

DEFINITIVE COURSE RECORD

Course Title	BA (Hons) Creative and Commercial Music
Awarding Bodies	University of Suffolk
Level of Award ¹	Exit FHEQ Level 6
Professional, Statutory and Regulatory Bodies Recognition	JAMES Accreditation
Credit Structure ²	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 Course ³	3 years full-time
Intended Award	BA (Hons) Creative and Commercial Music
Named Exit Awards	N/A
Entry Requirements ⁴	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 2019-20 academic year⁵.

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 and composers

¹ For an explanation of the levels of higher education study, see the [QAA Frameworks for Higher Education Qualifications of UK Degree-Awarding Bodies \(2014\)](#)

² All academic credit awarded as a result of study at the University adheres to the [Higher education credit framework for England](#).

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](#)

⁵ The University reserves the right to make changes to course content, structure, teaching and assessment as outlined in the [Admissions Policy](#).

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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

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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

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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.

	Module	Credits	Module Type ⁶
Level 4			
	Live sound recording	40	R
	Production workflow	20	R
	Commercial composition	20	R
	Studio recording	20	R
	Audio for cinematic production	20	R
Level 5			
	Independent production project	40	R
	Research skills	20	M
	The art and science of mixing	20	R
	Asset creation for game audio	20	R
	Electronic music production	20	R

⁶ Modules are designated as either mandatory (M), requisite (R) or optional (O). For definitions, see the [Framework and Regulations for Undergraduate Awards](#)

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Level 6			
	Dissertation	40	M
	Major media project	40	R
	Post production techniques	20	R
	Networking in Industry	20	R

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.

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Course Costs

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

Student Group	Tuition Fees
Full-time UK/EU	£9,250 per year
Part-time UK/EU	£1,454 per 20 credit module
Full-time International	£13,330 per year
Part-time International	£2,220 per 20 credit module

Payment of tuition fees is due at the time of enrolment and is managed in accordance with the Tuition Fee Policy.

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](#).