

PROGRAMME SPECIFICATION

Programme Title	CertHE Audio Engineering and Production
Intermediate Awards Available	NA
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 and contextual understanding of audio, music and production;
- Develop an appropriate understanding of business skills necessary for establishing 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;

Thinking skills

3. Reflect on and evaluate own creative processes;
4. Demonstrate the ability to develop ideas and construct arguments in both verbal and written form, and to evaluate such ideas and arguments analytically;

Subject Specific Practical Skills

5. Engineer and produce music;
6. Compose and arrange electronic music using MIDI programming techniques;

7. Edit, process and manage audio as well as understand essential workflows using industry standard DAWs;
8. Set up and mix a live performance.

Skills for life and work (general skills)

9. Demonstrate the ability to work independently
10. 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 commentaries

Thinking skills are assessed by

- Creative Technical Exercises
- Portfolios

- Essays (or equivalent)
- Plans
- Reflective commentaries

Practical skills are assessed by

- Creative Technical Exercises
- Portfolios
- Essays (or equivalent)
- Plans
- Reflective commentaries

Skills for life and work (general skills) are assessed by

- Creative Technical Exercises
- Portfolios
- Essays (or equivalent)
- Plans
- Reflective commentaries

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
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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	Audio Programming	20	Core	N
4	BAEP4001	Audio Engineering Techniques	20	Core	N
4	BAEP4004	Live Sound Engineering	20	Core	N

Typical Duration of Programme

The expected duration of this course is 1 year full-time.

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