



CREATIVE
ARTS
BUSINESS
TECHNOLOGY

Course Information

Composition for Screen BMus (Hons)



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BMus (Hons) Composition for Screen

This course will deliver a personalised learning journey, following five key principles:

- Practice-led and professionally contextualised: Each unit is contextualised in contemporary practice.
- Discipline-specific with interdisciplinary exposure: The course is interdisciplinary by nature with opportunities to collaborate, especially in Year 2.
- Technologically relevant: The course has a strong technology bias.
- Employment focussed: The live briefs/placement, industry connections and external focus of the course is strongly employability focused.
- Internationalised learning: You are encouraged to consider your work for a global audience. You will explore composition practice composition methods from a number of cultures and countries.

The BMus Composition for Screen degree is designed to educate composers as creative, skilled, collaborative and mindful practitioners. The degree focuses on composition for moving image but can develop the composer's unique creative voice in several ways:


- Creating composition,
- Technical skills and understanding
- Notation for music (documenting and communicating your composition)
- Philosophy of music
- The core units contain a strand of each of these, although the assessment of each unit focuses on something new.

 **Awarded by**
UCA


 **Taught by**
UCA

 **Location**
Farnham

 **Language**
English

 **Duration**
INCLUDING AS APPLICABLE:
Full time – over 3 years
With Foundation Year (an additional year of delivery)
With Professional Practice/
International Year (an additional year of delivery)
Face to face with some lectures and tutorials on-line

 **Recognition/Accreditation**
Not applicable

 **Regulation**
The University for the Creative Arts and its courses are regulated by the Office for Students.

This course has been designed in line with national standards and reference points, including the

https://www.qaa.ac.uk/docs/qaa/subject-benchmark-statements/subject-benchmark-statement-music.pdf?sfvrsn=61e2cb81_4

For further information about how the course is quality assured see UCA's Quality Assurance Handbook

Highlights

Composition is based on the Farnham Campus and is part of the School of Film, Media and Performing Arts. You will be working alongside film makers, animators and game designers so that your music will be heard by a wide audience. You will meet industry specialists and have your work played by professional musicians.

Who teaches this course?

The team are composers and practitioners with PhD qualifications and substantial industry experience. The course is also supported by tutor technicians practicing composition and sound design. The course is led by the Programme Director who is a theatre specialist.

What will learning look like?

This is a practical course where much of your learning happens in the studio and on your feet. There are lectures (lively and discursive), seminars (small group discussion sessions) and tutorials (usually one-to-one) to support the practical work. There are many points in the course where you will be working with your peers from acting, film, animation, TV and games.

Student Support

We aim to ensure, where possible, personal tutors remain with a student throughout their degree studies to discuss all matters relating to student well-being and academic support. Personal tutors and the Careers & Employability Team will also support students in discussions around their potential or preferred career direction.

Students are further supported by:

- Module leader for each module
- Business School support staff
- Personal academic tutors
- Careers and Employability Services
- Technical support with IT and software
- My UCA a versatile online learning environment
- Induction and ongoing re-induction sessions
- Student Staff Course Boards
- Library and Learning Resources
- Gateway Services including support for finance, regulations, disability, well-being, accommodation, and international students
- UCA Students' Union

International students receive additional support from our International Office and specialist administrative staff not only when they first arrive but also throughout their programme of study.

By the end of the course you will be able to:

List Learning Outcomes for the course

- **LO1** Apply a range of composition techniques to sound and music
- **LO2** Create original music for live, recorded and digital forms
- **LO3** Collaborate on the creation, development, organisation and management of live and recorded music.
- **LO4** Experiment with highly developed and wide-ranging composition skills.
- **LO5** Critical articulation of ideas and practices.
- **LO6** Analyse the context of composition for music and sound.
- **LO7** Investigate composers and composition related issues.
- **LO8** Research the theory and practice of music and sound.
- **LO9** Critically engage with a range of texts related to composition.

Application of technical and professional skills and working standards:

- **LO10** Use a range of technology to enhance composition, production value, marketing and communication.
- **LO11** Reflect on and critically evaluate your own composition.
- **LO12** Demonstrate a high level of professional & personal skills and industry knowledge.

Our approach to employability is to:

You will meet practitioners from industry in all three years. Professional Development start in Year 1 and culminates in a unit in year 3 which will draw together your plan for your work when you leave.

There is an option for students to engage in industry placement, but all students do either a placement or a live brief in year 2.

LEVEL 4 (Stage 1)

(exclusive of the compulsory non-taught study week and holidays which vary from year to year)

		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
ENROLMENT AND INDUCTION WEEK	Launch	Unit 1 Analogue A: Early Explorations in Physical Sound [30 credits] [10 weeks]											Unit 3 Analogue B: Application of Early Sound Techniques [15 credits] [4 weeks]				Unit 4 Digital 0: Fundamental Production Techniques [30 credits] [10 weeks]										Unit 6 Digital 1: Fundamental Production Techniques [15 credits] [4 weeks]				
		Unit 2 Equality, Diversity and Inclusion [15 credits] [10 weeks]															Unit 5 Professional Development [15 credits] [10 weeks]														
	Personalised Learning Experience: Digital portfolio or online showcase															Personalised Learning Experience: Digital portfolio or online showcase															
	ATOM: Opportunity for exposure to other disciplines															ATOM: Opportunity for exposure to other disciplines															

LEVEL 5 (Stage 2)

(exclusive of the compulsory non-taught study week and holidays which vary from year to year)

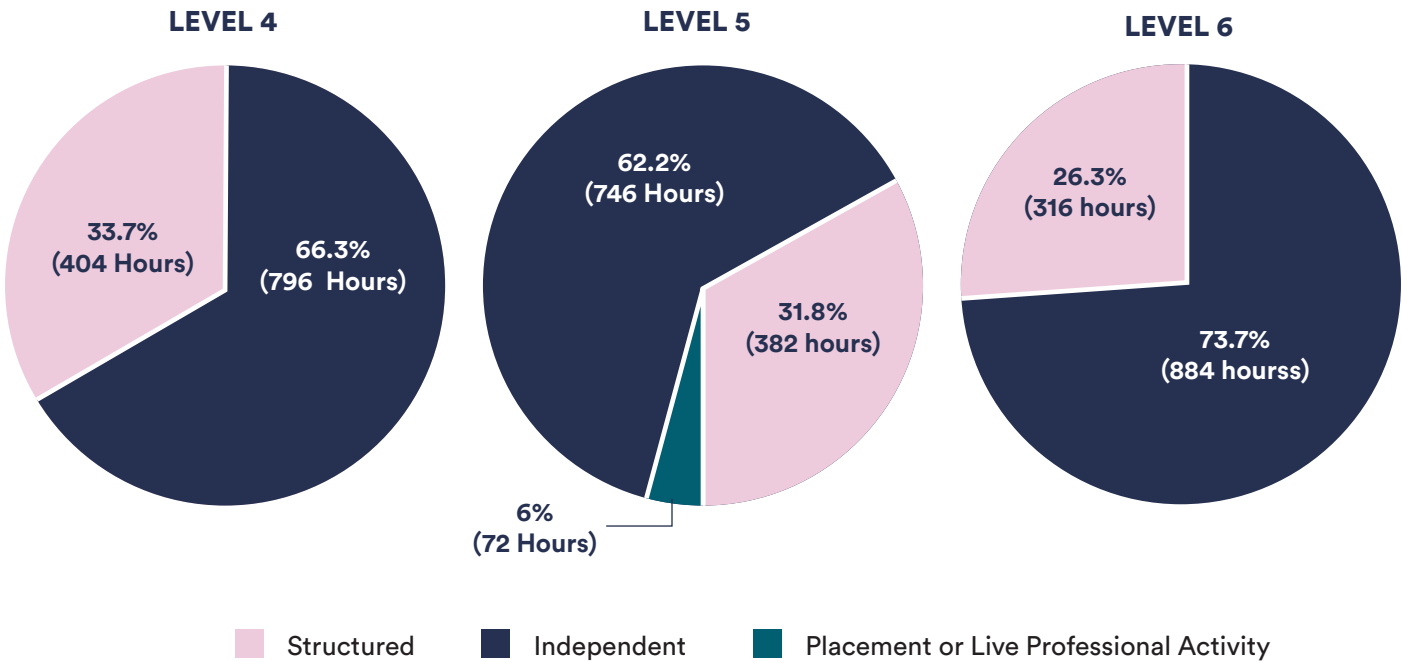
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
ENROLMENT AND INDUCTION WEEK	Launch	Unit 1 Space: Sound and Acoustics [30 credits] [10 weeks]											Unit 3 Unit from available Electives [15 credits] [4 weeks]				Unit 4 Time: Organising Sound for Screen [30 credits] [10 weeks]										Unit 6 Unit from available Electives [15 credits] [4 weeks]				
		Unit 2 The Conscious Practitioner [15 credits] [10 weeks]															Unit 5 Placement / Live Brief [15 credits] [10 weeks]														
	Personalised Learning Experience: Digital portfolio or online showcase															Personalised Learning Experience: Digital portfolio or online showcase															
	ATOM: Opportunity for exposure to other disciplines															ATOM: Opportunity for exposure to other disciplines															

OPTIONAL YEAR PROFESSIONAL PLACEMENT / INTERNATIONAL YEAR

LEVEL 6 (Stage 3)																														
(exclusive of the compulsory non-taught study week and holidays which vary from year to year)																														
ENROLMENT AND INDUCTION WEEK	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	Launch	Unit 1 Dissertation [30 credits] [14 weeks]															Opportunity	Unit 3 Final Major Project [60 credits] [14 weeks]												
	Unit 2 Music Business [15 credits] [14 weeks]																													

Type of assessment	Written exams	Practical exams	Coursework
Level 4	0%	0%	100%
Level 5	0%	0%	100%
Level 6	0%	5%	95%

Study hours



Additional Course Costs

Trips and concerts: It is usual in the course of an academic year to undertake trips to London and attendance at concerts.

Equipment/materials recommended

We recommend that you bring at least one 1TB hard drive to back up your work.

A laptop (Mac or PC) is recommended but not essential.

Whilst the UCA keeps a large collection of headphones we recommend students provide their own pair of wired, closed-back headphones for working on projects both on and off campus.

Visits

Visits to studios, screenings and performance venues can take place as part of a unit of study or for a year group. Advance notice would be given of any associated costs.

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