

## DEFINITIVE COURSE RECORD

Course Title	<b>BA (Hons) Music Production [progression route]</b>
Awarding Bodies	<b>University of Suffolk</b>
Level of Award <sup>1</sup>	<b>FHEQ Level 6</b>
Professional, Statutory and Regulatory Bodies Recognition	<b>JAMES Accreditation (for renewal September 2017)</b>
Credit Structure <sup>2</sup>	<b>360 Credits Level 6: 120 Credits Advanced Standing of 240 credits at level 4 and 5</b>
Mode of Attendance	<b>Full-time and Part-time</b>
Standard Length of Course <sup>3</sup>	<b>1 year full-time 2 years part-time</b>
Intended Award	<b>BA (Hons) Music Production</b>
Named Exit Awards	<b>None</b>
Entry Requirements <sup>4</sup>	<b>Typical Offer: Foundation Degree in Music Production (or equivalent subject). An interview may form part of the application process.</b>
Delivering Institution(s)	<b>University of Suffolk at West Suffolk College</b>
UCAS Code	<b>JW93</b>

This definitive record sets out the essential features and characteristics of the BA (Hons) Music Production course. The information provided is accurate for students entering level 6 in the 2017-18 academic year.<sup>5</sup>

### Course Summary

The primary aim of the Bachelor of Arts with Honours in Music Production course is to educate students intending to work within the music or media industries as producers, sound engineers, technicians, sound designers and composers (contemporary music, cinematic and game). As the only music production programme in East Anglia, this course covers a wide demographic area for applicants wishing to remain within the region while obtaining a music production degree. The course will provide students with a broad grounding in the core areas of music production 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 production sector and other related sectors. This course is a progression from the FdA (Foundation Degree) in Music Production.

<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. Further information about mode of study and maximum registration periods can be found in the [Framework and Regulations for Undergraduate Awards](#).

<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 Aims**

- Use an appropriate range of equipment for creating and recording music
- Use computer software for musical tasks including composing and performing, notation, recording, editing, analysing and synthesising sound
- Combine musical sound with other media, such as film, 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
- 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

### **Course Learning Outcomes**

The following statements define what students graduating from the BA (Hons) Music Production course will have been judged to have demonstrated in order to achieve the award. These statements, known as learning outcomes, have been formally approved as aligned with the generic qualification descriptor for level 4/5/6 awards as set out by the UK Quality Assurance Agency (QAA).<sup>6</sup>

### **Knowledge and Understanding**

1. Demonstrate a measure of personal expression, imagination and creativity in practical music-making through the use of composition
2. Demonstrate the ability to develop ideas and construct arguments in both verbal and written form and to evaluate such ideas and arguments critically
3. Demonstrate the ability to work independently, and to show self-motivation and critical self-awareness
4. 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**

5. Demonstrate understanding of the main methods of enquiry relevant to the music and media sectors

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<sup>6</sup> As set out in the [QAA Frameworks for Higher Education Qualifications of UK Degree-Awarding Bodies \(2014\)](#)

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6. Apply academic learning and principles to the music / media working environment
7. Identify learning needs with respect to personal, academic and employment targets

**Subject Specific and Practical Skills**

8. Engage in the creation of commercial digital media and sound / data libraries
9. Demonstrate advanced composition and musical arranging techniques for a variety of commercial genres
10. Be able to operate to a professional level, a range of digital audio hardware and software systems
11. Use and understand the limitations of, Pro Tools LE and HD systems for a variety of workflow scenarios (e.g. music production, post production)
12. 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**

13. Demonstrate and understanding of teamwork, management and leadership for effective practice
14. Interact effectively with a learning group or client, giving and receiving information and ideas and modifying responses where appropriate
15. Develop professional working relationships within the discipline
16. Evaluate own strengths and weaknesses, challenge received opinion and develop own criteria and judgement
17. Take responsibility for own learning with a minimum of direction
18. Demonstrate good interpersonal skills that are highly client focused

**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

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### Course Structure

The BA (Hons) Music Production Progression Route comprises five modules at levels 6.

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>7</sup>
6	Production Project	40	Mandatory
6	Scoring for Media	20	Mandatory
6	Audio Restoration	20	Mandatory
6	Creative Post Production	20	Mandatory
6	Professional Business Skills	20	Mandatory

### Awards

On successful completion of the course, students will be awarded a BA (Hons) Music Production.

### Course Delivery

The course is delivered at the University of Suffolk at West Suffolk College. Students studying full-time on BA (Hons) Music Production are likely to have 234 contact hours for the full term of the programme (depending on the selected format of dissertation) at level 6. 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 966 - hours of independent study for the term of the programme.

### 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 64% coursework (including evaluations, reports, presentations and research projects) 9% examinations and 27% practical assessments.

### 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 Music Production 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	£10,080 per year
Part-time International	£1,680 per 20 credit module

<sup>7</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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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 maximum of £62 for rail travel would be incurred. Students are likely to incur other costs for over ear headphones and a hard drive; amounting to approximately £85.

### **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](#).