

**DEFINITIVE COURSE RECORD**

Course Title	<b>BA (Hons) Creative and Commercial Music (with Foundation Year)</b>
Awarding Bodies	<b>University of Suffolk</b>
Level of Award <sup>1</sup>	<b>Exit FHEQ Level 6</b>
Professional, Statutory and Regulatory Bodies Recognition	<b>JAMES Accreditation</b>
Credit Structure <sup>2</sup>	<b>120 Credits for Foundation level 360 Credits for BA (Hons) Level 3: 120 Credits Level 4: 120 Credits Level 5: 120 Credits Level 6: 120 Credits</b>
Mode of Attendance	<b>Full-time and Part-time</b>
Standard Length of Course <sup>3</sup>	<b>4 years full-time and 6 years part-time</b>
Intended Award	<b>BA (Hons) Creative and Commercial Music</b>
Named Exit Awards	<b>None</b>
Entry Requirements <sup>4</sup>	<b>Typical offer for 2018 Foundation Year Entry: 64 UCAS tariff points (or above) DDE (A-Level), MPP (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.</b>
Delivering Institution(s)	<b>University of Suffolk at West Suffolk College</b>
UCAS Code	<b>W375</b>

This definitive record sets out the essential features and characteristics of the BA (Hons) Creative and Commercial Music (with Foundation Year) course. The information provided is accurate for students entering Foundation level in the 2018-19 academic year<sup>5</sup>.

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

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

<sup>3</sup> 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.

<sup>4</sup> Details of standard entry requirements can be found in the [Admissions Policy](#)

<sup>5</sup> 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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### **Course Summary**

The Foundation Year is intended to provide a foundation in music and academic writing for those applicants that may not have had a formalised training prior to entry of the degree, allowing time for development of the necessary skills required to commence level four.

The primary aim of the Bachelor of Arts with Honours in Creative and Commercial Music (with Foundation Year) 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 (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 Aims**

- Use an appropriate range of industry recognised equipment and software for creating, recording, scoring, arranging, mixing, analysing, synthesising and mastering music.
- Combine musical sound with other media, such as film, game, digital animation, interactive web and mobile technology applications.
- Reflect critically in order to evaluate technologically-mediated forms of music.
- Call upon a wide knowledge and experience of the repertoire(s) studied.
- Understand theoretical and aesthetic systems and relate theory and practice to each other.
- To develop key and graduate skills and specific competence for a range of careers within the music and creative industries
- To provide graduates with appropriate skills to meet local, regional, national and international employment and self-employment needs
- Assimilate relevant scholarly literature and relate its insights to the practice and experience of music production.
- Assess concepts and hypotheses critically in the light of evidence, and to apply insights and discoveries in one area of study to another.
- To develop a student's employability and crucial networking skills as part of their exit strategy from degree studies into employment. This includes a critical understanding

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of business planning, branding and marketing relevant to a chosen business venture. Understanding of the legal and legislative requirements of employment and self-employment.

- To promote understanding of the music and media industries
- To create a strong foundation for lifelong learning.
- To promote the development of the student as a reflective, flexible, independent learner with transferable skills for employment and learning

### **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

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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

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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:

- 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 Foundation Year comprises 120 undergraduate credits. This comprises of five modules, four at 20 credits and a project at 40 credits.

The BA (Hons) Creative and Commercial Music totals a further 360 credits and comprises eight 20 credit modules and two 40 credit module 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.

Level	Module	Credits	Module Type <sup>6</sup>
Level 3			
3	Multi-track recording	20	R
3	Song writing techniques	20	R
3	Research and experimental skills	20	M
3	Location Recording	20	R
3	Individual project	40	R
Level 4			
4	Live sound recording	40	R

<sup>6</sup> 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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4	Production workflow	20	R
4	Commercial composition	20	R
4	Studio recording	20	R
4	Audio for cinematic production	20	R
Level 5			
5	Independent production project	40	R
5	Research skills	20	M
5	The art and science of mixing	20	R
5	Asset creation for game audio	20	R
5	Electronic music production	20	R
Level 6			
6	Dissertation	40	M
6	Major media project	40	R
6	Post production techniques	20	R
6	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 (with Foundation year) 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 mainly assessed through coursework, with two examinations in the Foundation year, and a practical examination included in each of the other three years.

### 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 (with Foundation Year) 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	£13,000 per year
Part-time International	£2,165 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](#).