

Programme Aim and Title	MA Creative Music Production
Intermediate Awards Available	PG Cert, PG Dip
Teaching Institution(s)	The Institute of Contemporary Music Performance
Alternative Teaching Institutions (for local arrangements see final section of this specification)	N/A
UEL Academic School	Arts & Creative Industries
UCAS Code	N/A
Professional Body Accreditation	N/A
Relevant QAA Benchmark Statements	Framework for Higher Education Qualifications for HE (2014) Master's Degree Characteristics
Additional Versions of this Programme	N/A
Date Specification Last Updated	June 2020

## Programme Aims and Learning Outcomes

### **This programme is designed to give you the opportunity to:**

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

### **What you will learn:**

#### **Knowledge**

On completion of this programme, you will be able to:

- 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**

On completion of this programme, you will be able to:

- 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**

On completion of this programme, you will be able to:

- 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 recording, mixing, and mastering in order to implement a creative project.

### **Skills for life and work (general skills)**

On completion of this programme, you will be able to (mapped against the ICMP Graduate Attributes):

- 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:

- Discussion seminars, offering students the opportunity to construct and extend their own understanding of sophisticated concepts, as well as to extend independence in critical thought. These are supported by:
  - Guided reading and listening activities;
  - Workshop activity;
  - Tutor and peer feedback;
  - Online discussions and activities via Canvas;
  - Independent study in the Learning Resource Centre, Tech Lab and Studio.

Thinking skills are developed through:

- Feedback workshops and other taught sessions offering students a weekly opportunity to develop expertise in their creative practice through reflective activities and critical engagement with their own work and that of others. These are supported by:
  - Guided reading and listening activities;
  - Online discussions and activities via Canvas;
  - Reflective writing tasks;
  - Critical analysis of creative music production techniques

Practical skills are developed through:

- Practical taught sessions and workshops in tech lab or studio environments, offering students the opportunity to explore advanced techniques, approaches and principles. These are supported by:
  - Practical activity with tutor and peer feedback;
  - Independent production work exploring advanced techniques, approaches, and applications;
  - Workshops and tutorials involving analysis and critical evaluation of work presented;
  - Task and project-based activity exploring practice research methodologies.

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

- Tech lab and studio-based facilitated sessions providing experiences that reflect and model individual and collaborative industry roles or professions they are preparing for. These are supported by:
  - High levels of autonomy and independence in the completion of tasks;
  - Collaborative work with peers;
  - Opportunities to disseminate knowledge in various forms of communication such as presentations, essays and other written mediums, and to demonstrate applied skills through engagement at internal and external events;
  - Opportunities to apply learning from different learning contexts (i.e. across modules and projects);
  - Networking and attending events both at ICMP and beyond.

## Assessment

The assessment strategy for the MA Creative Music Production is guided by the ICMP Learning, Teaching, and Assessment Strategy 2019-22. This emphasises the focus on 'real-world' assessment tasks that are authentic and meaningful, and that require students to apply relevant skills, learning and prior knowledge to tackle real-world, industry challenges. The overview below summarises the main approaches to iterative (informal), formative, and summative assessment.

Knowledge is assessed by

- Demonstrations of practical work;
- Studio practice assignments;
- Evaluation of practical work;
- Seminar presentations;
- Large-scale project work.

Thinking skills are assessed by

- Problem-based tasks;
- Demonstrations to peers;
- Seminar presentations;
- Design and implementation of research-based projects.

Practical skills are assessed by

- Studio demonstrations;
- Oral and written presentations;
- Response to briefs;
- Portfolio construction;
- Project work.

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

- Studio demonstrations;
- Oral and written presentations;
- Reflective critique on practice.

## Work or Study Placements

N/A

## Programme Structure

All programmes 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 programme.
- 4 Equivalent in standard to the first year of a full-time undergraduate degree programme.
- 5 Equivalent in standard to the second year of a full-time undergraduate degree programme.
- 6 Equivalent in standard to the third year of a full-time undergraduate degree programme.
- 7 Equivalent in standard to a Masters degree.

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

The module structure of this programme:

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	PX7008	Innovative Approaches to 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

*Please note: Optional modules might not run every year, the programme 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 programme module structure:**

A core module for a programme 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 programme is a module selected from a range of modules available on the programme.

The overall credit-rating of this programme 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.

## Programme Specific Regulations

N/A

## Typical Duration

The expected duration of this programme is 1 year full-time or 2 years part-time.

It is possible to move from full-time to part-time study and vice-versa to accommodate any external factors such as financial constraints or domestic commitments. Many of our students make use of this flexibility and this may impact on the overall duration of their study period.

## Further Information

More information about this programme is available from:

- The UEL web site ([www.uel.ac.uk](http://www.uel.ac.uk))
- The programme 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
- The ICMP web site ([www.icmp.ac.uk](http://www.icmp.ac.uk))

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

Additional costs:

- It is recommended that you have your own computer and appropriate software, but this is not a requirement for participation nor a barrier to success.
- Reading lists will be made available to you that identify core texts.
- Offsite visits may occasionally be required to access specialist mastering facilities.

## Alternative Locations of Delivery

N/A