# Course Title
BA (Hons) Creative and Commercial Music

## Awarding Bodies
University of Suffolk

## Level of Award¹
Exit FHEQ Level 6

## Professional, Statutory and Regulatory Bodies Recognition
JAMES Accreditation

## Credit Structure²
- 360 Credits for BA (Hons)
  - Level 4: 120 Credits
  - Level 5: 120 Credits
  - Level 6: 120 Credits

## Mode of Attendance
Full-time and Part-time

## Standard Length of Course³
- 3 years full-time and 4.5 years part-time

## Intended Award
BA (Hons) Creative and Commercial Music

## Named Exit Awards
N/A

## Entry Requirements⁴
Typical offer for 2018 Entry:
- 110 UCAS tariff points (or above),
- BBC (A-Level), DMM (BTEC)

Students without tariff points can still apply but will be invited to an interview to demonstrate their skillset via previous portfolio work and will be required to take a written and practical test.

## Delivering Institution(s)
University of Suffolk at West Suffolk College

## UCAS Code
W374

This definitive record sets out the essential features and characteristics of the BA (Hons) Creative and Commercial Music course. The information provided is accurate for students entering level 4 in the 2018-19 academic year².

## Course Summary
The primary aim of the BA (Hons) Creative and Commercial Music is to educate students intending to work within the music or media industries as producers, live and studio recording engineers, mix engineers, technicians, sound designers, dubbing engineers, dubbing engineers and composers

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¹ For an explanation of the levels of higher education study, see the [QAA Frameworks for Higher Education Qualifications of UK Degree-Awarding Bodies (2014)](https://www.qaa.ac.uk/frameworks/levels)

² All academic credit awarded as a result of study at the University adheres to the [Higher education credit framework for England.](https://www.hefce.ac.uk/wp-content/uploads/2012/06/credit-framework-2011.pdf)

³ Where the course is delivered both full-time and part-time, the standard length of course is provided for the full-time mode of attendance only. The length of the part-time course is variable and dependent upon the intensity of study.

⁴ Details of standard entry requirements can be found in the [Admissions Policy](https://www.uos.ac.uk/admissions/entry-requirements/)

⁵ The University reserves the right to make changes to course content, structure, teaching and assessment as outlined in the [Admissions Policy](https://www.uos.ac.uk/admissions/entry-requirements/).
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(contemporary music, cinematic and game). As the only creative music programme in East Anglia, this course covers a wide demographic area for applicants wishing to remain within the region while obtaining a music degree. The course will provide students with a broad grounding in the core areas of music within a range of digital and multi-media environments and develop students’ skills in the synthesis and critical appraisal of music production knowledge and research. Graduates from the programme will also be equipped with a wide range of transferable skills which will enhance their employment prospects both within the music, media and games sectors.

Course Learning Outcomes

Knowledge and Understanding

1. Apply academic learning and principles to their work environment
2. Identify their learning needs with respect to personal, academic and employment development
3. Demonstrate understanding of the main methods of enquiry relevant to the sector
4. Demonstrate understanding of the legal, political and socio-economic framework in which the work sector operates
5. Recognise and evaluate the roles, power structure, ethics and values which inform practice
6. Demonstrate and understanding of teamwork, management and leadership for effective practice
7. Apply learning theories and strategies to support personal development and effective practice
8. Demonstrate the ability to develop ideas and construct arguments in both verbal and written form and to evaluate such ideas and arguments critically
9. Demonstrate the ability to work independently, and to show self-motivation and critical self-awareness
10. Demonstrate competence in the practices, processes, techniques and methodologies required in the study of music and the ability to recognise and apply generic skills learnt through such study to other areas, or to other disciplines

Mental or cognitive skills

11. Engage in the creation of commercial digital media and sound / data libraries
12. Locate and analyse a range of information with minimum guidance, using classification/principles and compare alternative methods and techniques for obtaining data
13. Reformat a range of ideas and information towards a given purpose

14. Select appropriate techniques of evaluation and evaluate the relevance and significance of data collected

15. Identify key elements of problems and choose appropriate methods for their resolution in a considered manner

Subject Specific and Practical Skills
16. Apply ethical understanding to specific contexts

17. Operate in situations of varying complexity and predictability, requiring application of a wide range of techniques

18. Act with autonomy with minimal need for supervision and direction within defined guidelines

19. Demonstrate advanced composition and musical arranging techniques for a variety of commercial genres

20. Be able to operate to a professional level, a range of digital audio hardware and software systems

21. Use and understand the limitations of, Pro Tools systems for a variety of workflow scenarios (e.g. music production, post production)

22. Engage in research and information gathering relevant to the music and multi-media industries; this would include correct presentation of work and materials relevant to these industry sectors

Key Skills
23. Demonstrate an understanding of teamwork, management and leadership for effective practice

24. Interact effectively with a learning group or client, giving and receiving information and ideas and modifying responses where appropriate

25. Develop professional working relationships within the discipline

26. Evaluate own strengths and weaknesses, challenge received opinion and develop own criteria and judgement

27. Communicate effectively in an appropriate format and report practical procedures in a clear and concise manner in a variety of formats

28. Take responsibility for own learning with a minimum of direction
29. Demonstrate good interpersonal skills

30. Identify key areas of problems and choose appropriate methods for their resolution in a considered manner

Course Design
The design of this course has been guided by the following QAA Benchmarks / Professional Standards / Competency Frameworks:

- QAA Music Benchmarks 2016: Joint Academic Coding System W374

Industry input from Joint Audio Media Education Support has informed the rationale and industry professional standards for employability.

Course Structure
The BA (Hons) Creative and Commercial Music totals 360 credits and comprises eight 20 credit modules and two 40 credit modules at level 4 and 5, with two 20 credit modules and two 40 credit modules at level six.

Module Specifications for each of these modules is included within the course handbook, available to students on-line at the beginning of each academic year.

<table>
<thead>
<tr>
<th>Module</th>
<th>Credits</th>
<th>Module Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Live sound recording</td>
<td>40</td>
<td>R</td>
</tr>
<tr>
<td>Production workflow</td>
<td>20</td>
<td>R</td>
</tr>
<tr>
<td>Commercial composition</td>
<td>20</td>
<td>R</td>
</tr>
<tr>
<td>Studio recording</td>
<td>20</td>
<td>R</td>
</tr>
<tr>
<td>Audio for cinematic production</td>
<td>20</td>
<td>R</td>
</tr>
<tr>
<td>Level 5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Independent production project</td>
<td>40</td>
<td>R</td>
</tr>
<tr>
<td>Research skills</td>
<td>20</td>
<td>M</td>
</tr>
<tr>
<td>The art and science of mixing</td>
<td>20</td>
<td>R</td>
</tr>
<tr>
<td>Asset creation for game audio</td>
<td>20</td>
<td>R</td>
</tr>
<tr>
<td>Electronic music production</td>
<td>20</td>
<td>R</td>
</tr>
</tbody>
</table>

6 Modules are designated as either mandatory (M), requisite (R) or optional (O). For definitions, see the Framework and Regulations for Undergraduate Awards.
Awards
On successful completion of the course, students will be awarded a BA (Hons) Creative and Commercial Music.

Course Delivery
The course is delivered at the University of Suffolk at West Suffolk College. Students studying full-time on BA (Hons) Creative and Commercial Music are likely to have 9 hours teaching a week over the 24 taught weeks with tutorial support each semester. The contact hours will be a mix of workshops, demonstrations, lecturer seminars, guest lecturer visits, peer reviews and offsite industry visits and recordings. Students will usually be expected to undertake approximately 31 hours of independent study per week.

Course Assessment
A variety of assessments will be used on the course to enable students to experience and adapt to different assessment styles. The assessment methods used will be appropriate to assess each module’s intended learning outcomes. Assessment on the course overall will be approximately 88% coursework (evaluations, presentations, written reports and practical projects) 12% examinations.

Course Team
The academic staff delivering this course are drawn from a team that includes teaching specialists and current practitioners. All staff are qualified in their subjects with their own specialist knowledge to contribute.

Course Costs
Students undertaking BA (Hons) in Creative and Commercial Music will be charged tuition fees as detailed below.

<table>
<thead>
<tr>
<th>Student Group</th>
<th>Tuition Fees</th>
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</thead>
<tbody>
<tr>
<td>Full-time UK/EU</td>
<td>£9,250 per year</td>
</tr>
<tr>
<td>Part-time UK/EU</td>
<td>£1,454 per 20 credit module</td>
</tr>
<tr>
<td>Full-time International</td>
<td>£13,000 per year</td>
</tr>
<tr>
<td>Part-time International</td>
<td>£2,165 per 20 credit module</td>
</tr>
</tbody>
</table>

Payment of tuition fees is due at the time of enrolment and is managed in accordance with the Tuition Fee Policy.
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Students have the opportunity to attend two live sound recordings. This is not mandatory, as a required fee for travel will be required. A cost of approximately £80 for rail travel would be incurred.

Students are likely to incur other costs for over ear headphones and a hard drive; amounting to approximately £110.

Academic Framework and Regulations

This course is delivered according to the Framework and Regulations for Undergraduate Awards and other academic policies and procedures of the University and published on the [website](#).