music production and business, including advanced practical production techniques and entrepreneurial skills (K1, K3, P1, P3). The programme places significant emphasis on fostering leadership and entrepreneurial abilities to prepare graduates for employment in the dynamic music and entertainment industries. Learners will have the opportunity to exhibit critical thinking and problem-solving skills while collaborating effectively with peers and industry professionals (C1, C3, T1, T3, T4).

The programme encourages learners to engage in critically analytical approaches to studying and applying knowledge across both creative and business disciplines, enabling them to explore innovative solutions to industry challenges (C2, C4, P4). Additionally, learners are supported in developing their creative and professional competencies through individual and group-based projects that integrate technical production expertise with strategic business planning (K2, P2, T2, T5).

Ultimately, this programme provides learners with the opportunity to build a unique skill set that combines creative, technical and entrepreneurial capabilities, enabling them to thrive in the competitive and ever-evolving music industry as innovative leaders and global citizens.

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

Level	Modules (Code, Title and Credits)	Exit Awards
Foundation Year¹	Core modules: PER0007 Live Performance Practice PER0008 Introduction to Popular Music PER0009 Introduction to Composition PER0010 Introduction to Entrepreneurship COM0009 Professional Skills Review COM0010 Final Project	N/A. No credit is awarded at this Level.
Level 4	Core modules: PER4002 Audio Production Technologies (20 credits) PER4008 Introduction to Artist Development (20 credits) PER4005 Recording & Mixing Techniques (20 credits) PER4009 Entertainment Industry Framework (20 credits) PER4034 Audio Production Practice (20 credits) PER4011 Managing Your Brand (20 credits)	Certificate of Higher Education, awarded on achievement of 120 credits at Level 4
Level 5	Core modules: PER5017 Creative Audio Production (20 credits) PER5030 Research Methods (20 credits) PER5086 Advanced Recording & Mixing Techniques (20 credits) PER5021 Music Business Project (20 credits) PER5022 Music Publishing (20 credits) Option modules: <i>Choose modules to the total of 20 credits:</i> PER5020 The Music Entrepreneur (20 credits) PER5025 Artist Management (20 Credits)	Diploma of Higher Education, awarded on achievement of 240 credits, including a minimum of 120 credits at Level 5
Level 6	Core modules: PER6037 Professional Production Project (20 credits)	Ordinary Degree, awarded on achievement of 300 credits, including

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

	<p>PER6035 Extended Independent Work (40 credits) PER6042 Digital Marketing (20 credits)</p> <p>Option modules: <i>Choose modules to the total of 40 credits:</i> PER6036 Immersive Audio Techniques (20 credits) PER6058 The Recording Collaboration (20 credits) PER6039 A&R: Artist & Repertoire Content for the Music Industry (20 credits) PER6053 Entertainment Law (20 credits)</p>	<p>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>
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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 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:

- *Regulations for Taught Degree Programmes (2023)*

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	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		
Demonstrate awareness of the critical debates arising from the placing of music in wider contexts.	X	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			
Demonstrate critical awareness of issues of debate or uncertainty raised from analysing musical materials.	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
Demonstrate an individual musical personality or 'voice', through advanced technical skills and deeper levels of interpretative insight.	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			
Demonstrate qualities of leadership within a creative team.			X					X				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 (rigorous, defensible, robust, imaginative).	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
Demonstrate advanced skills of teamwork, negotiation, organisation and decision-making.															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								
Demonstrate advanced knowledge of - or innovative approaches to - the application of ICT skills to the area studied.	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	X		
Introduction to Artist Development																				
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		
Audio Production Practice	X	X					X	X				X	X		X		X	X		
Managing Your Brand																				
Level 5																				
Creative Audio Production	X	X	X			X	X	X			X	X	X		X		X	X	X	
Research Methods						X	X		X						X		X	X		X
Advanced Recording & Mixing Techniques	X	X					X	X				X	X		X		X	X		
Music Business Project	X	X	X			X		X								X	X			
Music Publishing	X		X	X		X		X								X		X		
Level 6																				

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
Professional Production Project	X	X	X			X	X	X			X	X	X	X	X		X	X	X	X
Extended Independent Work	X	X	X			X	X	X	X		X		X			X	X	X	X	X
Digital Marketing	X		X	X		X		X								X		X		