



Postgraduate Music and Sound Portfolio Requirements

Please find guidance below on what to include in your portfolio for applications to our Postgraduate Music and Sound courses. To submit your portfolio, either attach it to the request for further information or email it to directadmissions@leedsbeckett.ac.uk

MA Music for the Moving Image

Please send a link for us to listen to an example of your composition work either on SoundCloud or possibly on YouTube if it includes examples of moving images. Please accompany this with a PDF document that describes your approach to composition and how it relates to the moving image.

MA Music Production

Please provide at least three examples of your music production work that clearly evidence your creative production skills and relevant music production experience. Examples can include:

- Sound/video recordings of your production work.
- Original sound recordings that you have composed, recorded, mixed, arranged or produced.

We recommend that you upload your work to a media-hosting site such as YouTube or Soundcloud and provide us with the links. Please also include a pdf. document with an overview of each of the examples (i.e. when, where and for whom was the production completed?) and identify your role/s in the production process (are you the performer, composer, producer or recording engineer?).

MA Sonic Arts

Please submit links (YouTube, SoundCloud, Google Drive etc) of two to three original works and a short pdf document (no more than 500 words) which discusses your artistic practice and your aspirations. We are open to any type of sound based creative work, including electroacoustic or other electronic music, mixed media, sound installations, audio-visual as well as instrumental or vocal work. If you would like to submit original scores alongside the recordings, please attach those to the pdf document.

MA Sound & Music for Interactive Games

Please send a link for us to download the following: A 60 - 90 second video clip of gameplay from a video game. This should have the original audio removed and replaced with either your sound design, your music, or both. Please accompany this with a pdf document that describes what your approach might be to implementing what you've done in a real game.

MA Sound Design

Please send a link for us to download the following: a showreel of around two minutes in length that evidences your skills as a sound designer for film, TV, radio and/or other media forms. Using film as an example, your showreel could contain clips from films you have been part of the production of

and/or pre-existing films you have re-soundtracked. Please accompany this showreel with a pdf document that details what each of the works presented in the showreel are and what your contribution to them has been.