

## PROGRAMME SPECIFICATION

Programme Aim and Title	BA (Hons) Audio Engineering and Production
Intermediate Awards Available	CertHE, DipHE, Ordinary Degree
Teaching Institution(s)	Institute of Contemporary Music Performance
Alternative Teaching Institutions (for local arrangements see final section of this specification)	N/A
UEL Academic School	Arts & Digital Industries
UCAS Code	W101
Professional Body Accreditation	N/A
Relevant QAA Benchmark Statements	Subject Benchmark Statement for Music, 2019 Framework for Higher Education Qualifications, 2014
Additional Versions of this Course	N/A
Date Specification Last Updated	February 2021

### Programme Aims and Learning Outcomes

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.

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 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.

### Work or Study Placements

As a student at the ICMP you will be regularly offered professional practice opportunities through our Careers & Industry Hub. This typically includes auditioning for tours, gigs or other musical projects.

### Course Structure

All courses are credit-rated to help you to understand the amount and level of study that is needed.

One credit is equal to 10 hours of directed study time (this includes everything you do e.g. lecture, seminar and private study).

Credits are assigned to one of 5 levels:

- 3 Equivalent in standard to GCE 'A' level and is 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.

Courses are made up of modules that are each credit weighted.

The module structure of this course:

<b>Level</b>	<b>Module Code</b>	<b>Module Title</b>	<b>Credit Weighting</b>	<b>Core/Option</b>	<b>Available by Distance Learning? Y/N</b>
4	PA4056	Digital Audio Workstations	20	Core	
4	PA4049	Audio Engineering Techniques	20	Core	
4	PA4060	Live Sound Engineering	20	Core	
4	PA4061	Music Business for Audio Engineers	20	Core	
4	PA4071	Theory of Sound	20	Core	
4	PA4050	Audio Programming	20	Core	
5	PA5084	Sound Design & Creative Synthesis	20	Core	
5	PA5090	Marketing Strategies	20	Core	
5	PA5063	Advanced Live Sound Engineering	20	Core	
5	PA5080	Mix Engineering	20	Core	
5	PA5086	Studio Engineering	20	Core	
5	PA5070	Audio Editing & Postproduction	20	Core	

6	PA6069	Advanced Studio Engineering	20	Core	
6	PA6078	Mastering Engineering	20	Core	
6	PA6086	Professional Practice	40	Core	
6	PA6071	Creative Audio Engineering Project	40	Core	

*Please note: Optional modules might not run every year, the course team will decide on an annual basis which options will be running, based on student demand and academic factors, in order to create the best learning experience.*

Additional detail about the course module structure:

A core module for a course is a module which a student must have passed (i.e. been awarded credit) in order to achieve the relevant named award. An optional module for a course is a module selected from a range of modules available on the course.

The overall credit-rating of this course is 360 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.

#### Course Specific Regulations

n/a

#### Typical Duration

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.

#### Further Information

More information about this course is available from:

- [icmp.ac.uk](http://icmp.ac.uk)
- ICMP Dashboard: <http://home.icmp.ac.uk/>
- The course handbook
- Module study guides
- UEL Manual of General Regulations (available on the UEL website)
- UEL Quality Manual (available on the UEL website)

- School web pages

All UEL courses are subject to thorough course approval procedures before we allow them to commence. We also constantly monitor, review and enhance our courses by listening to student and employer views and the views of external examiners and advisors.

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

Alternative Locations of Delivery

This course is also taught by ICMP and awarded by the University of East London

This course does not have professional body accreditation although students are encouraged to make individual applications for accredited status.