# BA (Hons) Sound Arts

Programme Specification 2020/21

| Awarding Body | University of the Arts London |
|---|---|
| College | London College of Communication |
| School | University of the Arts London |
| Programme | Sound Arts (L061) |
| FHEQ Level | Level 6 Degree |
| Course Credits | 360 |
| Mode | Full Time |
| Duration of Course | 3 years |
| Valid From | September 1st 2020 |
| Course Entry Requirements | **Home/EU/International**<br><br>The course team welcomes applicants from a broad range of backgrounds from all over the world. The course attracts students who apply direct from A-level (or equivalent) or from Foundation Diploma in Art and Design, or other art or design courses, as well as mature students who may have previously worked in industry.<br><br>**The standard entry requirements for this course are as follows:**<br><br>80 UCAS tariff points, which can be made up of one or a combination of the following accepted full level 3 qualifications:<br><br>• A Levels at grade C or above (preferred subjects include: English; History; Media; Business; Art and Design, or other subjects within Social Sciences)<br>• Pass at Foundation Diploma in Art & Design (Level 3 or 4)<br>• Merit, Merit, Pass at BTEC Extended Diploma (preferred subjects: Art and Design, IT & Computing, Music and Performing Arts)<br>• Merit at UAL Extended Diploma<br>• Access to Higher Education Diploma (preferred subject: Digital and Creative Media, Film and Production, Computing) |

| | |
|---|---|
| | • OR equivalent EU/International qualifications, such as International Baccalaureate Diploma at 24 points minimum<br><br>**And** 3 GCSE passes at grade 4 or above (grade A\*-C).<br><br>**APEL - Accreditation of Prior (Experiential) Learning**<br><br>Applicants who do not meet these course entry requirements may still be considered in exceptional cases. The course team will consider each application that demonstrates additional strengths and alternative evidence. This might, for example, be demonstrated by:<br><br>• Related academic or work experience;<br>• The quality of the personal statement;<br>• A strong academic or other professional reference;<br>• A combination of these factors.<br><br>Each application will be considered on its own merit but we cannot guarantee an offer in each case.<br><br>**English Language Requirements (International/EU)**<br><br>IELTS level 6.0 or above, with at least 5.5 in reading, writing, listening and speaking. Please check our main [English language requirements](#) page for more information.<br><br>All classes are conducted in English. If English is not your first language you will be asked to provide evidence of your English language ability when you enrol. |
| **Selection Criteria** | The details on your UCAS application (including the academic reference and your personal statement) will be assessed against the following criteria:<br><br>▪ Demonstration of an appreciation of the specialist nature of sound arts and design.<br>▪ An understanding of the need for a critical and analytical approach (through research and practice) to this area of study.<br>▪ Evidence of research and development of ideas through practice to achieve specific outcomes. |

| | |
|---|---|
| | ▪ Quality of ideas and thought processes in the production of your work. |
| **Scheduled Learning and Teaching** | During your course you will engage with learning and teaching that includes both online and face-to-face modes. The advertised scheduled activity for the course will be delivered through a combination of live, synchronous and asynchronous on-line learning. This is often described as blended learning.<br><br>Definitions of our learning and teaching modes can be found [here](). |

# Awards and Percentage of Scheduled Learning

## Year 1

| Percentage of Scheduled Learning | 29 |
| --- | --- |
| **Awards** | **Credits** |
| Certificate of Higher Education | 120 |

## Year 2

| Percentage of Scheduled Learning | 19 |
| --- | --- |
| **Awards** | **Credits** |
| Diploma of Higher Education | 240 |

## Year 3

| Percentage of Scheduled Learning | 13 |
| --- | --- |
| **Awards** | **Credits** |
| Bachelor of Arts | 360 |

# Course Aims and Outcomes

The Aims and Outcomes of this Course are as follows:

| Aim/Outcome | Description |
| --- | --- |
| Aim | To provide you with the knowledge and skills to work creatively with sound in the broadest potential range of professional areas (including fine art, sound for screen, game audio, radio, music, performance, coding, maker culture and interactive and new media) |
| Aim | To explore contemporary sound art from an international perspective by studying a coherent range of technologies and skills, debates and theories, industry sectors and creative and conceptual frameworks. (including film, field recording, performance, sound art, broadcast, music composition, mixing) |
| Aim | To enable you to be exploratory, innovative and motivated sound artists and designers. To encourage your decision-making, creative risk-taking and problem solving. |
| Aim | To offer a specialist educational experience that enables you to work across a wide range of interdisciplinary and collaborative areas. (including T.V., sound and animation, film and cinema, V.R., visual communication, interaction design, product design and so on) |
| Aim | Support the development of a strong portfolio of original sound works that will allow you to progress to a professional life and career in the creative industries. |
| Aim | Provide you with the skills, knowledge and requisite formal qualification for progression to Postgraduate study. |
| Outcome | Demonstrate a systematic knowledge and understanding of the key aspects of sound enabling you to realise a range of sound-based creative projects while observing ethical working practices and professional/legal responsibilities related to the discipline. (Knowledge and Realisation) |
| Outcome | Accurately employ techniques, methods and technologies appropriate to the world of contemporary sound arts practice. (Realisation and Process) |
| Outcome | Demonstrate the ability to manage your own learning, making and working. (Process and Enquiry) |

| | |
|---|---|
| Outcome | Critically evaluate arguments, assumptions, abstract concepts and data to make judgements and to frame appropriate questions leading to a range of novel solutions to creative and / or conceptual problems. (Enquiry and Communication) |
| Outcome | Communicate and contextualise ideas, problems and solutions to both specialist sound art and non-specialist audiences. (Communication and Knowledge) |
| Outcome | Show the qualities and transferable skills necessary for employment which include; showing initiative and taking personal responsibility, decision-making in complex and unpredictable contexts and the ability to experiment and to take creative risks in order to find novel solutions. (Enquiry, Knowledge, Process, Communication and Realisation) |

| | Distinctive Features |
|---|---|
| 1 | The course emphasises the creative possibilities of sound for self-expression, cultural engagement and professional opportunity. Sound art is now a global phenomenon and the course mirrors this contemporary inter-disciplinary reality. Sound as a means of making is explored alongside sound as a way of knowing and accordingly, we enable a variety of learning styles orientated towards those with a sonic sensibility. Creative, contextual and technical knowledge is built throughout the course by a focus upon of the histories and practices of sound art which articulate the challenges and opportunities facing the contemporary creative practitioner. |
| 2 | The course offers excellent facilities for students creative work including an Immersive Sound Lab, Dolby Atmos / 7.1 Composition Studio and 5.1/stereo Postproduction Suite, plentiful Mac workstations (with such industry standard software as Logic Pro X , Ableton Live, Avid Protools, Max, Adobe Creative Suit, Puredata, SuperCollider, Unity, FMOD, Wwise) extensive hardware (SoundDevices digital recorders, Kyma, mono/ stereo / Ambisonic microphones, record players, cassette decks, DAT, Minidisc, 8 track cartridge Ableton Push, ROLI Blocks) and a growing collection of hardware analogue and digital synthesisers. All areas of the department are supported by a two dedicated full-time technical staff. Additionally, students are able to make full use of shared college facilities including our 3D workshop (fabrication, laser cutting, 3D printing, CNC, vacuum forming) and Creative Technology Lab (V.R, interactive media, electronics and creative coding), |
| 3 | The course is closely linked to MA. Sound Arts and the UAL Research Centre Creative Research in Sound Arts Practice (CRiSAP) with its doctoral and post-doctoral students and active research staff. Staff teach across undergraduate & postgraduate courses, with researchers leading delivery of some undergraduate curriculum. The opportunities for academic progression are clear to students (i.e. from undergraduate to postgraduate study) and there are examples of BA. alumni who have subsequently achieved their Ph.D.'s. |
| 4 | The course team enables collaboration. Many Sound students work on interdisciplinary final year graduation projects as part of their Portfolios. Such internal collaborations include Animation, Photography, Film & Television, Live Events, Game Design, Interaction Design and Virtual Reality and Central Saint Martin's Theatre Design/performance courses. Sound Arts students are also encouraged to collaborate internally with each other and with external practitioners and organisations (e.g. Tate Modern, London Sinfonietta, B.B.C, Dulwich Picture Gallery, The Children's Society, Gallery 46, Resonance FM) |
| 5 | Employability, enterprise and career orientation are foregrounded throughout the course and which is designed and delivered with support from the sound industry |

professional body JAMES (Joint Audio Media Education Support), whose members include the Music Producers Guild, Association of Professional Recording Services and the UK Screen Association. Pro Tools Certification is included in your learning and as an Avid Learning Partner, we can provide opportunities for further Avid training. Our weekly Visiting Practitioner series of lectures and creative workshops is central to this part of our offer. It additionally encourages contact between Year 1, Year 2 and Year 3 students stimulating debate, social cohesion and collaborative opportunities. There are also many course-related events open to industry and the public at large (e.g. lectures, concerts, art shows) and these further enable networking opportunities and real-world professional artistic development.

**Course Detail**

On the BA (Hons) Sound Arts course, students and staff explore the many possibilities of sound arts in a well-established and future-facing program of student-centred activity.

The course covers the diverse ways that sound is used creatively in the contemporary world and you are taught how to apply your creativity to produce original pieces of work in wide range of artistic areas.

The course is accordingly broad, including: fine art, sound studies, art installations and gallery practice, audio-visual communication, game environments and virtual reality, community projects, creative coding, soundscape pieces, interactive work and new media, experimental musical work of all genres and more.

As students on the course you will come from a variety of backgrounds and have a wide range of interests in all things sonic. You will be curious and open-minded and want to develop and expand your potential as a creative artist/practitioner.

Your creative, contextual and technical knowledge will be built throughout the course, allowing you to face the challenges and opportunities of the contemporary creative sound practitioner.

**What can you expect?**

You can expect this course to take you on an exploration of sound art and design as a constantly emerging culture to be found in many forms and international contexts, in which your own analysis and evaluation will be central.

You will mature and expand your potential in a personal journey through a range of areas including:

- Creative practice and production
- Sound studies – thinking, doing and being in sound
- Fine art approaches to sound: e.g. sound installations, sound sculpture
- Studio recording, mixing and mastering
- Surround sound (games, Virtual Reality (VR), music, installation)
- Workflows of pre-production, production and post-production
- Field recording and phonography (including ambisonics)
- Hardware fabrication and object / interface design
- Radiophonic work
- Synthesis (analogue and digital, hardware and software)
- Digital improvisation
- Interactive programming
- Experimental music

- Game audio, adaptive music and sound for Virtual Reality / Extended Reality (XR)

Your increasing technical, creative and theoretical knowledge will support you in the development of a professional portfolio. You will produce this work within a context of the history, practices and concerns of the sonic arts and of the major theoretical, philosophical and aesthetic issues in the media arts.

Our classes are relatively intimate (20 to 30 students) – this enables us to provide flexible, personal content and orientate our delivery according to the emergent requests of our individual students.

**Work experience and opportunities**

You are also encouraged to engage in professional sound arts work alongside your studies and many students participate in activities with creative spaces and groups such as The Laptop Orchestra, IKLETIK, Corsica Studios, Resonance FM, Gallery 46, The Economist and London Sinfonietta.

**Course Units**

In common with all courses at the University of the Arts London, this course is credit rated. The course is 3 years, levels 4-6. Each year requires you to achieve 120 credit points. To be awarded the BA (Hons) Sound Arts qualification, you need to accumulate a total of 360 credits.

Your first year provides a tutor-led general introduction to sound arts and enhances your existing creative skills with a shared expansion of ideas, skills and knowledge.

The second year provides you with more optionality and personal specialisation along with the chance to work collaboratively with your newly honed individual abilities.

In the third year, the emphasis shifts as you develop your ability to direct your own learning, moving towards becoming an independent creative professional.

## Year 1

The first year of the course establishes a foundation of creative approaches, technical skills, contextual knowledge and communication skills associated with contemporary sound art.

This year is focused on enabling you to create innovative, relevant and personal sound art and design, guided by your tutors and allowing you to gain confidence in presenting your work to your peers.

**Introduction to Sound Arts (20 Credits)**

This unit orientates you within the Sound Arts course, the College and university.  Introducing the learning skills and requirements of effective studentship.

**Sonic Doing and Thinking (40 Credits)**

Introduces the critical, creative and technical fundamentals that underpin sound arts through a series of lectures, performances and workshops.

**Global Sound Cultures (20 credits)**

You will be introduced to 21st century sound art and experimental music, the practitioners involved, the historic and geographic background and the issues that arise from their work.

**Creative Project (40 Credits)**

Developing further skills for making contemporary sound art using a range of relevant materials, techniques and strategies. It builds upon the previous unit Sonic Doing and Thinking.

## Year 2

Having completed Year 1, you choose and develop specific skills in greater depth during Year 2. The capacity for creative practice and critical thinking is developed during practical projects, informed by the Specialising Options Unit. You will also undertake individual sound studies research and opportunities for public-facing collaborative sound art production.

**Sound Studies and Aural Cultures (20 Credits)**

This unit develops critical awareness of the primary themes which emerge from sound art culture in the 21st century.

**Specialising (20 Credits)**

This unit offers you the opportunity to specialise developing critical, creative and technical excellence in specific areas of sound art practice. These specialisms may include: Advanced Recording Techniques, Game Audio, Improvisation, Instrument Design and Fabrication, Modular Electronics, Multichannel and Spatial Sound, Sound and Interactive Media, and Sound for Screen.

**Exhibiting Sound Art: Exhibitions and Organisations (20 credits)**

Focuses on sound installation and more broadly the position of sound in a gallery, museum or other public art contexts.

**Contemporary Issues in Sound Art (40 Credits)**

This unit allows you to develop a major piece of practical work and prepares you for the final year research and creative portfolio. It builds upon previous learning and enables you to combine new strategies when creating contemporary sound art practice.

**Collaborating (20 Credits)**

This unit offers the opportunity to work collaboratively with students from other courses and disciplines, and more widely with external collaborators. In addition, the unit focuses on enterprise, employability, professional ethics.

## Year 3

Year 3 develops those skills learnt in previous years by immersing students in their chosen specialist areas. This accompanied by a written dissertation or alternatively by other modes of critical reflection (i.e. an extensive audio documentary / podcast).

An important part of Year 3 prepares you for professional life and helps you to define and explore potential career paths following graduation. These include working for production houses, creative agencies, record labels, festivals, arts organisations and games companies or working independently as a freelance sound artist / designer.  Students may also progress onto a master's program, either here at LCC (e.g. MA Sound Arts) or elsewhere.

**Research Project (40 Credits)**

This unit allows you to study and develop extended knowledge of a specific topic of your choice within sound arts through either text or an equivalent audio paper with supporting text.

**Portfolio (60 credits)**

The aim of this unit is to provide you with the opportunity to research, develop, produce and present a substantial portfolio of original creative work which integrates the techniques, practices, aesthetics and contextual background provided by the other units of the course

**Professional Futures (20 Credits)**

Building a professional development pack comprising of online presence, CV, show reel (or equivalent), critical appraisal of learning journey, research into employment progression opportunities.

**Learning and Teaching Methods**

### Creative Workshops

Practical workshops are key to your development as creative and technical practitioners. These include innovative sessions in which you will form creative partnerships with tutors, responding to briefs in collaboration.

### Lectures

These classes will introduce you to accessible and usable ideas, making an immediate and meaningful difference to your practice. Taking an inclusive approach to class learning, sessions are designed to account for different learning styles and reference a wide variety of cultural sources.

### Seminars and Tutorials

Group discussions and individual sessions will develop your understanding of the subject area, and aid you in the practical application of theory and skills. Academic tutorials will help you connect your practice-based research with theoretical research strategies.

### Peer Critique

Opportunities for you to showcase work in progress and to take part in peer assessment develops your confidence and understanding of assessment criteria.

### Independent and Collaborative Working Practices

Throughout your time on the course, you will explore individual areas of interest from within your discipline to establish an independent creative identity. You will also

investigate and develop interdisciplinary collaborative workflows, in partnership with tutors, industry guests, and fellow students.

**Site Visits and Events**

A rich and dynamic programme of activity will inform your research and practice, giving you a deep perspective of contemporary issues within the field.

## Assessment Methods

- Projects
- Presentations
- Critiques
- Essays
- Critical reviews
- Research exercise
- Dissertation

## Reference Points

### Year 1 / Year 2

- Creative Tutor-led Projects
- Sound Compositions with Contextual writing
- Creative and Written Responses to Theoretical and Contextual Material
- Research Blogs and Reflective Writing
- Digital Research Exercises
- Extended Written Essay / Audio Paper Options
- Creative Personal Projects
- Collaborative Creative Work (e.g. V.R, games, radio narrative, gallery exhibition, performance)
- Project proposal, and Exhibition Documentation exercises (i.e floor plans, schematic, technical specifications)

### Year 3

- Personal Portfolio
- Major Research Project
- Professional Preparation Pack (C.V, web-site, professional online profile, enterprise skills and external opportunities)

# Course Diagram

| | Week 1 | Week 2 | Week 3 | Week 4 | Week 5 | Week 6 | Week 7 | Week 8 | Week 9 | Week 10 | Week 11 | Week 12 | Week 13 | Week 14 | Week 15 | | Week 16 | Week 17 | Week 18 | Week 19 | Week 20 | Week 21 | Week 22 | Week 23 | Week 24 | Week 25 | Week 26 | Week 27 | Week 28 | Week 29 | Week 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|

**Level 4 – Year 1**

**Block 1** | **Block 2**

Introduction to Sound Arts (20 credits) — **S** | Global Sonic Cultures (20 credits) — **S**

Sonic Doing & Thinking (40 credits) — **S** — SD&T (cont) — **S** | Creative Projects — **S** — CP (cont) (40 credits) — **S**

**Level 5 – Year 2**

**Block 1** | **Block 2**

Sound Studies and Aural Cultures (20 credits) — **S** | Collaborating (20 credits) — **S**

Specialising and Exhibiting (40 credits) — **S** — S&E (cont) — **S** | Contemporary Issues in Sound Art (40 credits) — **S**

**Level 6 – Year 3**

**Block 1** | **Block 2**

| Professional Futures — **S** — PF (cont) (20 credits)

Portfolio (60 credits) — **S** — Portfolio (cont) | Portfolio (cont) — **S**

Research Project - Route A Text or Route B: Sound — **S** — Research Project (cont) (40 credits) — **S**

**End of Block**

*The University will use all reasonable endeavours to provide the Course and the services described in this Output. There may be occasions whereby the University needs to add, remove or alter content in relation to your Course as may be appropriate for example the latest requirements of a commissioning or accrediting body, or in response to student feedback, or to comply with applicable law or due to circumstances beyond its control. The University aim to inform you of any changes as soon as is reasonably practicable.*