



The Institute  
of Contemporary  
Music Performance

## PROGRAMME SPECIFICATION

<b>Programme Title</b>	<b>MA Creative Music Production</b>
<b>Intermediate Awards Available</b>	N/A
<b>UCAS Code</b>	N/A
<b>Professional Body Accreditation</b>	N/A
<b>Relevant <a href="#">QAA Benchmark Statements</a></b>	Subject Benchmark Statement for Framework for Music Higher Education Qualifications for HE (2014) Master's Degree Characteristics (2020)
<b>Specification Last Updated</b>	Date: July 2023
	Name: Lia Mice

### Programme Aims

- Develop your sonic signature through your increasing expertise in the art of creative music production.
- Expand your knowledge and experience of applying highly sophisticated and advanced music production techniques in different artistic and creative contexts.
- Develop specialised knowledge regarding the historical and technical roles of creative music producers in the development of the discipline and the contexts within which creative music production has evolved.
- Explore the role of producer-as-researcher in creating and managing creative projects and to develop expertise in strategies for project implementation.

### Programme Learning Outcomes

#### Knowledge

K1 - Analyse and evaluate contributions of creative music producers to the development of creative music production techniques.

K2 - Apply a range of advanced production techniques in a wide variety of creative contexts.

K3 - Select appropriate research and enquiry methodologies to inform your creative practice.

K4 - Identify the elements of your creative practice that construct your sonic signature.

#### Thinking Skills

T1 - Evaluate and synthesise a range of creative production techniques to create your own sonic signature

T2 - Modify your approach to practice through critical reflection and evaluation.

### **Subject-Based Practical Skills**

S1 - Apply a range of advanced music production techniques in complex and contrasting creative contexts and be able to explain your decision-making processes.

S2 - Propose, design, and create creative outputs that synthesise creative production techniques to create your own sonic signature.

S3 – Utilise your advanced skills in your recording, mixing, and mastering techniques in order to implement a creative project.

### **Skills for Life and Work (General Skills)**

L1 - Demonstrate creativity in finding solutions to complex problems.

L2 - Work in an ethical and socially conscious way, both in the studio and in other work-based scenarios.

L3 - Be confident in creative and artistic collaborative and leadership scenarios.

L4 - Utilise critical reflection, evaluation and analysis to inform your own practice and that of others.

L5 - Implement project management strategies to ensure the creation of successful creative outputs, whatever they may be.

## **Learning and Teaching**

Knowledge is developed through:

- Lectures
- Seminars
- Workshops
- Demonstrations
- Individual tutorials

Thinking skills are developed through:

- Project work
- Seminars
- Workshops
- Reflective critique.

Practical skills are developed through:

- Workshops
- Tutorials
- Demonstrations
- Presentations
- Collaborative exercises

Skills for life and work (general skills) are developed through:

- Project work
- Lecturers
- Seminars
- Academic writing and research

## **Assessment**

Knowledge is assessed by

- Creative Technical Exercises
- Presentations (Individual and/or group)
- Essays
- Recordings
- Compositions
- Commentaries
- Creative Project
- Screencasts

Thinking skills are assessed by

- Creative Technical Exercises
- Presentations (Individual and/or group)
- Essays
- Recordings
- Compositions
- Commentaries
- Creative Project
- Screencasts

Practical skills are assessed by

- Creative Technical Exercises
- Presentations (Individual and/or group)
- Essays
- Recordings
- Compositions
- Commentaries
- Creative Project
- Screencasts

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

- Creative Technical Exercises

- Presentations (Individual and/or group)
- Essays
- Recordings
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- Creative Project
- Screencasts

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

### 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
7	PX7004	Artistic Identity in Creative Music Production	30	Core	N
7	PX7005	Industry Practices 1: Applied Production Techniques	30	Core	N

7	PX7006	Industry Practices 2: The Art of Mixing and Mastering	30	Core	N
7	PX7007	Creative Production Project	60	Core	N
7	PX7008	Innovative Approaches to Music Production	30	Core	N

### Typical Duration of Programme

The overall credit-rating of this course is 180 credits. If for some reason you are unable to achieve this credit you may be entitled to an intermediate award, the level of the award will depend on the amount of credit you have accumulated. You can read the University Student Policies and Regulations on the UEL website.

### Additional Costs

#### Essential Equipment

- Device with internet connection

#### Desirable Equipment

- Laptop with preferred DAW
- Headphones
- Monitor speakers

### Further Information

Please consult:

- [ICMP web site](#)
- Programme Handbook

Module Title	Contact Hours	Self-directed Study	Total Hours
MACMP 7004	48	252	300
MACMP 7005	21	279	300
MACMP 7006	48	252	300

MACMP 7008	48	252	300
MACMP 7007	12	588	600