PROGRAMME SPECIFICATION

Programme Title	BA (Hons) Audio Engineering and Production
Intermediate Awards Available	CertHE, DipHE, Ordinary Degree
UCAS Code	W101
Professional Body Accreditation	NA
Relevant QAA Benchmark Statements	Subject Benchmark Statement for Music, 2019 Framework for Higher Education Qualifications, 2014
Specification Last Updated	Date: July 2023
	Name: Josh Hill

Programme Aims

This programme is designed to give you the opportunity to:

- Develop your professional skillset in the areas of audio engineering and music production;
- Develop the applied practical skills necessary to create professional music and audio products;
- Develop an analytical, critical and contextual understanding of audio, music and production;
- Develop appropriate business, entrepreneurial and life skills necessary for building and maintaining dynamic and viable career opportunities.

Programme Learning Outcomes

What you will learn:

Knowledge
1. Identify and critically evaluate production values in live and recorded music;
2. Apply appropriate music and music technology theory;
3. Create a business plan for the promotion and delivery of your engineering and production skills.

Thinking skills
4. Reflect on and evaluate own creative processes;
5. Demonstrate the ability to develop ideas and construct arguments in both verbal and written form, and to evaluate such ideas and arguments critically;
6. Critically evaluate the interconnectedness of music and other disciplines.

Subject Specific Practical Skills
7. Create and produce music to a professional standard;
8. Compose and arrange electronic music using MIDI programming techniques;
9. Edit, process and manage audio as well as understand essential workflows using industry standard DAWs;
10. Manipulate sounds using synthesis techniques;
11. Set up and mix a studio performance.

Skills for life and work (general skills)
12. Demonstrate the ability to work independently, and to show self-motivation and critical self-awareness;
13. Demonstrate the ability to work in combination with others, and to show skills in teamwork, negotiation, organisation and decision-making.

Learning and Teaching

Knowledge is developed through:
- Lectures
- Seminars
- Workshops
- Demonstrations

Thinking skills are developed through:
- Project work
- Seminars
- Workshops

Practical skills are developed through:
- Workshops
- Tutorials
- Demonstrations

Skills for life and work (general skills) are developed through:
- Project work
- Lectures
- Seminars

Assessment

Knowledge is assessed by
- Creative Technical Exercises
- Portfolios
- Essays (or equivalent)
- Plans

- Reflective commentarys

Thinking skills are assessed by
- Creative Technical Exercises
- Portfolios
- Essays (or equivalent)
- Plans
- Reflective commentarys

Practical skills are assessed by
- Creative Technical Exercises
- Portfolios
- Essays (or equivalent)
- Plans
- Reflective commentarys

Skills for life and work (general skills) are assessed by
- Creative Technical Exercises
- Portfolios
- Essays (or equivalent)
- Plans
- Reflective commentarys

Students with disabilities and/or particular learning needs should discuss assessments with the Course Leader to ensure they are able to fully engage with all assessment within the course.

Programme Structure

All programmes are credit-rated to indicate the amount and level of study required.
One credit is equal to 10 hours of directed study time, which includes all components of the programme (e.g. lecture, seminar and independent study).

Credits are assigned to one of 5 levels:

3   Equivalent in standard to GCE 'A' level and intended to prepare students for year one of an undergraduate degree course.
4   Equivalent in standard to the first year of a full-time undergraduate degree course.
5   Equivalent in standard to the second year of a full-time undergraduate degree course.
6   Equivalent in standard to the third year of a full-time undergraduate degree course.
7   Equivalent in standard to a Masters degree.

Programmes are made up of modules that are each credit-weighted.

Level	Module Code	Module Title	Credit Weighting	Core/Option	Available by Distance Learning? Y/N
4	BAEP4005	Music Business for Engineers	20	Core	N
4	BAEP4003	Digital Audio Workstations	20	Core	N
4	BAEP4006	Theory of Sound	20	Core	N
4	BAEP4002	Programming Techniques	20	Core	N
4	BAEP4001	Audio Engineering Techniques	20	Core	N
4	BAEP4004	Live Sound Engineering	20	Core	N
5	PA5084	Sound Design and Creative Synthesis	20	Core	N
5	PA5063	Applied Live Sound Engineering	20	Core	N
5	PA5090	Marketing Strategies	20	Core	N
5	PA5080	Mix Engineering	20	Core	N
5	PA5086	Studio Engineering	20	Core	N
5	PA5070	Audio Editing and Post Production	20	Core	N
6	PA6086	Professional Practice	40	Core	N
6	PA6071	Creative Audio Engineering Project	40	Core	N

6	PA6069	Advanced Studio Engineering	20	Core	N
6	PA6078	Mastering Engineering	20	Core	N

Typical Duration of Programme

The expected duration of this course is 3 years full-time.

A student cannot normally continue study on a course after 4 years of study in full time mode unless exceptional circumstances apply and extenuation has been granted. The limit for completion of a course in part time mode is 7 years from first enrolment.

Additional Costs

- Device with internet connection
- Computer with DAW software (Pro Tools, Logic Pro or Ableton Live for example)
- Headphones and/or suitable monitors
- Audio interface, microphone & necessary cables
- MIDI Keyboard/input device

Further Information

Please consult:

- ICMP web site
- Programme Handbook

Module title and code	Contact Hours	Self-directed Study	Modes of teaching/student learning time	Total Hours
Music Business for Engineers - BAEP4005	24hrs	176hrs	Face-to-Face Delivery	200hrs
Digital Audio Workstations - BAEP4003	36hrs	164hrs	Face-to-Face Delivery	200hrs
Theory of Sound - BAEP4006	36hrs	164hrs	Face-to-Face Delivery	200hrs

Audio Programming Techniques - BAEP4002	36hrs	164hrs	Face-to-Face Delivery	200hrs
Audio Engineering Techniques - BAEP4001	36hrs	164hrs	Face-to-Face Delivery	200hrs
Live Sound Engineering - BAEP4004	36hrs	164hrs	Face-to-Face Delivery	200hrs
Sound Design and Creative Synthesis - PA5084	36hrs	164hrs	Face-to-Face Delivery	200hrs
Advanced Live Sound Engineering - PA5063	36hrs	164hrs	Face-to-Face Delivery	200hrs
Marketing Strategies - PA5090	24hrs	176hrs	Face-to-Face Delivery	200hrs
Mix Engineering - PA5080	36hrs	164hrs	Face-to-Face Delivery	200hrs
Studio Engineering - PA5086	36hrs	164hrs	Face-to-Face Delivery	200hrs
Audio Editing and Post Production - PA5070	36hrs	164hrs	Face-to-Face Delivery	200hrs
Professional Practice - PA6086	72hrs	328hrs	Face-to-Face Delivery	400hrs
Creative Audio Engineering Project - PA6071	72hrs	328hrs	Face-to-Face Delivery	400hrs
Advanced Studio Engineering - PA6069	36hrs	164hrs	Face-to-Face Delivery	200hrs
Mastering Engineering - PA6078	36hrs	164hrs	Face-to-Face Delivery	200hrs