

UNIVERSITY FOR THE CREATIVE ARTS

PROGRAMME SPECIFICATION FOR:

BA/BSc (HONS) MUSIC COMPOSITION AND TECHNOLOGY

PROGRAMME SPECIFICATION [ACADEMIC YEAR 2021/22]

This Programme Specification is designed for prospective students, current students, academic staff and potential employers. It provides a concise summary of the main features of the programme and the intended learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if he/she takes full advantage of the learning opportunities that are provided. More detailed information on the teaching, learning and assessment methods, learning outcomes and content of each unit can be found in the Unit Descriptors.

Section A – Material Course Information

Validating Body	University for the Creative Arts ¹		
Teaching Body	University for the Creative Arts		
Final Award Title and Type	BA (Hons) or BSc (Hons)		
Course Title	Music Composition and Technology		
Course Location and Length	Campus: Farnham	Length: Full-time - 3 years	
Mode of Study	Full-time	✓	Part-time
Period of Validation	2017/18 to 2021/22		
Name of Professional, Statutory or Regulatory Body	Not Applicable		
Type of Accreditation	Not Applicable		
Accreditation due for renewal	Not Applicable		
Entry criteria and requirements ²			
<p>The standard entry requirements* for this course are: One of the following:</p> <ul style="list-style-type: none"> • 112 UCAS tariff points, see accepted qualifications • Pass at Foundation Diploma in Art & Design (Level 3 or 4) • Distinction, Merit, Merit at BTEC Extended Diploma • Merit at UAL Extended Diploma • 112 UCAS tariff points from an accredited Access to Higher Education Diploma in appropriate subject, or • 27 points in the International Baccalaureate, see more information about IB entry requirements <p>And four GCSE passes at grade A*-C and/or grade 4-9 including English (or Functional Skills English/Key Skills Communication Level 2)</p> <p>And additionally applicants will normally be expected to have A level in music or music technology Or Grade 5 Theory (ABRSM, LCMM, Trinity College, Rockschool or others recognised by Ofqual).</p> <p>Other relevant and equivalent Level 3 UK and international qualifications are considered on an individual basis, and we encourage students from diverse educational backgrounds to apply.</p> <p>If your first language is not English, you will need an IELTS score of 6.0 or equivalent. If you require a visa to study in the UK, you will also need a minimum score of 5.5 in each individual component.</p>			

¹ Regulated by the Office for Students

² This should be the standard University Criteria unless otherwise approved by the Academic Board and include UCAS entry profile for undergraduate courses.

*We occasionally make offers which are lower than the standard entry criteria to students who have faced difficulties that have affected their performance, and who were expected to achieve higher results.

Your portfolio

While a portfolio is not required for this course, if you choose to bring one it should be on DVD or USB stick and consist of up to five minutes of original composed music or sound work. Be prepared to talk about your interests in music or sound and why you wish to pursue this course with us.

Overall methods of assessment ³	Written exams:	Practical exams:	Coursework:
Stage 1	0%	0%	100%
Stage 2	0%	0%	100%
Stage 3	0%	0%	100%
Overall Learning & Teaching hours ⁴	Scheduled:	Independent:	Placement:
Stage 1	39.0%	61.0%	0.0%
	468 hours	732 hours	0 hours
Stage 2	39.0%	61.0%	0.0%
	468 hours	732 hours	0 hours
Stage 3	19.3%	80.7%	0.0%
	232 hours	968 hours	0 hours
General level of staff delivering the course ⁵	The University's current recruitment policy for Lecturers and Senior Lecturers states that they must have either an MA or equivalent professional practice in a relevant discipline or field. All lecturing staff are encouraged to work towards a teaching qualification or professional Recognition by the Higher Education Academy and this is a requirement for Senior Lecturers. Senior Lecturers are required to be professionally active or engaged in research in their discipline. All Lecturers and Senior Lecturers undertake scholarship in their disciplines. There are also Sessional Staff to link courses with professional practice		

³ As generated by the most popular unit descriptors and calculated for the overall course stage data. Based on BA (Hons) route.

⁴ As generated by the most popular unit descriptors and calculated for the overall course stage data. Based on BA (Hons) route.

⁵ Include general information about the experience or status of the staff involved in delivering the course, for example Professor, Course Leader, Senior Lecturer

	and Technicians to provide technical support.
Language of Study	English
Subject/Qualification Benchmark Statement: Music; Communication, Media, Film and Cultural Studies	
Framework for Higher Education Qualifications (FHEQ)	

The course structure

The structure of all of the University's awards complies with the University's [Common Credit Framework](#). The Common Credit Framework includes information about the:

- Rules for progression between the stages of a course;
- Consequences of failure for reassessment, compensation and exit awards;
- Calculation and classification of awards;

BA (Hons) Music Composition and Technology

Unit titles and codes	Level	Credit value	Optional/ Core	If optional, is this the most popular student choice?
Year/Stage 1				
FMCT4001 Adventures in Sound and Music	4	20	Core	
FMCT4002 Studio Toolkit 1	4	30	Core	
FMCT4003 Bleeps and Beats 1: Audio in History and Theory	4	30	Core	
FMCT4004 Exploring Narrative	4	20	Core	
FMCT4005 Sonic Art	4	20	Core	
Year/Stage 2				
FMCT5001 Studio Toolkit 2	5	30	Core	
FMCT5002 Sound Advice	5	20	Core	
FMCT5003 Bleeps and Beats 2: Audio Consumption and Theory	5	20	Core	
FMCT5005 Linear Brief	5	30	Core	
FMCT5006 Work Experience	5	20	Elective	NO
FMCT5008 Self-Generated	5	20	Elective	YES

Project				
Year/Stage 3				
FMCT6002 Showreel	6	60	Core	
FMCT6003 The Sound Business	6	30	Core	
FMCT6004 Dissertation	6	30	Elective	YES
FMCT6005 Practice as Research	6	30	Elective	NO

BSc (Hons) Music Composition and Technology

Unit titles and codes	Level	Credit value	Optional/ Core	If optional, is this the most popular student choice?
Year/Stage 1				
FMCT4001 Adventures in Sound and Music	4	20	Core	
FMCT4002 Studio Toolkit 1	4	30	Core	
FMCT4003 Bleeps and Beats 1: Audio in History and Theory	4	30	Core	
FMCT4004 Exploring Narrative	4	20	Core	
FMCT4005 Sonic Art	4	20	Core	
Year/Stage 2				
FMCT5001 Studio Toolkit 2	5	30	Core	
FMCT5002 Sound Advice	5	20	Core	
FMCT5003 Bleeps and Beats 2: Audio Consumption and Theory	5	20	Core	
FMCT5004 Designing Interactivity	5	30	Core	
FMCT5006 Work Experience	5	20	Elective	NO
FMCT5007 Self-Generated Project	5	20	Elective	YES
Year/Stage 3				
FMCT6001 Showreel	6	60	Core	

FMCT6003 The Sound Business	6	30	Core	
FMCT6004 Dissertation	6	30	Elective	YES
FMCT6005 Practice as Research	6	30	Elective	NO

Section B - Course Overview

The **BA/BSc (Hons) Music Composition and Technology** course has been designed to enable you to work in a multidisciplinary way across the traditional boundaries of sound and music, and reflects the changing nature of the industry. For example, as you progress through the course you may discover that you are interested in applying your technical or 'craft' skills to an interactive environment, which by its nature requires a more technical approach [**BSc**]. Or perhaps you might be more inclined towards a more linear environment, where technology is employed in sound design or composition to enhance environments [**BA**].

The common theme addressed by the course is how the ability to manipulate sound and music is applicable to a range of current and emerging media. The course explores innovative and emerging approaches to product, process and technology, and provides you with opportunities to challenge existing conventions. Alongside this, you will learn the transferable skills that will enable you to excel both as an individual and as part of a creative team in any environment.

Year 1 introduces you to the essential tools and processes of your craft through the unit **Studio Toolkit 1**. In this unit you will learn about the fundamental techniques and technologies that enable you to manipulate audio with confidence. Alongside this, you explore, develop and apply your creative skills as a composer and/or sound designer through a series of practical projects in the units **Adventures in Sound & Music**, **Exploring Narrative** and **Sonic Art**. These have practical outcomes which contribute to the development of your portfolio of work, and ensure that you have a solid base of knowledge and skills in audio production, recording and editing. Your practical work is supported by **Bleeps and Beats 1**, a unit that looks at the history of sound and electronic music and its relationship to cultural theory.

In **Year 2**, your audio production skills are taken to the next level in the unit **Studio Toolkit 2**. This builds upon your knowledge from **Studio Toolkit 1**, and together these units familiarise you with a range of industry standard audio applications. Together, these units ensure you have the practical, theoretical and critical skills that you will need to establish your career as a composer, sound designer, or sonic artist.

While you are taking **Studio Toolkit 2** you will undertake a portfolio review of your work to date with your tutor. On completion of **the unit and informed by discussions with your tutor**, you will decide whether you wish to follow the BA or BSc route for the remainder of your degree. If you choose the unit **Designing Interactivity [BSc] which focuses more on the technical implementation of sound and music**, your remaining units will be from the BSc route and you will graduate with a [**BSc**] degree. If you choose the unit **Linear Brief [BA] which focuses more on the linear composition of sound and music**, your remaining units will be from the BA route and you will graduate with a [**BA**] degree.

Should you choose the unit **Designing Interactivity [BSc]**, you will work on more interactive projects. These projects will require a more technical knowledge and understanding of programming and interactive software to negotiate environments such as those required for Computer Games Design, video mapping or VJ-ing. Choosing the unit **Linear Brief [BA]** provides you with the opportunity work as the sound designer or composer on a Film Production or Animation project to create a soundtrack.

In your second year, you will also undertake a 20 credit unit called **Sound Advice**.

This is an industry-focused unit that focuses on your professional development and introduces you to the music and sound business. BY providing you with opportunities to explore potential career paths and ways into your chosen industry, the Sound Advice unit also prepares you for the optional **Work Experience** unit in term 3. If you choose not to undertake the Work Experience unit, you will work with Acting & Performance students on **Self-Generated Project [BA]** or **[BSc]** to create sound or music for performances. Your second year units are underpinned by **Bleeps and Beats 2, a unit which** builds on your knowledge of musical and cultural theory acquired in Year 1 and further develops your critical thinking and analytical skills.

In **Year 3** you will follow your elected **[BA]** or **[BSc]** route. In negotiation with your tutor, you will undertake a substantial body of work to create a **Showreel** of work. (both BA and BSc). This may be self-originated or in collaboration with students from Animation, Film Production, Acting & Performance, Computer Games Arts or in the Fine Art area. This body of work will be supported by a **Dissertation**, an extended piece of research which should inform your practice. Alternatively, you may choose to develop an informed approach to your practice in the unit **Practice as Research**. **The Sound Business**, builds on your exploration of the music and sound industries undertaken in Year 2, and prepares you to launch your career by building your professional network, constructing a personal website and developing a business plan. The Sound Business unit will provide ample opportunities for you to develop the confidence, skills and mind-set you will need to succeed in the sound, media, music and creative industries.

Section C - Course Aims

BA (Hons) Music Composition and Technology

- A1 Develop your critical engagement with cultural, historical and technical developments of electronic music and sound.
- A2 Engage creative and imaginative skills to explore sound design and/or music composition and its relationship to other practices.
- A3 Develop practices and techniques for creating and managing professional studio recordings.
- A4 Creatively explore the relationship between sound, music, image and narrative.
- A5 Provide you with the skills needed to develop, market and manage a freelance career in the music and/or entertainment industry, especially collaborations and working to a brief.
- A6 Develop your research and analytical skills and understand the transferable nature of your skillset.
- A7 Engage with music composition and sound design as an interdisciplinary practice.

BSc (Hons) Music Composition and Technology

A1	Develop your critical engagement with cultural, historical and technical developments of electronic music and sound.
A2	Develop advanced technical knowledge and skills in sound manipulation and sound design.
A3	Engage creative and imaginative skills to explore sound design and/or music composition and its relationship to other practices.
A4	Develop advanced skills and expertise in manipulating, mixing, and implementing digital audio assets.
A5	Creatively explore the relationship between sound, music, image and narrative.
A6	Provide you with the skills needed to develop, market and manage a freelance career in the music and/or entertainment industry, especially collaborations and working to a brief.
A7	Develop your research and analytical skills and understand the transferable nature of your skillset.
A8	Engage with music composition and sound design as an interdisciplinary practice

Section D - Course Outcomes

BA (Hons) Music Composition and Technology

Upon successful completion of the course you will be able to:

Demonstrate knowledge of:

- LO1 A range of musical ideas and/or sound techniques and work with confidence to apply them across a range of outcomes
- LO2 Historical, cultural and theoretical developments in electronic music and sound design and how they have informed contemporary practices
- LO3 Business and financial models for music/sound production.

Demonstrate an understanding of:

- LO4 Professional protocols relating to music and sound for live, recorded and digital forms
- LO5 Critical engagement with a range of musical ideas and/or sound practices
- LO6 Creative and conceptual engagement with musical and/or sound ideas
- LO7 Entrepreneurship: identifying and exploiting opportunities, working to a brief and collaboration.

Application of professional and technical skills:

- LO8 Ability and confidence to carry a creative project through to delivery
- LO9 Problem solving skills: dealing with complex situations and working with others under pressure
- LO10 Plan, implement, evaluate and reflect critically on work in progress
- LO11 Musical/sound ideas to a range of art, media and technological applications.

BSc (Hons) Music Composition and Technology

Upon successful completion of the course you will be able to:

Demonstrate knowledge of:

- LO1 Advanced technical knowledge and demonstrate confidence in applying them across a range of outcomes
- LO2 Historical, cultural and theoretical developments in electronic music and sound design and how they have informed contemporary practices
- LO3 Business and financial models for music/sound production.

Demonstrate an understanding of:

- LO4 Professional protocols and technical requirements relating to music and sound for live, recorded and digital forms
- LO5 Critical and technical engagement with a range of musical ideas and/or sound practices
- LO6 Creative and conceptual engagement with musical and/or sound ideas
- LO7 Entrepreneurship: identifying and exploiting opportunities, working to a brief and collaboration.

Application of professional and technical skills:

- LO8 Ability and confidence to carry a creative project through to delivery
- LO9 Problem solving skills: dealing with complex situations and working with others under pressure
- LO10 Plan, implement, evaluate and reflect critically on work in progress
- LO11 Technical knowledge and skills to a range of art, media and technological applications.

Section E - Learning, Teaching and Assessment

Learning and Teaching Strategy

The course has been designed in consultation with a range of industry professionals including a Music Composer and arranger (National Theatre), Sound Designer/Audio Director for the Games Industry (Creative Assembly, Lionhead, and Electronic Arts) and in Music Marketing/Promotion. Their current practice and industry knowledge has informed the curriculum design and particularly the project-based work.

The **Music Composition and Technology** curriculum puts creative practice at the heart of learning, teaching and assessment. The curriculum has been designed to take current employment trends into account, particularly when addressing the freelance nature of employment in both music composition and sound design industries. The course design process has also taken into account the radically changing nature of the music business and the business/brand model that has emerged from the disruption brought about by the online environment and increased focus on digital supply chain.

By firmly situating the course within a global context, learning, teaching and assessment activities provide opportunities for you to adopt a future-facing outlook, critically reflect on the environmental and social implications of your career trajectory, and develop an understanding of yourself as a global citizen.

The global scope of the course embraces diverse perspectives, and learning, teaching and assessment activities are designed to minimise barriers to participation. Assessment has been designed to be formative and developmental, encouraging you to critically reflect on your learning and engagement.

Throughout the course, you will use a range of technologies to evidence your learning and develop the critical, practical, and information management skills required to thrive in the global digital economy. These technologies will include both discipline-specific audio applications and professional practice platforms such as blogs and networking sites to support employability through entry into professional communities

Students will have access to library resources that will support the course. As well as a course librarian and study support professionals, resources include access to specialist journals, dedicated academic music databases, video streaming services and a comprehensive collection of books and media covering the multidisciplinary remit of the course.

Assessment Strategy

A range of assessment methods are used throughout the course. These provide you with the opportunity to demonstrate your achievement of a range of skills, as well as subject-specific and technical knowledge. For each unit a timetable for assessment will be published, together with a clear statement of assessment requirements, criteria and assessment methods.

The 'portfolio' is the usual assessment vehicle for units. This method of assessment offers you considerable flexibility to present your work and working methods to tutors as well as opportunities to critically reflect on your work. The theoretical units on the course also use the 'portfolio' approach, but employ a variety of assessment methods including essays, report writing and presentations. You can request an adjustment to assessment through the University's adjustment to assessment policy, but regular

formative assessment provides a support structure for students with specific learning differences.

Online learning is encouraged via engagement with blogs and networking sites, and particularly as part of the assessment process for group working projects where an individual student's contribution can be clearly charted and assessed.

Professional skills and employability are a key feature of this course. While Year 1 focuses on developing and assessing your technical skills and knowledge, the Sound Advice unit in Year 2 develops and evaluates your professional and transferable skills. You will position yourself in relation your target industry by developing an appropriate online presence, and this will prepare you to undertake the optional **Work Experience** unit at the end of **Year 2**. The assessment of professional skills continues in **Year 3** with the unit **The Business of Sound**. This unit evaluates your readiness for employment by requiring you to develop a personal business plan and professional network.

Section F - Enhancing the Quality of Learning and Teaching

The course is subject to the University's rigorous quality assurance procedures which involve subject specialist and internal peer review of the course at periodic intervals, normally of 5 years. This process ensures that the course engages with the applicable national Subject Benchmarks and references the Framework for Higher Education Qualifications.

All courses are monitored on an annual basis where consideration is given to:

- External Examiner's Reports
- Key statistics including data on retention and achievement
- Results of the Student Satisfaction Surveys
- Feedback from Student Course Representative