



LEEDS  
BECKETT  
UNIVERSITY

# Course Specification

**BSc (Hons)**

**Music**

**Technology**

**Course Code: MUSTE**

**2021/22**

## **Award & Title**

***BSc (Hons) Music Technology  
(MUSTE)***

## **Applicant Facing Course Specification for 2021/22 Undergraduate Entrants**

Confirmed at MAR/2021

### **General Information**

<b>Award</b>	Bachelor of Science (with Honours) Music Technology
<b>Contained Awards</b>	Bachelor of Science Music Technology Diploma of Higher Education Music Technology Certificate of Higher Education Music Technology
<b>Awarding Body</b>	Leeds Beckett University
<b>Level of Qualification &amp; Credits</b>	Level 6 of the Framework for Higher Education Qualifications, with 120 credit points at each of Levels 4, 5 and 6 of the UK Credit Framework for Higher Education (360 credits in total).
<b>Course Lengths &amp; Standard</b>	
<b>Timescales</b>	<p>Start dates will be notified to students via their offer letter. The length of the course is confirmed below, and modes of delivery will be confirmed prior to the start date in line with Government guidance:</p> <ul style="list-style-type: none"><li>• 3 years (full time)</li><li>• 4 years (full time, sandwich)</li><li>• 6 years (part time)</li></ul>
<b>Part Time Study</b>	<p>PT students will be supported by the course team to determine an appropriate selection of modules from the level for each year of study. PT delivery is usually at half the intensity of the FT equivalent course, although there may be flexibility to increase your pace of study to shorten the overall course duration. Some modules may be delivered in a</p>

different sequence to that defined within this information set but the modules offered within each level are consistent. Please note that the work placement option is not generally available to PT students.

**Location(s) of Delivery**

City Campus and Headingley Campus, Leeds

**Entry Requirements**

Admissions criteria are confirmed in your offer letter. Details of how the University recognises prior learning and supports credit transfer are located here: [www.leedsbeckett.ac.uk/studenthub/recognition-of-prior-learning..](http://www.leedsbeckett.ac.uk/studenthub/recognition-of-prior-learning..)

Admissions enquiries may be directed to: [AdmissionsEnquiries@leedsbeckett.ac.uk](mailto:AdmissionsEnquiries@leedsbeckett.ac.uk).

**Course Fees**

Course fees and any additional course costs are confirmed in your offer letter. Fees enquiries may be directed to [Fees@leedsbeckett.ac.uk](mailto:Fees@leedsbeckett.ac.uk).

**Timetable Information**

Timetables will be made available to students during induction week via:

- i) The Student Outlook Calendar
- ii) The Student Portal (MyBeckett)
- iii) The Leeds Beckett app

Any difficulties relating to timetabled sessions may be discussed with your Course Administrator.

**Policies, Standards and Regulations** ([www.leedsbeckett.ac.uk/academicregulations](http://www.leedsbeckett.ac.uk/academicregulations))

There are no additional or non-standard regulations which relate to your course.

**Key Contacts**

**Your Course Director**

Michael Ward

**Your Academic Advisor**

The name and contact details will be provided during induction.

**Your Course Administrator**

Adam Paul [MusicCourseAdmin@leedsbeckett.ac.uk](mailto:MusicCourseAdmin@leedsbeckett.ac.uk)

## **Sandwich or Other 'In Year' Work Placement Information**

### **Summary**

Leeds Beckett is dedicated to improving the employability of our students and one of the ways in which we do this is to support our students to gain valuable work experience through work-based placements. Our Schools and placement teams have developed strong links with companies, many of whom repeatedly recruit our students into excellent placement roles. Our teams are dedicated to supporting students through every stage of the placement process. Details of how to contact our placement teams may be found here: <http://www.leedsbeckett.ac.uk/studenthub/placement-information>

### **Length**

48 weeks, undertaken between year 2 and year 3 (Level 5 and Level 6)

### **Location**

Students are responsible for obtaining their own placement, with assistance from the University. The locations will vary, dependant on the opportunity.

## **Professional Accreditation or Recognition Associated with the Course**

### **Professional Body**

JAMES (Joint Audio Media Education Support)

### **Accreditation/ Recognition Summary**

The course is accredited by JAMES (Joint Audio Media Education Support) who are backed by the Music Producers Guild, Association of Professional Recording Services and UK Screen Association. JAMES accreditation ensures that the curriculum is up to date and relevant for the industry and equips graduates with a strong and appropriate range of skills. The course was the first in the country to be accredited by JAMES and is held as a model course.

## **Course Overview**

### **Aims**

The aims of the programme are to prepare graduates for a career in the professional audio industry and the wider creative industries. In an age where digital entertainment is consumed so widely, music and audio are a fundamental component of this entertainment. The explosion of digital platforms and formats has transformed the way in which consumers access, buy and exchange music (CCSkills, 2011). Areas such as radio, TV, film, games and theatre alongside the more traditional music industry and the wider creative industries all require music and audio. The creative industries will always need graduates who are proficient with music and audio and are able to manipulate audio and audio systems and use the key tools and techniques required to deliver high quality audio for a demanding industry. As well as the delivery of music and audio itself the industry requires graduates with the technical knowledge of the systems that deliver this to a customer or audience. Advanced sound

reproduction systems are ubiquitous in commercial, entertainment and domestic settings and the design, installation and use of these systems is key to modern digital entertainment.

BSc (Hons) Music Technology focuses on the scientific and technical aspects of music and audio whilst still offering students the opportunity to investigate the creative process. The course recognises the key role that technology plays in modern music and provides students with the skills, knowledge and understanding of these technologies and how they can be applied in practice.

In the fast changing industries, the course will expose students to the latest software and hardware used in industry in order to prepare them for a career in their area. Students will be exposed to the cutting edge of the subject area through research informed teaching available via a wide selection of option modules that help the student tailor their studies to their developing interests.

Graduates will leave with a deep applied understanding of the technology used in the music industry and the wider creative industries along with a strong contextual awareness of the industry within which they will practice. Graduates will be able to reflect on their own practice and place this within a wider context, developing strong professional values and an ownership of their learning. Graduates will leave with a deep understanding of the nature of audio, in the acoustic, digital and analogue domains, and how to manipulate this audio in a wide variety of contexts. They will be familiar with the devices used for sound recording and reproduction and be able to use these devices in creative and technical applications. They will have explored the key works related to their area and discussed, analysed and evaluated the context of these works. Students with aspirations for the freelance, self-employed portfolio-based careers of the Music Industry will be encouraged to develop their links and contacts and take their talents in to the local music scenes and beyond. They will be supported in developing their work in an academic and professional context. Students seeking more traditional employment routes within the professional audio industries are also supported within their studies and by the University's careers service.

The course will attract prospective students with a passion for music and the technology used in the creation or reproduction of that music and sound. Students will have a desire to develop their knowledge and understanding of the hardware and software tools that can be used for audio and music and how these can be best applied in a range of musical and audio contexts. Many students will have studied the subject previously at A-Level and BTEC and will be looking to develop their skills and understanding at a higher level. The course also welcomes students with a more traditional science background that are wishing to explore the way in which science and technology can facilitate creative people. The course maintains a healthy level of applications and continues to demonstrate high quality via its National Student Survey results.

It is an exciting subject area which engenders passion and interest. The course recognises this and will allow students to pursue specialist areas of interest through a range of exciting modules. 'To take a degree in music is to explore an inexhaustibly rich field of study, at once challenging and enthralling' (QAA, 2008).

## Course Learning Outcomes

At the end of the course, students will be able to:

- 1 Record and manipulate audio in a variety of contexts in order to produce high quality musical and audio artefacts.
- 2 Critically discuss the key works, techniques, methodologies, technologies and drivers pertinent to the subject area and be able to relate these discussions to the wider context.
- 3 Demonstrate an applied understanding of the factors affecting sound recording and reproduction and be able to describe, evaluate and implement sound reproduction systems.
- 4 Use a range of software and interfacing tools in order to design music production, performance and processing tools in creative and technical contexts.
- 5 Demonstrate an applied understanding of the physical nature and behaviour of sound and be able to use this understanding to produce solutions to acoustical issues and problems.
- 6 Demonstrate a level of professional practice relevant to the subject area and be able to critically reflect on this practice.

## Teaching and Learning Activities

### Summary

The field of Music Technology is characterised by the diversity of the range of disciplines available to students, and thus a range of integrated approaches to teaching and learning and assessment is employed. This range of learning is available through the student's module diet. Teaching and learning is tailored to the needs of the subject, the resources, the staff and the student's work. Foundations of a range of learning activities are covered in the Level 4 'Audio Production Practice' module. Group work and learning in creative studio environments forms a large part of 'Creative Studio Techniques'. A more traditional model with lecture series and lab experiments and investigations are covered in 'Analogue and Digital Audio Systems' and 'Acoustics and Critical Listening'. 'Music in Context' is delivered in a seminar format. 'Creative Audio Technologies' sees students working through tutor-led tutorials exploring the possibilities offered in Max for Live. By the end of Level 4 students will have experience of most of the forms of learning that they will encounter in future levels of study. The yearlong creative practice portfolio helps students appreciate the importance of a portfolio of work in the creative audio industries. An appropriate range of industry standard recording studios, laboratories and computer facilities provides a challenging and professional learning environment which usefully mirrors the context of professional practice. Access to high quality, capital intensive resources is highly valued by students. Regular guest lectures from industry professionals help cement student's appreciation of the relevance and importance of the learning and teaching environment in relation to industry.

## Your Modules

This information is correct for students progressing through the programme within standard timescales. Part time students will be supported by the course team to determine an appropriate selection of modules from the level for each year of study. Students who are required to undertake repeat study may be taught alternate modules which meet the overall course learning outcomes. Details of module delivery will be provided in your timetable.

### Level 4

Semester 1	Core (Y/N)	Semester 2	Core (Y/N)
Acoustics and Critical Listening (20 credits)	Y	Music in Context (20 credits)	Y
Analogue and Digital Audio Systems (20 credits)	Y	Creative Audio Technologies (20 credits)	Y
Audio Production Portfolio (20 credits)	Y	Creative Studio Techniques (20 credits)	Y

### Level 5

Semester 1	Core (Y/N)	Semester 2	Core (Y/N)
Audio System Design (20 credits)	Y	Level 5 Project (20 credits)	Y
The Music Industries (20 credits)	Y	Live Sound (20 credits)	Y
Creative Studio Production (20 credits)	Y	*Elective (20 credits)	

\* Electives are selected from a range of specialisms. The following specialist areas are indicative of what we offer in a typical year. There may be some variance in their availability dependent on resources or their popularity with a given student cohort.

Students pick 1 from: Postproduction, Acoustics & Psychoacoustics, Interactive Music, Electronic Music Repertoire Development

### Level 6

Semester 1	Core (Y/N)	Semester 2	Core (Y/N)
Project Proposal (20 credits)	Y	Major Project (40 credits)	Y
Sound Reproduction Systems (20 credits)	Y		
*Elective (20 credits)		*Elective (20 credits)	

\*Electives are selected from a range of specialisms. The following specialist areas are indicative of what we offer in a typical year. There may be some variance in their availability dependent on resources, their semester and their popularity with a given student cohort.

- Game Audio
- Designing Sound
- Field Recording
- Mastering

Electroacoustic Composition  
Spatial Audio  
Applied Acoustics  
Creative Studio Practice  
Contextual modules

## Assessment Balance and Scheduled Learning and Teaching Activities by Level

The assessment balance and overall workload associated with this course are calculated from core modules and typical option module choices undertaken by students on the course. They have been reviewed and confirmed as representative by the Course Director, but applicants should note that the specific option choices students make may influence both assessment and workload balance.

A standard module equates to 200 notional learning hours, which may be comprised of teaching, learning and assessment, any embedded placement activities and independent study. Modules may have more than one component of assessment.

### Assessment

L4 is assessed predominantly by coursework.

L5 is assessed predominantly by coursework.

L6 is assessed predominantly by coursework.

### Workload

Overall Workload	Level 4	Level 5	Level 6
Teaching, Learning and Assessment	294 hours	250 hours	190 hours
Independent Study	906 hours	950 hours	1010 hours
Placement	-		-

## Learning Support

If you have a question or a problem relating to your course, your Course Administrator is there to help you. Course Administrators work closely with academic staff and can make referrals to teaching staff or to specialist professional services as appropriate. They can give you a confirmation of attendance letter, and a transcript. You may also like to contact your Course Rep or the Students' Union Advice team for additional support with course-related questions.

If you have any questions about life at our University in general, call into or contact the Student Advice Hub on either campus. This team, consisting of recent graduates and permanent staff, are available to support you throughout your time here. They will make sure you have access to and are aware of the support, specialist services, and opportunities our University provides. There is a Student Advice Hub on the ground floor of the Rose Bowl at City Campus and one in Campus Central at Headingley.

You can also find the team in the Gateway in the Leslie Silver Building at City Campus. Email enquiries may be directed to [studentadvice@leedsbeckett.ac.uk](mailto:studentadvice@leedsbeckett.ac.uk).

Within MyBeckett you will see two tabs (Support and Opportunities) where you can find online information and resources for yourselves. The Support tab gives you access to details of services available to give you academic and personal support. These include Library Services, the Students' Union, Money advice, Disability advice and support, Wellbeing, International Student Services and Accommodation. There is also an A-Z of Support Services, and access to online appointments/registration.

The Opportunities tab is the place to explore the options you have for jobs, work placements, volunteering, and a wide range of other opportunities. For example, you can find out here how to get help with your CV, prepare for an interview, get a part-time job or voluntary role, take part in an international project, or join societies closer to home.