

PROGRAMME SPECIFICATION

1. Key Information

Programme Title:	BA (Hons) Music Production and Performance BA (Hons) Music Production and Performance 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 and Performance
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:	Joint Audio Media Education Support (JAMES) - for the Audio & Music Production pathway
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):	BAMPPRFT / BAMPPRFY
UCAS Code(s):	23M7 / 23M4
Approval date:	01 December 2022
Date of last update:	April 24

2. Programme Summary

This programme is designed for musicians who want to develop both their creative artistry and technical expertise. It combines in-depth training in studio production, live sound, composition, and critical listening with hands-on experience in performance across a range of styles and contexts. You will explore how music production and performance intersect, learning how to produce your own music, collaborate with others, and refine your stagecraft. By the final stage of the programme, you will have the opportunity to undertake original research and creative projects in production, performance, and composition, preparing you for a dynamic career in the music and audio industries.

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 music.
2. Enable learners to develop substantial portfolios of creative work that showcase expertise in both music production and performance.
3. Equip learners with entrepreneurial and networking skills to support careers in freelance audio production and live music performance.
4. Develop learners' academic skills, enabling them to become independent, critical thinkers and autonomous learners.
5. Provide learners with the opportunity to refine their practical expertise in both production and performance 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	Explain the relationship between music production, performance, and their connections to other artistic and academic disciplines.
K2	Integrate insights from research and scholarly discourse to enhance practical approaches in music production and performance.
K3	Engage critically with research, industry practices, and performance methodologies, applying them to creative outputs.

Analysis and Criticality (C)

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

ID	Learning Outcome
C1	Assess and respond creatively to current trends and challenges in music production and live performance, including technological developments.

C2	Capture, publish, analyse and edit music and sound using appropriate technological (digital recording) resources.
C3	Appraise through critique, the relationship between theory and practice in music, sound and technology.
C4	Develop informed and creative responses to artistic and technical challenges, drawing on critical thinking and research skills.

Application and Practice (P)

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

ID	Learning Outcome
P1	Accept and apply feedback constructively while developing confidence in performance and production skills.
P2	Demonstrate technical and expressive abilities necessary for delivering compelling performances and high-quality music productions.
P3	Use industry-standard technologies to support music production, live performance, and composition.
P4	Collaborate effectively with musicians, producers, and other creatives to develop artistic projects.
P5	Combine performance and production knowledge to create cohesive artistic outputs in a variety of formats.

Transferable skills and other attributes (T)

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

ID	Learning Outcome
T1	Exhibit leadership and creativity in music production and performance contexts.
T2	Develop independence in learning and artistic practice.
T3	Manage time effectively, balancing rehearsal, production, and academic responsibilities.
T4	Demonstrate innovative approaches to the application of ICT skills to the areas studied.
T5	Build resilience and adaptability for sustaining a career in music, while maintaining personal well-being.

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 & Performance

Level	Modules (Code, Title and Credits)	Exit Awards
Foundation Year	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) PER4006 Live Audio (20 credits) PER4014 Performance Practice & Reflection (20 credits) PER4005 Recording & Mixing Techniques (20 credits) PER4009 Entertainment Industry Framework (20 credits) PER4034 Audio Production Practice (20 credits)	Certificate of Higher Education , awarded on achievement of 120 credits at Level 4
Level 5	Core modules: PER5033 Advanced Performance Practice & Reflection (20 credits) PER5017 Creative Audio Production (20 credits) PER5030 Research Methods (20 credits) PER5086 Advanced Recording and Mixing Techniques (20 credits) PER5051 Songwriting Techniques (20 credits) PER5034 Performance Development (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: PER6048 Performance Application & Strategy (20 credits) PER6037 Professional Production Project (20 credits) PER6035 Extended Independent Work (40 credits) PER6050 Creative Performance Technology (20 credits) PER6036 Immersive Audio Techniques (20 credits)	Ordinary Degree , awarded on achievement of 300 credits, including 60 credits at Level 6 and 120 credits at each of Levels 4 and 5 Honours Degree , awarded on achievement of 360 credits, including

		120 credits at each of Levels, 4, 5 and 6
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[\[1\]](#) Modules on the Foundation Year only apply to learners who are enrolled on the “with Foundation Year” programme.

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	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

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	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

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	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

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	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)					
	Module Code (Core)	K1	K2	K3	C1	C2	C3	C4	P1	P2	P3	P4	P5	T1	T2	T3	T4	T5
Level 4																		
Audio Production Technologies	X	X			X	X			X	X		X		X	X			
Live Audio	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
Level 5																		
Creative Audio Production	X	X	X	X	X	X		X	X	X		X		X	X	X	X	X
Research Methods				X	X		X					X		X	X			X
Advanced Performance Practice & Reflection	X					X	X	X	X	X	X	X	X	X	X	X		X
Performance Development	X	X			X	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
Advanced Recording and Mixing Techniques	X	X			X	X			X	X		X		X	X	X	
Songwriting Techniques		X	X	X	X	X		X	X	X		X	X	X	X	X	
Level 6																	
Professional Production Project	X	X	X	X	X	X		X	X	X		X		X	X	X	X
Immersive Audio Techniques	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		
Performance Application & Strategy	X					X	X	X	X	X	X	X	X	X	X		X
Creative Performance Technology																	