

**BA (Hons) Music Production  
Programme Specification 2021/22**

<b>Awarding Body</b>	University of the Arts London
<b>College</b>	London College of Communication
<b>School</b>	Screen
<b>Programme</b>	Sound Arts (L061)
<b>FHEQ Level</b>	Level 6 Degree
<b>Course Credits</b>	360
<b>Mode</b>	Full Time
<b>Duration of Course</b>	3 years
<b>Valid From</b>	September 1st 2021
<b>PRSB</b>	JAMES
<b>Course Entry Requirements</b>	<p><b>Home/EU/International</b></p> <p>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.</p> <p><b>The standard entry requirements for this course are as follows:</b></p> <p>104 UCAS tariff points which can be made up of one or a combination of the following accepted full level 3 qualifications:</p> <ul style="list-style-type: none"> <li>• A Levels at Grade C or above (preferred subjects include: Music, Music Technology, Art and Design, English, Media, Business, or other subjects within Social Sciences)</li> <li>• Foundation Diploma in Art &amp; Design (Level 3 or 4)</li> <li>• Distinction, Merit, Merit in BTEC Extended Diploma (preferred subjects: Art and Design; Media, Music and Performing Arts)</li> <li>• Merit in UAL Extended Diploma 104 tariff points in Access to Higher Education Diploma (preferred</li> </ul>

	<p>subjects: Music Technology, Creative Music Technology, Music Technology and Production, Music, Live Sound and Music Events, Media)</p> <ul style="list-style-type: none"> <li>• OR equivalent EU/International qualifications, such as International Baccalaureate Diploma at 24 points minimum</li> </ul> <p>And 3 GCSE passes at grade 4 or above (grade A*-C).</p> <p><b>APEL - Accreditation of Prior (Experiential) Learning</b></p> <p>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:</p> <ul style="list-style-type: none"> <li>• Related academic study or work experience;</li> <li>• The quality of the personal statement;</li> <li>• A strong academic or other professional reference;</li> <li>• A combination of these factors.</li> </ul> <p>Each application will be considered on its own merit but we cannot guarantee an offer in each case.</p> <p><b>English Language Requirements (International/EU)</b></p> <p>IELTS level 6.0 or above, with at least 5.5 in reading, writing, listening and speaking is required for this course.</p> <p>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.</p>
<b>Selection Criteria</b>	<p>The details on your UCAS application (including the academic reference and your personal statement) will be assessed against the following criteria:</p> <ul style="list-style-type: none"> <li>• Evidence of an informed interest in and appreciation of music production.</li> <li>• An understanding of the need for a critical and analytical approach (through research and practice) to this area of study.</li> <li>• Commitment to the study and development for your</li> </ul>

	potential career.
<b>Scheduled Learning and Teaching</b>	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. Scheduled learning and teaching activity may include lectures, seminars, studio and workshop briefings, tutorials, external visits and project briefings.

## Awards and Percentage of Scheduled Learning

### Year 1

<b>Percentage of Scheduled Learning</b>	<b>28</b>
<b>Awards</b>	<b>Credits</b>
Certificate of Higher Education	120

### Year 2

<b>Percentage of Scheduled Learning</b>	<b>20</b>
<b>Awards</b>	<b>Credits</b>
Diploma of Higher Education	240

### Year 3

<b>Percentage of Scheduled Learning</b>	<b>14</b>
<b>Awards</b>	<b>Credits</b>
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 theoretical knowledge and practical skills to develop imaginative concepts and innovative ideas in the application of music production techniques.
Aim	To develop your ability to think critically; to contextualise, analyse and evaluate differing perspectives and communicate your ideas through discussion, written and practical creative work.
Aim	To enable you to work both independently and collaboratively to explore and challenge current approaches to music production.
Aim	To develop your understanding of the aesthetics of music production within an historical, social, cultural, theoretical, professional and international context.
Aim	To enable you to develop your own personal creative and technical practice through the production of a diverse portfolio of music and audio artefacts.
Aim	To prepare you for the emerging world of Createch and the interaction of creativity and technology through the development of the necessary skills to enable you to gain employment in a range of careers within the creative industries.
Outcome	Apply appropriate recording and production techniques and principles in a variety of contexts and be able to produce high quality audio artefacts to a professional standard (Knowledge; Process; Realisation).
Outcome	Demonstrate an understanding of the nature of sound and how to record, manipulate and process audio to create innovative solutions to a given brief (Enquiry; Knowledge; Realisation).
Outcome	Critically discuss key works, techniques and approaches to music production in relation to the wider context and demonstrate the effective communication of ideas (Enquiry; Knowledge; Communication).
Outcome	Demonstrate an ability to generate and develop musical and sonic ideas in innovative and distinct ways appropriate for a range of creative applications (Enquiry; Process; Realisation).

Outcome	Evidence a level of professional practice in the planning and delivery of a music production project and be able to critically reflect on and evaluate this practice (Process; Realisation).
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<b>Distinctive Features</b>	
1	Creative practice in action: Working on music production projects and industry briefs throughout each year of study, you will be creating from week one of your course, building up your own portfolio of work to showcase your creative talent and discovering along the way your own uniqueness as a music producer.
2	Connected Collaboration: As part of a global community of like-minded creative artists studying together within one of the leading Arts, Design and Communications universities in the world, you will be collaborating across disciplines within the Screen School in areas such as Film, Television, Animation, Games Design and Virtual Reality. These opportunities are built into the structure of the course.
3	Music industry aligned: This course is designed and delivered with support from the music 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. You will be studying and applying current music production techniques at the cutting edge of creative industry developments. Pro Tools Certification is included in your course and as an Avid Learning Partner, the Screen School provides you with the opportunity to undertake further training.
4	Createch ready: With a course that offers a unique balance between creativity and technology, you will develop not only your understanding of creative concepts and theoretical frameworks but also the technical skills to support and realise your creative vision. With the emerging field of Createch, the broad term for activities in which creativity and technology interact and the fastest growing sector in the creative industries, you will be uniquely placed within the industry.
5	Professional focus: Connecting and networking with creative industry practitioners and partner companies throughout your course you will learn from the professionals. With a focus on identifying your own career path and building your portfolio in preparation for working in the industry, you will have opportunities to demonstrate your abilities, such as presenting your work to audiences through high profile public exhibitions.

## Course Detail

BA (Hons) Music Production will support you to develop a deep understanding of how to work creatively across the digital technologies of contemporary music production, preparing you for a career in the creative industries.

Exploring key areas of music creation, composition, recording and production within the critical framework of a professional environment, the course is designed around 3 strands which run through each year of study: Creating Music, Recording and Producing Music, and The Music Professional.

[Createch](#) is an emerging field where creativity and technology interact, and is also the fastest growing sector of the creative industries. Developed along related principles, BA (Hons) Music Production offers a unique balance between creativity and technology using an integrated approach to theory and practice.

### What to expect

- Working on audio production projects and industry briefs, you'll create practical work and have opportunities to collaborate – both across disciplines and with external partners.
- You'll build your portfolio while reflecting on and evaluating your own practice.
- In Year 2, you'll study a specialist option from songwriting, composing for media or audio post-production, which you can explore further in the Collaboration Practice unit and Final Major Project.
- This course is delivered within industry-standard audio facilities at LCC. You'll also have access to an extensive range of audio equipment that can be borrowed from the Kit Room, and be able to use technical areas including the 3D Workshop, Digital Space and Creative Technology Lab.

### Work experience and opportunities

Enterprise and employability are central to all 3 strands of the course design, enabling you to develop your skills and apply them to your own creative practice.

Regular guest lectures and masterclasses from industry practitioners provide insight into the creative industries, while the Music Professional Strand covers areas including an introduction to career paths, practical methods for funding, and ways to market and promote your music.

When you graduate, you'll be prepared for a wide range of careers in music production including studio engineering, live sound engineering, songwriting, music performance, composing for media, game audio, acoustics and post-production.

Between Years 2 and 3 of the course, you'll also have the opportunity to undertake one of

the following additional UAL qualifications:

**Diploma in Professional Studies (DPS):** An optional, year-long learning opportunity which enables you to develop your professional skills by undertaking a variety of placements and industry experiences. Supported throughout the year by academics, you'll build on the knowledge gained on your course in a range of national or international locations, and graduate with an additional qualification of Diploma in Professional Studies.

**Diploma in Creative Computing:** An optional, year-long opportunity which allows you to develop the computational skills that are shaping the future of the digital creative industries. After successfully completing the Diploma and the final year of your undergraduate degree, you'll graduate with an enhanced degree title: for example, BA (Hons) Music Production (with Creative Computing).

### **Mode of study**

BA (Hons) Music Production runs for 93 weeks in full-time mode. It is divided into 3 stages over 3 academic years. Each stage lasts 31 weeks.

## **Course Units**

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

### **Year 1**

You'll build technical skills to create, record and produce music; planning skills to manage audio projects; and academic skills to support your learning.

#### **Introduction to Music Production (20 credits)**

You'll be introduced to the context of contemporary music production, key skills required by music producers such as critical listening and production analysis, and academic and planning skills needed to manage audio production in response to industry briefs.

#### **Audio Principles for Music Production (20 credits)**

You'll explore the technologies and techniques of contemporary studio production, the function and application of the Digital Audio Workstation (DAW), and techniques for recording musical instruments in a studio environment.

### **Creative Audio Programming (20 credits)**

You'll consider the theories, technologies and techniques of programming for music production. You'll also explore the function and creative application of the Digital Audio Workstation (DAW) in sound manipulation, sampling and synthesis.

### **Music Industries (20 credits)**

This unit introduces you to key stakeholders within the music industry, developing your understanding of industry responses to an evolving commercial and technological environment. You'll also explore career options as an employer, entrepreneur or artist.

### **Creative Mixing Techniques (20 credits)**

You'll enhance your understanding of mixing techniques for multi-channel playback systems in audio applications such as VR, moving image, installations, music composition and record production. You'll also build written and reflective skills by researching your chosen applied area and reflecting on your developing practice.

### **Composition Skills for Music Producers (20 credits)**

You'll enhance your understanding of practical music theory by analysing musical components such as melody, harmony, rhythm, texture and form. Building on previous music software skills, you'll explore approaches to composition and arranging techniques in a variety of genres by producing a composition-based portfolio.

## **Year 2**

### **Music Cultures (20 credits)**

You'll develop your awareness and understanding of key historical, contextual and technological developments in popular music, including recording and production. Your communication and analytical skills will grow through critical debate and analysis of music cultures and sub-cultures.

### **Audio Principles for Live Sound (20 credits)**

Building on your knowledge of mixing and microphone placement, you'll apply your learning to different approaches for live music scenarios. You'll test theoretical concepts like networked audio, dispersion and speaker arrays in a live music environment.

### **Specialist Options (20 credits)**

In this unit, you'll choose 1 of the following options:

- **Songwriting:** explore techniques available to songwriters, developing your knowledge and skills to write, arrange and produce songs in a variety of genres.
- **Composing for Media:** develop your knowledge and skills across composition and music production for media applications like film, TV, games and installations.
- **Audio Post-Production:** investigate how sound supports and influences narrative in film and television, learning how to create a cohesive soundtrack for moving image.

### **Music in the Marketplace (20 credits)**

You'll build on knowledge of the music industry gained in Year 1 to identify, analyse and apply methods for funding, marketing and promoting music in the contemporary marketplace.

### **Aesthetics of Music Production (20 credits)**

This unit will develop your understanding of music perception and the application of acoustic and psychoacoustic principles to recording and production. You'll listen critically to acoustic spaces, audio equipment and audio material, and learn how to apply this to key production decisions.

### **Creative Industry Project (20 credits)**

You'll conceptualise your ideas while establishing, building and working in teams to respond professionally to an industry brief. You'll work collaboratively with an external client to produce creative work that will be showcased publicly.

## **Year 3**

### **Innovations in Music Production: Artificial Intelligence Applications for Music Production (20 credits)**

You'll explore the concepts and innovations of artificial intelligence (AI) in music production through assistive and creative technologies, and learn about practical software techniques for applications such as composition, mixing and mastering.

### **Research Skills for Music Producers (20 credits)**

You'll investigate and apply relevant research, managing and planning methodologies to propose a Final Major Project in your chosen specialist area.

### **Final Major Project (60 credits)**

You'll design, develop, implement and evaluate a significant creative project to a professional standard, applying your research and planning skills to create a music production-related outcome.

### **Final Major Project (60 credits - continuation from Music Production Project)**

### **Professional Practice Portfolio (20 credits)**

You'll develop your ability to identify and evaluate opportunities in the creative and cultural industries relating to your area of professional practice. You'll build your enterprise skills and gain confidence to become a freelance professional or to set up your own business. You'll collate and present a portfolio of work relevant to your chosen area of the industry, demonstrating your professional skills and understanding of career paths.

## **Learning and Teaching Methods**

- Practical workshops
- Studio recording practice
- Location recording practice
- Lectures
- Seminars
- Guest lectures and workshops
- Project work
- Peer critique
- Research
- Learning sets
- Work-based learning
- Group working
- Virtual Learning Environment (VLE)

## **Assessment Methods**

- Portfolio
- Written reports
- Presentations
- Blogs
- Podcasts
- Peer assessment
- Online tests
- Skills audits
- Online journal
- Website

## Reference Points

The design of BA (Hons) Music Production has been supported by detailed consultation with David Ward (Executive Director JAMES) and Dr Phil Harding (Co-Chair of JAMES and former Chair of the Music Producers Guild), who attended the Course Development Event at Screen School on 23<sup>rd</sup> January 2019.

[https://www.jamesonline.org.uk/accreditation/accred\\_overview/](https://www.jamesonline.org.uk/accreditation/accred_overview/)

Through 2017/18 Chris Petter attended a range of conferences that enabled consultation with international industry professionals and academics exploring the role of sound and music within the creative industries and this has informed the development of the course.

- Music & Sound Design in Film / New Media - GEECT Conference, LAMT, Vilnius, LITHUANIA (September 2017)
- CILECT Congress 2017: Transmedia & Interdisciplinary Approaches, ZDHK Zurich (October 2017)
- Sound & Storytelling - CNA Conference, Chapman University, Los Angeles, USA (March 2018)

# 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	Week 31				
Level 4 – Year 1																																			
Block 1: Creative Practice Skills															End of Block	Block 2: Music Industry Practice																			
1.1 Introduction to Music Production (20 Credits)											S	2.1 Music Industries (20 Credits)											S												
1.2 Audio Principles for Music Production (20 Credits)																S	2.2 Creative Mixing Techniques (20 Credits)											S							
1.3 Creative Audio Programming (20 Credits)																S	2.3 Composition Skills for Music Production (20 Credits)											S							
Level 5 – Year 2																																			
Block 1: Applied Music Production																Activities Week	Block 2: Collaboration Practice																		
3.1 Music Cultures (20 Credits)																	S	4.1 Music in the Marketplace (20 Credits)											S						
3.2 Audio Principles for Live Sound (20 Credits)																	S	4.2 Aesthetics of Music Production (20 Credits)											S						
3.3 Options (20 Credits)																	S	4.3 Creative Industries Project (20 Credits)											S						
Level 6 – Year 3																																			
Block 1: Music Production Project																	End of Block	Block 2: Professional Futures																	
5.1 Final Major Project (60 Credits)						S	5.1 Final Major Project (Continued)											S	5.1 Final Major Project (Continued)											S					
5.2 Research Skills for Music Producers (20 Credits)																		S	6.1 Professional Practice Portfolio (20 Credits)											S	Graduation Show				
5.3 Innovation in Music Production (20 Credits) Artificial Intelligence in Music Production																		S																	

S = Summative Assessment

*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*

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