

KEY PROGRAMME INFORMATION

<b>Originating institution(s)</b> Bournemouth University	<b>Faculty responsible for the programme</b> Faculty of Science and Technology
<b>Final award(s), title(s) and credits</b> BA (Hons) Music and Sound Production – 120 (60 ECTS) Level 4 / 120 (60 ECTS) Level 5 / 120 (60 ECTS) Level 6 credits	
<b>Intermediate award(s), title(s) and credits</b> Dip HE Music and Sound Production – 120 (60 ECTS) Level 4 / 120 (60 ECTS) Level 5 credits Cert HE Music and Sound Production – 120 (60 ECTS) Level 4 credits	
<b>UCAS Programme Code(s) (where applicable and if known)</b> W390	<b>HECoS Code(s) and percentage split per programme/pathway</b> 100223
<b>External reference points</b> <ul style="list-style-type: none"> <li>• The UK Quality Code for Higher Education;</li> <li>• Part A: Setting and maintaining academic standards;</li> <li>• Chapter A1: UK and European reference points for academic standards (October 2013) - incorporates the Frameworks for Higher Education Qualifications of UK Degree-Awarding Bodies (Qualification Frameworks);</li> <li>• Joint Audio Media Education Support (JAMES) National Occupational Standards</li> </ul>	
<b>Professional, Statutory and Regulatory Body (PSRB) links</b> Joint Audio Media Education Support (JAMES)	
<b>Places of delivery</b> Bournemouth University	
<b>Mode(s) of delivery</b> Full-time, Full-time sandwich	<b>Language of delivery</b> English
<b>Typical duration</b> 3 years full-time / 4 years full-time sandwich. Level 4: 1 year, Level 5: 1 year, Level 6: 1 year.	
<b>Date of first intake</b> September 2019	<b>Expected start dates</b> September
<b>Maximum student numbers</b> Not applicable	<b>Placements</b>  Optional 30 week sandwich placement. Optional short placement (4 weeks minimum) with no coursework attached (for FULL TIME – not sandwich)
<b>Partner(s)</b> Not applicable	<b>Partnership model</b> Not applicable
<b>Date of this Programme Specification</b> November 2022	
<b>Version number</b> v1.6 -0924	
<b>Approval, review or modification reference numbers</b> E20171867, approved 13/07/2018 BU 1819 01 EC 1819 27 FST 1920 15, approved 04/03/2020 – Previously v1.1-0920 EC 1920 35 FST 2021 04, approved 18/11/2020, previously v1.2-0920 FST 2021 15, approved 23/08/2021 – previously v1.3-0921 FST 2022 25, approved 23/06/2022, previously 1.4-0922 EC 2223 02 FST 2223 09, approved 30/11/2022 – previously 1.5-0922 EC 2223 32	
<b>Author</b>	

## Programme Specification – Section 1

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### PROGRAMME STRUCTURE

Programme Award and Title: BA (Hons) Music and Sound Production								
Year 1/Level 4								
Students are required to complete all 6 core units.								
Unit Name	Core/ Option	No of credits	Assessment Element Weightings			Expected contact hours per unit	Unit version no.	HECoS Subject Code
			Exam 1	Cwk 1	Cwk 2			
Studio Techniques	Core	20		100%		40	1.2	100223
Production and Mixing 1	Core	20		100%		40	1.2	100223
Composition 1	Core	20		100%		40	2.2	100223
Sound Design: Synthesis	Core	20		100%		40	1.2	100223
Music, Sound and Culture	Core	20		40%	60%	40	1.0	100223
Digital Media Tools	Core	20		30%	70%	40	2.1	100223
<b>Progression requirements:</b> Requires 120 credits at Level 4.								
<b>Exit qualification:</b> Cert HE Music and Sound Production (requires 120 credits at Level 4)								

**Programme Specification – Section 1**

<b>Year 2/Level 5</b> Students are required to complete all 6 core units.								
Unit Name	Core/ Option	No of credits	Assessment Element Weightings			Expected contact hours per unit	Unit version no.	HECoS Subject Code
			Exam 1	Cwk 1	Cwk 2			
Creative Studio Production	Core	20		100%		40	1.1	100223
Production and Mixing 2	Core	20		30%	70%	40	1.1	100223
Composition 2	Core	20		100%		40	1.2	100223
Sound Design: Audio	Core	20		100%		40	1.1	100223
Production Portfolio	Core	20		100%		40	2.1	100223
Music Industry Awareness	Core	20	40%	60%		40	1.1	100223
<b>Progression requirements:</b> Requires 120 credits at Level 5.								
<b>Exit qualification:</b> Dip HE Music and Sound production (requires 120 credits at Level 4 and 120 credits at Level 5)								
<b>Year 3/Level P - Optional placement year in industry/business</b> Optional sandwich placement is taken between levels 5 and 6. <b>Progression requirements:</b> Satisfactory completion of a minimum 30-week placement in industry. Students who do not choose to undertake the optional sandwich placement may progress directly from Level 5 to Level 6.								

**Programme Specification – Section 1**

<b>Year 3/4/Level 6</b> Students are required to complete all 4 core units.								
Unit Name	Core/ Option	No of credits	Assessment Element Weightings			Expected contact hours per unit	Unit version no.	HECoS Subject Code
			Exam 1	Cwk 1	Cwk 2			
Production and Mixing 3	Core	20		100%		40	1.1	100223
Music, Sound and the Moving Image	Core	20		100%		40	1.1	100223
Interactive Music	Core	20		100%		40	1.2	100223
Individual Music Project	Core	60		100%		20	1.0	100223
<b>Exit qualification:</b> BA (Hons) Music and Sound Production <b>Sandwich UG award:</b> Requires 120 credits at Level 4, 120 credits at Level 5, 120 credits at Level 6 and successful completion of a placement year. <b>Full-time UG award:</b> Requires 120 credits at Level 4, 120 credits at Level 5 and 120 credits at Level 6.								

### AIMS OF THE DOCUMENT

The aims of this document are to:

- define the structure of the programme;
- specify the programme award titles;
- identify programme and level learning outcomes;
- articulate the regulations governing the awards defined within the document.

### AIMS OF THE PROGRAMME

This programme aims to develop critically informed, agile and resourceful graduates, who:

- develop a deep understanding of key issues in music production using established and innovative industry practices;
- have strong knowledge of key skills in the core themes of recording, production, composition and sound design;
- have the versatility and confidence to produce music and sound within a variety of industry contexts;
- are equipped to be familiar with a variety of industry standard tools and are adaptable enough to respond to new technologies and consumer trends;
- combine the critical faculties that derive from a traditional academic degree with the professional skills and flexibility needed to work with music and sound in a variety of creative industries;
- have highly-developed interpersonal skills;
- can manage their own personal development and lifelong learning.

The BA Music and Sound Production course focuses on equipping students with a range of skills to enable them to gain employment in a number of creative routes on graduation. It looks to create industry professionals that can carve out a portfolio career in a competitive music industry. General feedback from Industry (e.g. via Industry Advisory panels, as well as industry guest speakers) is that graduating students need to be adaptable and possess a diverse skillset in order to succeed. In addition, NSS, MUSE and Student Rep feedback has informed programme design and the direction towards a creative BA route. Units focus on core skills of recording, composing, production, and sound design, giving students the knowledge and experience required to create work in professional studio environments as well as work generating music and audio for more applied, media-led contexts. These skills are drawn together within the Production Portfolio units, where the students will work to creative briefs to generate content for portfolios, which are seen as the best way for students to advertise themselves on graduation. Interpersonal and collaborative working skills are developed within these portfolio units through small-group tasks and assessment. These units are also supported by a technology-based unit to give them some essential skills in digital audio, web development and video creation, as well as a business unit focusing on strategies to monetise their creative outputs.

### ALIGNMENT WITH THE UNIVERSITY'S STRATEGIC PLAN

The BA (Hons) Music and Sound Production programme is informed by and aligned with Bournemouth University's 2018-25 strategic plan and the fusion of excellent teaching, world-class research and professional practice that is at the heart of the institution's visions and values. Students are supported by academics with a wealth of industry experience, many of whom are actively producing music and sound for a wide range of contexts. Academics delivering the programme are actively engaged in cutting edge research, while students are encouraged to participate in a range of co-creation and co-publication projects. The programme's innovative pedagogic approach offers students the opportunity to learn by engaging in a wide range of practical tasks involving work based learning and responding to client-led briefs. These activities are aimed at equipping students with the full range of skills necessary to succeed in the music and sound production industry, and are informed by the academic team's own experience as well as by a network of industry contacts, who will also contribute directly to the programme by delivering guest lectures.

## LEARNING HOURS AND ASSESSMENT

Bournemouth University taught programmes are composed of units of study, which are assigned a credit value indicating the amount of learning undertaken. The minimum credit value of a unit is normally 20 credits, above which credit values normally increase at 20-point intervals. 20 credits is the equivalent of 200 study hours required of the student, including lectures, seminars, assessment and independent study. 20 University credits are equivalent to 10 European Credit Transfer System (ECTS) credits.

The assessment workload for a unit should consider the total time devoted to study, including the assessment workload (i.e. formative and summative assessment) and the taught elements and independent study workload (i.e. lectures, seminars, preparatory work, practical activities, reading, critical reflection).

Assessment per 20 credit unit should normally consist of 3,000 words or equivalent. Dissertations and Level 6 and 7 Final Projects are distinct from other assessment types. The word count for these assignments is 5,000 words per 20 credits, recognising that undertaking an in-depth piece of original research as the capstone to a degree is pedagogically sound.

Students who choose to undertake the sandwich placement after Level 5 will engage in 30 weeks of full-time work-based learning between Levels 5 and 6, students who do not undertake the sandwich placement will be eligible to progress directly on to Level 6.

## STAFF DELIVERING THE PROGRAMME

Students will usually be taught by a combination of senior academic staff with others who have relevant expertise including – where appropriate according to the content of the unit – academic staff, qualified professional practitioners, demonstrators/technicians and research students.

To ensure that the practical aspects of the programme are appropriately aligned with current industry practice, and to provide students with a broad range of high quality learning opportunities aimed at enhancing employability; some units may be jointly delivered by a mixture of both BU lecturers and appropriately qualified industrial professional practitioners.

## INTENDED LEARNING OUTCOMES – AND HOW THE PROGRAMME ENABLES STUDENTS TO ACHIEVE AND DEMONSTRATE THE INTENDED LEARNING OUTCOMES

### PROGRAMME AND LEVEL 6 INTENDED PROGRAMME OUTCOMES

<p><b>A: Subject knowledge and understanding</b></p> <p>This programme provides opportunities for students to develop and demonstrate knowledge and understanding of:</p>	<p>The following learning and teaching and assessment strategies and methods enable students to achieve and to demonstrate the programme learning outcomes:</p>
<p><b>A1</b> Advanced techniques for music and sound recording appropriate to a variety of scenarios;</p> <p><b>A2</b> Varied and advanced approaches to the production of music and sound across a range of contexts;</p> <p><b>A3</b> Theory and practice of composing music and sound for a variety of musical and media contexts, in response to creative briefs;</p> <p><b>A4</b> Advanced approaches to sound design across music and media contexts;</p>	<p>Learning and teaching strategies and methods (referring to numbered Intended Learning Outcomes):</p> <ul style="list-style-type: none"> <li>• lectures (A1 – A6);</li> <li>• seminars (A1 – A6);</li> <li>• practical tutorial or lab sessions (A1-A6);</li> <li>• directed reading (A1 – 6);</li> <li>• use of the VLE (A3, A6);</li> <li>• independent research (A1–A6);</li> <li>• independent research (for dissertation) (A6).</li> </ul>

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<p><b>A5</b> A comprehensive and detailed range of the techniques and approaches for the creation of interactive music systems;</p> <p><b>A6</b> Research/enquiry-based approaches to academic and/or creative goals, demonstrating an awareness of current issues/creative context and developing technologies.</p>	<p>Assessment strategies and methods (referring to numbered Intended Learning Outcomes):</p> <ul style="list-style-type: none"> <li>• coursework (A1 – A6);</li> <li>• dissertation (A6).</li> </ul>
<p><b>B: Intellectual skills</b></p> <p>This programme provides opportunities for students to:</p>	<p>The following learning and teaching and assessment strategies and methods enable students to achieve and to demonstrate the programme outcomes:</p>
<p><b>B1</b> Evaluate and critically appraise a range of theories, methodologies, techniques, tools and processes for producing music and sound;</p> <p><b>B2</b> Elicit, organise and conceptualise requirements for music and sound productions through evaluation of context specific requirements;</p> <p><b>B3</b> Evaluate, select and combine appropriate approaches for the creation of music and sound for musical and multimedia projects;</p> <p><b>B4</b> Critically appraise creative output in response to the brief, the critical context, and by discriminating between alternative arguments and approaches;</p> <p><b>B5</b> Apply project management judgements taking account of aesthetics, ethics, sustainability, human factors, usability, reliability, costs, benefits, and risks.</p>	<p>Learning and teaching strategies and methods (referring to numbered Intended Learning Outcomes):</p> <ul style="list-style-type: none"> <li>• lectures (B1 – B5);</li> <li>• lab sessions (B1 – B5);</li> <li>• directed reading (B1 – B5);</li> <li>• use of the VLE (B1, B4);</li> <li>• independent study time (B1 – B5);</li> <li>• personal development (B1 – B5);</li> <li>• independent research (B1 – B3, B5).</li> </ul> <p>Assessment strategies and methods (referring to numbered Intended Learning Outcomes):</p> <ul style="list-style-type: none"> <li>• coursework (B1 - B5);</li> <li>• dissertation (B1 - B5).</li> </ul>
<p><b>C: Practical skills</b></p> <p>This programme provides opportunities for students to:</p>	<p>The following learning and teaching and assessment strategies and methods enable students to achieve and to demonstrate the programme learning outcomes:</p>
<p><b>C1</b> Apply appropriate tools and techniques to create industry ready music and sound productions;</p> <p><b>C2</b> Creatively apply methodologies to produce music and sound projects;</p> <p><b>C3</b> Devise appropriate workflows for a range of music and sound production contexts;</p> <p><b>C4</b> Devise production methods, tools and techniques to integrate music and sound to a brief;</p> <p><b>C5</b> Apply project management techniques for the development of novel and innovative work.</p>	<p>Learning and teaching strategies and methods (referring to numbered Intended Learning Outcomes):</p> <ul style="list-style-type: none"> <li>• lectures (C1–C5);</li> <li>• seminars (C1-C5);</li> <li>• lab sessions (C1-C5);</li> <li>• independent study time (C1 – C5);</li> <li>• personal development (C1 – C5);</li> <li>• tutoring supervision (C5);</li> <li>• independent research (C3).</li> </ul> <p>Assessment strategies and methods (referring to numbered Intended Learning Outcomes):</p> <ul style="list-style-type: none"> <li>• coursework (C1, C2, C3, C5);</li> <li>• dissertation (C1 – C3, C5).</li> </ul>
<p><b>D: Transferable skills</b></p> <p>This programme provides opportunities for students to:</p>	<p>The following learning and teaching and assessment strategies and methods enable students to achieve and to demonstrate the programme/level learning outcomes:</p>
<p><b>D1</b> Structure, organise and apply ideas creatively to</p>	<p>Learning and teaching strategies and</p>

## Programme Specification - Section 2

<p>communicate orally and in writing;</p> <p><b>D2</b> Plan, conduct and report on work within a set timeframe and context;</p> <p><b>D3</b> Work effectively, efficiently and ethically individually and in groups;</p> <p><b>D4</b> Learn collectively and independently with a critical viewpoint in a variety of familiar and unfamiliar organisational and technical situations;</p> <p><b>D5</b> Operate and evaluate as reflective practitioners with respect to their own work and that of their colleagues.</p>	<p>methods (referring to numbered Intended Learning Outcomes):</p> <ul style="list-style-type: none"> <li>• lectures (D1 – D5);</li> <li>• lab sessions (D1 – D5);</li> <li>• directed reading (D4);</li> <li>• use of the VLE (D1 – D5);</li> <li>• independent study time (D1 – D5);</li> <li>• personal development (D1 – D5);</li> <li>• independent research (D2, D4, D5).</li> </ul> <p>Assessment strategies and methods (referring to numbered Intended Learning Outcomes):</p> <ul style="list-style-type: none"> <li>• coursework (D1 – D5);</li> <li>• dissertation (D1 – D5).</li> </ul>
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### LEVEL 5 / Dip HE INTENDED LEVEL OUTCOMES

<p><b>A: Knowledge and understanding</b></p> <p>This programme provides opportunities for students to develop and demonstrate knowledge and understanding of:</p>	<p>The following learning and teaching and assessment strategies and methods enable students to achieve and to demonstrate the level learning outcomes:</p>
<p><b>A1</b> Theories and practices for large-scale music and sound recording projects;</p> <p><b>A2</b> A range of techniques for music and sound production;</p> <p><b>A3</b> An expanded range of approaches, methodologies and aesthetics for the creation of music;</p> <p><b>A4</b> Concepts and methodologies for designing sounds using audio-based techniques;</p> <p><b>A5</b> Principles of market analysis and legal processes;</p> <p><b>A6</b> Project management techniques including teamwork, ethics and professionalism.</p>	<p>Learning and teaching strategies and methods (referring to numbered Intended Learning Outcomes):</p> <ul style="list-style-type: none"> <li>• lectures (A1 – A6);</li> <li>• seminars (A1 – A6);</li> <li>• practical tutorial or lab sessions (A1-A6);</li> <li>• directed reading (A1 – 6);</li> <li>• use of the VLE (A6);</li> <li>• independent research (A1–A6).</li> </ul> <p>Assessment strategies and methods (referring to numbered Intended Learning Outcomes):</p> <ul style="list-style-type: none"> <li>• coursework (A1-A6).</li> </ul>
<p><b>B: Intellectual skills</b></p> <p>This programme provides opportunities for students to:</p>	<p>The following learning and teaching and assessment strategies and methods enable students to achieve and to demonstrate the level learning outcomes:</p>
<p><b>B1</b> Select appropriate music and sound theories, methodologies, techniques, tools and processes for producing music and sound;</p> <p><b>B2</b> Evaluate and select music creation and sound production tools and techniques in relation to musical genre;</p> <p><b>B3</b> Analyse, evaluate and select appropriate approaches for the creation of new music and sound material;</p>	<p>Learning and teaching strategies and methods (referring to numbered Intended Learning Outcomes):</p> <ul style="list-style-type: none"> <li>• lectures (B1 – B5);</li> <li>• seminars (B1 – B5);</li> <li>• practical tutorial or lab sessions (B1 – B5);</li> <li>• directed reading (B1 – B5);</li> <li>• use of the VLE (B4, B5);</li> <li>• independent research (B1 – B5).</li> </ul>



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<p><b>B4</b> Evaluate their work, role and learning, with reference to academic and discipline specific issues, debates and conventions, and through reflection and critical listening;</p> <p><b>B5</b> Reflect on legal issues and project management techniques relevant to industry situations.</p>	<p>Assessment strategies and methods (referring to numbered Intended Learning Outcomes):</p> <ul style="list-style-type: none"> <li>• coursework (B1 - B5).</li> </ul>
<p><b>C: Practical skills</b></p> <p>This programme provides opportunities for students to:</p>	<p>The following learning and teaching and assessment strategies and methods enable students to achieve and to demonstrate the level learning outcomes:</p>
<p><b>C1</b> Apply appropriate tools and techniques for creation of music and sound;</p> <p><b>C2</b> Apply a range of methodologies to produce music and sound projects;</p> <p><b>C3</b> Select appropriate workflows for a range of music and sound production contexts;</p> <p><b>C4</b> Apply production methods, tools and techniques to integrate music and sound to a brief;</p> <p><b>C5</b> Understand and use simple project management techniques for the development of novel and innovative work.</p>	<p>Learning and teaching strategies and methods (referring to numbered Intended Learning Outcomes):</p> <ul style="list-style-type: none"> <li>• lectures (C1–C5);</li> <li>• seminars (C1-C5);</li> <li>• lab sessions (C1-C5);</li> <li>• independent study time (C1 – C5);</li> <li>• personal development (C1 – C5);</li> <li>• independent research (C1–C5).</li> </ul> <p>Assessment strategies and methods (referring to numbered Intended Learning Outcomes):</p> <ul style="list-style-type: none"> <li>• coursework (C1 – C5).</li> </ul>
<p><b>D: Transferable skills</b></p> <p>This programme provides opportunities for students to:</p>	<p>The following learning and teaching and assessment strategies and methods enable students to achieve and to demonstrate the level learning outcomes:</p>
<p><b>D1</b> Organise, structure and use ideas to communicate orally and in writing;</p> <p><b>D2</b> Conduct and report on work within a set time and context;</p> <p><b>D3</b> Work ethically individually and in groups;</p> <p><b>D4</b> Learn independently in contexts of intermediate complexity;</p> <p><b>D5</b> Operate as reflective practitioners with respect to their own work and that of their colleagues;</p> <p><b>D6</b> Work in groups to seek creative solutions to problems.</p>	<p>Learning and teaching strategies and methods (referring to numbered Intended Learning Outcomes):</p> <ul style="list-style-type: none"> <li>• lectures (D1 – D6);</li> <li>• lab sessions (D1 – D6);</li> <li>• directed reading (D1 – D6);</li> <li>• use of the VLE (D1 – D6);</li> <li>• independent study time (D1 – D6);</li> <li>• personal development (D1 – D6);</li> <li>• independent research (D2 – D6).</li> </ul> <p>Assessment strategies and methods (referring to numbered Intended Learning Outcomes):</p> <ul style="list-style-type: none"> <li>• coursework (D1 – D6).</li> </ul>

### LEVEL 4/Cert HE INTENDED LEVEL OUTCOMES

<p><b>A: Knowledge and understanding</b></p> <p>This programme provides opportunities for students to develop and demonstrate knowledge and understanding of:</p>	<p>The following learning and teaching and assessment strategies and methods enable students to achieve and to demonstrate the level learning outcomes:</p>
<p><b>A1</b> Fundamental principles, practices and contexts of music and sound recording;</p>	<p>Learning and teaching strategies and methods (referring to numbered Intended Learning Outcomes):</p>

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<p><b>A2</b> Fundamental principles, practices and contexts of music and sound production;</p> <p><b>A3</b> Fundamental principles, practices and contexts for music composition;</p> <p><b>A4</b> Principles, practices and contexts of designing sounds using synthesis techniques;</p> <p><b>A5</b> Principles of digital tools for distributed media and production systems.</p>	<ul style="list-style-type: none"> <li>• lectures (A1 – A5);</li> <li>• seminars (A1 – A5);</li> <li>• practical tutorial or lab sessions (A1-A5);</li> <li>• directed reading (A1 – A5);</li> <li>• use of the VLE (A1 – A5);</li> <li>• independent research (A1–A5).</li> </ul> <p>Assessment strategies and methods (referring to numbered Intended Learning Outcomes):</p> <ul style="list-style-type: none"> <li>• coursework (A1 – A6).</li> </ul>
<p><b>B: Intellectual skills</b></p> <p>This programme/level/stage provides opportunities for students to:</p>	<p>The following learning and teaching and assessment strategies and methods enable students to achieve and to demonstrate the level learning outcomes:</p>
<p><b>B1</b> Evaluate music and sound theories, methodologies, techniques, tools and processes;</p> <p><b>B2</b> Analyse and evaluate production tools and techniques in relation to musical genre;</p> <p><b>B3</b> Analyse different approaches for the creation of new music and sound material;</p> <p><b>B4</b> Evaluate their own work or the work of others through reflection and critical listening;</p> <p><b>B5</b> Write reports and present work using appropriate tools and approaches;</p> <p><b>B6</b> Apply theoretical frameworks to case studies and specific research areas.</p>	<p>Learning and teaching strategies and methods (referring to numbered Intended Learning Outcomes):</p> <ul style="list-style-type: none"> <li>• lectures (B1 – B6);</li> <li>• seminars (B1 – B6);</li> <li>• practical tutorial or lab sessions (B1 – B6);</li> <li>• directed reading (B1 – B6);</li> <li>• use of the VLE (B4, B5);</li> <li>• independent research (B1 – B6).</li> </ul> <p>Assessment strategies and methods (referring to numbered Intended Learning Outcomes):</p> <ul style="list-style-type: none"> <li>• coursework (B1 – B6).</li> </ul>
<p><b>C: Practical skills</b></p> <p>This programme provides opportunities for students to:</p>	<p>The following learning and teaching and assessment strategies and methods enable students to achieve and to demonstrate the level learning outcomes:</p>
<p><b>C1</b> Use appropriate tools and techniques to create and produce music and sound;</p> <p><b>C2</b> Use relevant methods to process music and sound;</p> <p><b>C3</b> Use appropriate workflows for a range of music and sound production contexts;</p> <p><b>C4</b> Produce music and sound according to a brief;</p> <p><b>C5</b> Manage time and effort, achieve deadlines and decide priorities.</p>	<p>Learning and teaching strategies and methods (referring to numbered Intended Learning Outcomes):</p> <ul style="list-style-type: none"> <li>• lectures (C1–C5);</li> <li>• seminars (C1-C5);</li> <li>• lab sessions (C1-C5);</li> <li>• independent study time (C1 – C5);</li> <li>• personal development (C1 – C5);</li> <li>• independent research (C1–C5).</li> </ul> <p>Assessment strategies and methods (referring to numbered Intended Learning Outcomes):</p> <ul style="list-style-type: none"> <li>• coursework (C1 – C5).</li> </ul>
<p><b>D: Transferable skills</b></p> <p>This programme provides opportunities for students to:</p>	<p>The following learning and teaching and assessment strategies and methods enable students to achieve and to</p>

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	demonstrate the level learning outcomes:
<b>D1</b> Communicate orally and in writing using appropriate facts and events;	Learning and teaching strategies and methods (referring to numbered Intended Learning Outcomes):
<b>D2</b> Report within a set time and context on work;	
<b>D3</b> Work and in groups independently with appreciation of ethical actions;	<ul style="list-style-type: none"> <li>• lectures (D1 – D6);</li> <li>• lab sessions (D1 – D6);</li> <li>• directed reading (D1 – D6);</li> <li>• use of the VLE (D1 – D6);</li> <li>• independent study time (D1 – D6);</li> <li>• personal development (D1 – D6);</li> <li>• independent research (D1 – D6).</li> </ul>
<b>D4</b> Learn independently within a contextual framework;	
<b>D5</b> Understand reflective practice with respect to their own work and that of their colleagues;	
<b>D6</b> Work efficiently and effectively within limited and set contexts.	
	Assessment strategies and methods (referring to numbered Intended Learning Outcomes):
	<ul style="list-style-type: none"> <li>• coursework (D1 – D6).</li> </ul>

### ADMISSION REGULATIONS

The regulations for this programme are the University's Standard Undergraduate Admission Regulations with the following exceptions:

- applicants for whom English is not their first language must provide evidence of qualifications in written and spoken English. Acceptable qualifications are IELTS (academic) 6.5 (with a minimum of 6 in each of four categories) or direct equivalent.

The University's standard Admission Regulations are available within section 3.1 of the *ARPP* on the BU website:

<https://intranetsp.bournemouth.ac.uk/pandptest/3a-undergraduate-admissions-regulations.pdf>

### PROGRESSION ROUTES

Partnership arrangements provide formally approved progression routes through which students are eligible to apply for a place on a programme leading to a BU award. Please find information on Global Partnerships here: [Global partnerships | Bournemouth University](#)

### ASSESSMENT REGULATIONS

The regulations for this programme are the University's Standard Undergraduate [Assessment Regulations](#).

### WORK BASED LEARNING (WBL) AND PLACEMENT ELEMENTS

Placements; this programme offers an optional placement year. This bears no credits. The duration of the placement is normally 30 weeks of supervised work experience and the aims of the placement year are to give the students experience of working within an appropriate professional environment which will contribute to their potential employability, mobility and global awareness. Completion of the four year degree, i.e. one with a 30-week placement included, will entitle students to a 'sandwich award'. Shorter (also optional) placements of 4 weeks with no coursework attached are also possible although the sandwich award is then no longer an option. Completion of the three-year full-time degree will, instead, entitle students to a 'full-time award'.

## Programme Specification - Section 2

Placement draws on some or all the units studied on the first two levels of the programme. It provides the opportunity for the student to develop their abilities and understanding of Music and Sound Production and related subjects, as well as providing a platform for successful entry into the profession following graduation. It applies and develops understanding and skills acquired in Levels 4 and 5, makes a major contribution to the understanding of the final level units, further develops final projects or dissertation research by utilising the context of the work experience as appropriate and enhances students' prospects of future employment. Further information on the placements policy and procedure can be sourced in the Placements Handbook and also here: <https://intranetsp.bournemouth.ac.uk/pandptest/4k-placements-policy-and-procedure.pdf>

## Programme Skills Matrix

Units		Programme Intended Learning Outcomes																							
		A 1	A 2	A 3	A 4	A 5	A 6	B 1	B 2	B 3	B 4	B 5	B 6	C 1	C 2	C 3	C 4	C 5	D 1	D 2	D 3	D 4	D 5	D 6	
L E V E L  6	Production and Mixing 3	x	x				x	x	x		x	x		x	x	x	x	x	x			x	x		
	Music, Sound and the Moving Image	x	x	x	x		x	x	x	x	x			x	x	x	x		x	x	x	x	x		
	Interactive Music		x			x	x	x	x	x					x	x			x	x		x	x		
	Individual Music Project	x	x	x	x		x	x	x	x	x			x	x	x	x	x	x	x	x	x	x		
L E V E L  5	Creative Studio Production	x					x	x	x		x				x		x		x	x	x	x	x		
	Production and Mixing 2		x	x				x	x		x				x	x	x	x		x	x	x	x	x	
	Composition 2			x				x	x	x	x			x	x	x	x		x	x		x			
	Sound Design: Audio		x		x			x	x	x	x			x		x	x		x	x		x	x		
	Production Portfolio	x	x	x	x		x	x	x	x	x			x	x	x	x	x	x	x	x		x	x	
	Music Industry Awareness					x	x				x	x						x	x	x	x	x		x	
L E V E L  4	Studio Techniques	x				x		x			x	x		x	x	x		x	x	x		x	x		
	Production and Mixing 1		x						x	x	x	x		x	x	x	x	x	x	x		x	x		
	Composition 1			x				x		x	x	x		x		x	x	x	x	x		x			
	Sound Design: Synthesis				x			x	x	x		x		x		x	x	x	x	x		x			
	Music, Sound and Culture	x	x	x	x			x	x	x			x					x	x	x		x			
	Digital Media Tools					x		x				x		x	x	x	x	x	x	x		x		x	

<p><b>A – Subject Knowledge and Understanding</b> This programme provides opportunities for students to develop and demonstrate knowledge and understanding of:</p> <ol style="list-style-type: none"> <li>1. Advanced techniques for music and sound recording appropriate to a variety of scenarios;</li> <li>2. Varied and advanced approaches to the production of music and sound across a range of contexts;</li> <li>3. Theory and practice of composing music and sound for a variety of musical and media contexts, in response to creative briefs;</li> <li>4. Advanced approaches to sound design across music and media contexts;</li> <li>5. A comprehensive and detailed range of the techniques and approaches for the creation of interactive music systems;</li> <li>6. Research/enquiry-based approaches to academic and/or creative goals, demonstrating an awareness of current issues/creative context and developing technologies.</li> </ol>	<p><b>C – Subject-specific/Practical Skills</b> This programme provides opportunities for students to:</p> <ol style="list-style-type: none"> <li>1. Apply appropriate tools and techniques to create industry ready music and sound productions;</li> <li>2. Creatively apply methodologies to produce music and sound projects;</li> <li>3. Devise appropriate workflows for a range of music and sound production contexts;</li> <li>4. Devise production methods, tools and techniques to integrate music and sound to a brief;</li> <li>5. Apply project management techniques for the development of novel and innovative work.</li> </ol>
<p><b>B – Intellectual Skills</b> This programme provides opportunities for students to:</p> <ol style="list-style-type: none"> <li>1. Evaluate and critically appraise a range of theories, methodologies, techniques, tools and processes for producing music and sound;</li> <li>2. Elicit, organise and conceptualise requirements for music and sound productions through evaluation of context specific requirements;</li> <li>3. Evaluate, select and combine appropriate approaches for the creation of music and sound for musical and multimedia projects;</li> <li>4. Critically appraise creative output in response to the brief, the critical context, and by discriminating between alternative arguments and approaches;</li> <li>5. Apply project management judgements taking account of aesthetics, ethics, sustainability, human factors, usability, reliability, costs, benefits, and risks.</li> </ol>	<p><b>D – Transferable Skills</b> This programme provides opportunities for students to:</p> <ol style="list-style-type: none"> <li>1. Structure, organise and apply ideas creatively to communicate orally and in writing;</li> <li>2. Plan, conduct and report on work within a set timeframe and context;</li> <li>3. Work effectively, efficiently and ethically individually and in groups;</li> <li>4. Learn collectively and independently with a critical viewpoint in a variety of familiar and unfamiliar organisational and technical situations;</li> <li>5. Operate and evaluate as reflective practitioners with respect to their own work and that of their colleagues.</li> </ol>