University of Bedfordshire

Course Information Form (CIF)

The CIF provides core information to students, staff teams and others on a particular course of study.

Section 1 - General Course Information	
Course Title	Music Technology Music Technology (with Professional Practice Year)
Qualification	BA(Hons)
Intermediate Qualification(s)	
Awarding Institution	University of Bedfordshire
Location of Delivery	University Square Campus (AA)
Mode(s) of Study and Duration	Full-time over three years Full-time with Professional Practice Year over 4 years Part-time typically over four years
Core Teaching Pattern	Core Teaching Pattern One
FHEQ Level	Level 6 as defined in http://www.qaa.ac.uk/en/Publications/Documents/qualifications-frameworks.pdf
Professional, Statutory or Regulatory Body (PSRB) accreditation or endorsement	n/a
PSRB Renewal Date	n/a
University of Bedfordshire Employability accreditation	
Route Code (SITS)	BAMUS-S+BAMUSAAP+BAMTPAAF
Subject Community	Media
UCAS Course Code	W390
Relevant External Benchmarking	QAA. Subject benchmark statement: Music available at http://www.qaa.ac.uk/en/Publications/Documents/Subject-benchmark-statement-Music-.pdf QAA. Subject benchmark statement: Computing available at http://www.qaa.ac.uk/en/Publications/Documents/Subject-benchmark-statement-Computing.aspx.pdf

	The Frameworks for Higher Education Qualifications of UK Degree-Awarding Bodies - October 2014

Section 2 - Published Information

Material in this section will be used on the course web site to promote the course to potential students. The text should be written with this potential audience in mind.

Course Structure

The Units which make up the course are:

Full Time

Unit Code	Level	Credits	Unit Name	Core or option
MED035-1	4	30	Computer Music Foundations	C
MED032-1	4	30	Production Techniques	C
MED041-1	4	15	Composition Practise	C
MED037-1	4	15	Critical Listening	C
MED030-1	4	30	Radio Skills	C
MED042-2	5	30	Recording and Production	C
MED043-2	5	30	Computer Programming for Musical Applications	O
MED021-2	5	30	Radio	O
MED047-2	5	30	Music for Media	C
MED045-2	5	15	Music Repertoires	C
MED046-2	5	15	Music Business	C
MEDNew-2	5	-	Professional Practice Year	O
MED030-3	6	30	Sound for Media Collaboration	C
MED031-3	6	30	Algorithmic Composition	O
MED013-3	6	30	Radio 24/7	O
MED045-3	6	60	Final Project in Music Technology	C

Part-time Pathway

Unit Code	Level	Credits	Unit Name	Core or option
MED035-1	4	30	Computer Music Foundations	C
MED032-1	4	30	Production Techniques	C
MED041-1	4	15	Composition Practise	C
MED037-1	4	15	Critical Listening	C
MED030-1	4	30	Radio Skills	C
MED042-2	5	30	Recording and Production	C
MED043-2	5	30	Computer Programming for Musical Applications	O
MED021-2	5	30	Radio	O
MED047-2	5	30	Music for Media	C
MED045-2	5	15	Music Repertoires	C
MED046-2	5	15	Music Business	C
MED030-3	6	30	Sound for Media Collaboration	C
MED031-3	6	30	Algorithmic Composition	O
MED013-3	6	30	Radio 24/7	O
MED045-3	6	60	Final Project in Music Technology	C

Why study this course

This course will enable you to work creatively with music technology. You will compose and mix music, and you will explore the many creative uses of sound in the Media Industries.

Course Summary – Educational Aims

You will develop knowledge and skills to support your own creativity, including critical listening, arranging, and sound recording. In addition, you will learn about principles of the underlying technology, and you will write your own computer programs in an easy-to-learn visual language.

Producing music or sound for media projects is an important part of this course. For example, you will learn to compose music for film, and have the opportunity to collaborate with students from Radio, Animation, TV Production and other creative courses.

Students on BA Music Technology have access to state of the art Music Technology facilities, including a dedicated computer lab with a wide range of music software, and two recording studios.

Entry requirements

Additional entry requirement:
Interview: You will be invited for an interview once your application has been processed by UCAS and if you meet the other entry requirements. Attendance at the interview is an entry requirement.

PSRB details

Graduate Impact Statements

The course has been designed to develop graduates who are able to:

- Work in areas such as sound recording and mixing; music composition with technology; radio broadcasting; sound and music production for a range of media; and music business.
- Learn and use new ideas and techniques as they appear within an evolving industry, which draw upon constituent elements of broad areas of music technology such as the design of sound for virtual and

online environments, and music for interactive media such as computer gaming.
- Confidently express creativity both individually and as part of a team.

Higher Education Achievement Report - Additional Information

You will have several opportunities to enhance your Higher Education Achievement Report during your time studying BA Music Technology. For example, you will have an opportunity to become a PAL (Peer-assisted Learner) Leader, where by from Level 5 you have the option to aid your peers with their study and gain experience working within educational institution. Likewise, you will have an opportunity to participate in Media Junction, a departmental project, which allows students to network with industry professionals and to work on media-related commissions within the university.

Learning and Teaching

- You learn how to creatively work with technology for producing music and sound
- Dedicated studios with state-of-the-art music technology equipment
- A suit of classroom computers with state-of-the-art music technology software
- Audio recording and other music technology equipment to hire
- Opportunities for cross media collaboration
- Teachers with extensive industry and/or research experience

Developing your employability

Several units in this course have a strong vocational nature. For example, in Music Business (MED046-2) your main assessment requires you to write a business plan for a project idea of your own. In Recording and Production (MED042-2) you record and mix music. In Music for Media (MED047-2) you compose for film and other media, and in Sound for Media Collaboration (MED030-3) you contribute sound and/or music to projects of students from other courses (e.g., TV Production, Media Performance…) or other projects. Staff with years of professional experience teaches such units.

You also develop your employability in optional curricular activities, which change every year. We try to offer our students opportunities to work on projects were they gain experience for possible future jobs.

In addition, the Media Department offers activities intended to bring you in contact with further industry professionals, such as the Media Junction events.

Students who register for the degree with professional practice year will additionally attend a series of workshops and activities related to securing a suitable placement and compulsory briefings at the end of year 2 to ensure that all legal requirements for health and safety, safeguarding etc. training have been met,. This will be explained more fully in your professional practice handbook once you have registered with the Careers and Employability Service's Student Development and Awards Team in your first year. If you will be working with children and/or vulnerable people you will be required to have a DBS check and undertake Safeguarding and Prevent training.

Department (s)

This course is situated in the School of Media and Performance
http://www.beds.ac.uk/howtoapply/departments/map

Assessment

The assessment methods in the course range from traditional methods for assessing knowledge and skills (in particular exams and writing essays), to activities of practice-based research (e.g., music composition and production, computer software development). It also includes assessment methods designed to train core skills that the University expects all courses to emphasise and focus on (e.g., presentations for practicing communication).

After Graduation

Career

Graduates in BA (Hons) Music Technology may find employment in a wide range of fields. These include in particular music production and sound design for areas like visual media (film, TV, video), theatre, radio, museums, and exhibitions; sound recording and production; music technology journalism; music management; education; and other areas of the music industry. Besides these established areas, there is enormous growth in new 'creative industries' in making audio content for computer software, gaming, websites, and other areas of the new media industry. Also, the high-level computing skills of the graduates allow for many careers outside the music industry.

Further study

MA by Research

Also, students studying this programme will be well equipped to study the more technologically focused MA courses offered within the Department (e.g., MA Media, Culture and Technology).

Student Support during the course

At institutional level, the University already has in place a range of easily accessible support structures for new and existing students. These include the Student Information Desk (SiD, http://www.beds.ac.uk/studentlife/student-support/sid), which serves as a hub to University-wide student support services include: Professional and Academic Development, Housing, Health, Counselling, Study Support, Special Needs/Disability Advice and a highly successful Careers Service.

During your course specific support will also be in place for you:

First Year students will receive a comprehensive generic induction in the week prior to the commencement of term. Further, all first year students are assigned a Personal Academic Tutor who will be one of your core academic team. This Personal Academic Tutor will work with you, monitoring your academic progression and forming a consistent point of contact for academic support and guidance. This support may extend to providing advice on careers and further academic study. Also, first year students receive advice and help from students in higher years in regular Peer Assisted Learning sessions (PAL).

Throughout your course, you will have 24-hour access to online support through both http://www.beds.ac.uk and via BREO (Bedfordshire Resources for Education Online) at http://breo.beds.ac.uk/.

Students may be required, at the discretion of the Course Co-Ordinator, to undergo diagnostic testing for academic English language abilities, and may further be required, at the Course Co-Ordinator's discretion, to participate in academic English support workshops or classes laid on by the University.

Students with disabilities

The University of Bedfordshire is committed ensure that curricula across all courses are inclusive to all students. The Disability Advice Team (http://www.beds.ac.uk/studentlife/student-support/health/disabilities) is available to discuss any issues students may have, and can provide services such as dyslexia screening/tuition, note takers, and support with mobility on campus. They offer confidential advice and information about academic and personal issues, adjustments in examinations, applying for the Disabled Students' Allowances (DSA, http://www.beds.ac.uk/student-experience2/studying-at-bedfordshire/student-support/disabilities2/disabled-students-allowances-dsa) and buying suitable equipment.

All students concerned that their studies may be affected by disability are encouraged to contact either their Portfolio Leader, Course Co-Ordinator, or Personal Academic Tutor for advice at whatever point in their course the need to do so becomes apparent.

Assessment Map

WEEK	LEVEL 4					LEVEL 5						LEVEL 6			
UNIT NAME	Computer Music Foundations	Production Techniques	Composition Practise	Critical Listening	Radio Skills	Recording and Production	Music for Media	Music Repertoires	**T1:** Music Business	**OPTION:** Computer Programming for Musical Applications	OPTION: Radio	Final Music Technology Project	T1: Sound for Media Collaboration	**T1 OPTION:** Algorithmic Composition	**T1 OPTION:** Radio 24/7
UNIT CODE	MED035-1	MEDXXX-1	MEDXXX-1	MED037-1	MED030-1	MED042-2	MED047-2	MED045-2	MED046-2	MED043-2	MED021-2	MEDXXX-3	MED030-3	MED031-3	MED013-3
6	In-unit test (15%)								Essay (35%)				Project Proposal (15%)		
7															Radio Production (50%)
8															
9														Computer Programme (34%)	

10																	
11								Arrangement and commentary (30%)									
12	Essay (30%)									Business Plan (65%)						Composition and Report (66%)	Radio Production (50%)
13		DAW Project Portfolio (50%)				Recording Project (50%)								Collaborative Project and Report (85%)			
14				Studio Production (50%)							Computer Programming Portfolio (30%)	Essay (40%)					
15																	
16																	
17																	

#														
18							Analysis (20%)							
19														
20														
21														
22														
23														
24					Programme Production (50%)						Live News Day (60%)			
25			Musical Compositions (100%)	Listening Test (100%)		Editing Project (50%)		Essay (100%)						
26	Computer Music Portfolio (55%)								Computer Programming (70%)					
27		Recording Project (50%)				Video Soundtrack & Commentary (50%)					Final Project (100%)			
28														

29														
30														

Section 3 - Academic Information

This section will be used as part of the approval and review process and **peer academics** are the target audience.

Course Learning Outcomes

Upon successful completion of this course, you should be able to:

1. Demonstrate a broad-based body of knowledge in music technology: including a grasp of the scientific study of sound; knowledge of sound recording, synthesis, manipulation and mixing techniques; as well as knowledge about repertoires of music and sonic art.
2. Apply this knowledge and demonstrate a range of practical music technology skills: including an effective use of sound recording, synthesis, manipulation and mixing; and a working knowledge of a wide variety of standard music equipment and software.
3. Demonstrate a measure of personal expression, imagination and creativity in music composition and production, and the ability to comment on the results in a coherent and communicable form.
4. Demonstrate the ability to recognize and identify by ear essential sonic features (e.g., sound processing, problems in recording), sonorities (e.g., texture, instrumentation), and musical components (e.g., rhythms, intervals, chords).
5. Demonstrate your ability to research, evaluate and analyse information derived from a number of sources and to communicate your ideas both in writing and orally according to appropriate academic standards.
6. Demonstrate an awareness of the context of music technology in a media environment, and collaborate effectively in groups with members of different backgrounds.
7. Display the attitude, independent thinking and self-motivated learning necessary to work competently in the field of music technology.

In order to qualify for the award of BA Music Technology (with Professional Practice year) students will need to meet all of the outcomes above and:

8. Demonstrate knowledge and analytical understanding of professional practice by successfully completing an approved period of approved work place practice.

Course-specific regulations

Teaching, Learning and Assessment

Teaching Strategy

This course is delivered via a mix of learning activities. The main body of knowledge of this course will commonly be presented in *lectures* at first. Smaller group *seminars* will invite more active student engagement (e.g., discussions); seminars will expand and clarify key points of the lectures, and discussions commonly also add further insights. Practical exercises (e.g., for studying music software) are delivered in *workshops*. In the seminars and workshops you will also be given opportunities for individual help and questions, including advice on areas of your own particular interest in the field, as well as help and advice with assignments.

Self-directed study is of paramount importance in this course. Many important Music Technology skills require regular practice, and you will therefore regularly receive exercises in many units that you will complete on your own. Solving these exercises is of crucial importance to reach the core learning outcomes.

Music Technology is taught in a dedicated classroom and studios with networked computers and a range of appropriate equipment and software for music production. You have access to these facilities for lab-based practical work outside your taught sessions (timetables and pre-booking schemes apply).

Teaching materials will be available online, and students can contribute to online discussions on the Music Technology pages of the online learning environment (BREO).

Assessment Strategy

In general, this course sets assessment tasks, which lead to learning activities appropriate to achieve the core learning outcomes of each unit and this course. The assessment methods used range from traditional methods for assessing knowledge and skills (in particular exams and writing essays), to activities of practice-based research (e.g., music composition and production, computer software development). It also includes assessment methods designed to train core skills that the University expects all courses to emphasise and focus on (e.g., presentations for practicing communication).

Additional Academic Information

Peer-assisted learning (PAL)

Associated to the unit Computer Music Foundations (MED035-1)

Initial Assessment

Level 1: Computer Music Foundations (MED035-1)

Level 2: Music Business (MED046-2)

Level 3: Sound for Media Collaboration (MED030-3)

Improving students' learning

We run support sessions in most units across all levels to aid students towards their assessment. Also, students receive special support in the first term at level 4 in sessions run by PAD and by the subject librarian.

Academic Integrity

Referencing, correct use of sources and the formatting of bibliographies will be introduced in Computer Music Foundation (MED035-1), in the first year. This is an essential element of ethical and professional academic practice, which will be useful to you throughout the three years of your degree, and beyond.

HEAR implementation

Internationalisation

Students listen to and learn about various World Music styles in the units Critical Listening (MED037-1) and Music Repertoires (MED045-2).

Sustainability

This course supports the University's sustainability agenda (http://www.beds.ac.uk/learning/course-design/sustainability).

For example, most information within the course is provided electronically and paper free.

Section 4 - Administrative Information

This section will be used as part of the approval and review process and peer academics are the target audience.

Faculty	Creative Arts, Technologies & Science
Portfolio	Undergraduate Media Arts & Production
Department/School/Division	Department of Media Arts & Production
Course Coordinator	Torsten Anders
Version Number	1/16
Approved by (cf Quality Handbook ch.2)	TQSC
Date of approval (dd/mm/yyyy)	13/04/2015
Implementation start-date of this version (plus any identified end-date)	2016/17

Form completed by:

Name: Gavin Stewart   **Date: 5th May 2016**

Authorisation on behalf of the Faculty Teaching Quality and Standards Committee (FTQSC)

Chair: …………………………………………………   **Date: …..………………………………….**

Course Updates		
Date (dd/mm/yyyy)	**Nature of Update**	**FTQSC Minute Ref:**
24/5/16	Update of sandwich year to professional practice and adjustment to employability section and CLO 8	