PROGRAMME SPECIFICATION

Programme Title	CertHe Music Production for Film, TV and Games
Intermediate Awards Available	N/A
UCAS Code	W102
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: Gareth John Spicer

Programme Aims

This programme is designed to give you the opportunity to:

- Develop your artistic and creative skillset in the areas of music production, music technology, composition and song creation;
- Provide you with the applied practical skills necessary to work in professional music production settings;
- Develop creativity in a context of analytical and contextual understanding of music and music production;
- Develop an appropriate understanding of business skills necessary for establishing career opportunities.

Programme Learning Outcomes

What you will learn:

Knowledge
1. Identify and evaluate production values in music for media;
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

Subject Specific Practical Skills
5. Create and produce music;

6. Compose and arrange a piece of electronic music using MIDI programming techniques;
7. Edit, process and manage audio as well as understand essential workflows using industry standard DAWs;
8. Manipulate sounds using synthesis techniques;

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 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	BAFTV4003	Music for the Moving Image	40	Core	N

4	BAFTV4004	Digital Audio Workstations	20	Core	N
4	BAFTV4002	Music Business for Producers	20	Core	N
4	BAFTV4005	Digital Music Production	20	Core	N
4	BAFTV4001	Creative Synthesis	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 for the Moving Image BAFTV4003	72 hrs	328 hrs	Lectures/workshops Seminar reading and preparation / assignment preparation / background reading / on-	400 hrs

			line activities / group work	
Digital Audio Workstations BAFTV4004	36 hrs	164 hrs	Lectures/work shops Seminar reading and preparation / assignment preparation / background reading / on-line activities / group work	200 hrs
Music Business for Producers BAFTV4002	36 hrs	164 hrs	Lectures/work shops Seminar reading and preparation / assignment preparation / background reading / on-line activities / group work	200 hrs
Digital Music Production BAFTV4005	36 hrs	164 hrs	Lectures/work shops Seminar reading and preparation / assignment preparation / background reading / on-line activities / group work	200 hrs
Creative Synthesis BAFTV4001	36 hrs	164 hrs	Lectures/work shops Seminar reading and preparation / assignment preparation / background reading / on-line activities / group work	200 hrs