



LEEDS
BECKETT
UNIVERSITY

Course Specification

BA (Hons) Music Production

Course Code: BHMSP

2024/25

leedsbeckett.ac.uk

BA (Hons) Music Production (BHMSP)

Applicant Facing Course Specification for 2024/25 Undergraduate Entrants

Confirmed at DEC/2023

General Information

Award	Bachelor of Arts (with Honours) Music Production
Contained Awards	Bachelor of Arts Music Production Diploma of Higher Education Music Production Certificate of Higher Education Music Production
Awarding Body	Leeds Beckett University
Level of Qualification and Credits	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).
Course Lengths and Standard Timescales	Start dates will be notified to students via their offer letter. The length and mode of delivery of the course is confirmed below: <ul style="list-style-type: none">• 3 years (full time, campus based)• 4 years (full time with a one-year placement)• 6 years (part time, campus based)
Part Time 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 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	The majority of teaching will be at City campus but on occasion may be at Headingley campus.
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: <https://www.leedsbeckett.ac.uk/student-information/course-information/recognition-of-prior-learning/>

Admissions enquiries may be directed to:
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.

Timetable Information

Timetables for Semester 1 will be made available to students during induction week via:

- i) The Student Portal (MyBeckett)
- ii) 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)

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

Key Contacts

Your Course Director	Tom Bowers
Your Academic Advisor	The name and contact details will be provided during induction
Your Course Administrator	Sue Kershaw 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 placement teams have developed strong links with companies, many of whom repeatedly recruit our students into excellent placement roles and the teams are dedicated to supporting students through every stage of the placement process. More information about the many benefits of undertaking a work placement, along with details about 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

None Specified

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 is accredited, not the individual, and students can sign up to the JAMES database after graduation.

Course Overview

Aims

The aims of the programme are to prepare and equip students to become highly skilled producers of musical and audio artefacts. The course recognises the creative, technical and compositional aspects of music production and aims to give students an academic and practical standpoint to be able to develop the craft further.

Students will be given the opportunity to develop and apply knowledge and skills within the areas of recording, production, and composition through the completion of a variety of creative and industry focused briefs. They will also gain a wider understanding of the historical and critical frameworks of the professional environment and within this reflect upon and evaluate their own practice. The course will also provide opportunities to collaborate with other creative industries including film, video games and performance to reinforce the connected nature of these industries. Graduates will have the ability to develop ideas and concepts through to professionally produced artefacts and have a greater understanding of the music industry and the creative industries as a whole.

Course Learning Outcomes

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

- 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. (Critical Studies)
- appropriately apply recording techniques and principles and understand and address acoustic issues within a variety of contexts and be able to produce high quality musical/audio artefacts to professional standards. (Recording Practice)

- develop an understanding of prevailing aesthetic tendencies in music production and demonstrate these in the creation of an audio/musical artefact within a specific context. (Production)
- appropriately apply a range of analogue and digital technologies pertinent to the capture, manipulation and performance of audio/musical artefacts and apply these within a specific context. (Production Technologies)
- demonstrate an ability to generate and develop creative musical and sonic ideas in innovative and distinct ways and incorporate those in audio artefacts appropriate for specific contexts, including the generation and development of sound materials for a wide range of creative applications in cross-disciplinary and interactive environments. (Compositional)
- critically reflect on your practice and demonstrate an appropriate level of application to plan, organise and deliver a project within the creative industries. (Professional Practice)

Teaching and Learning Activities

Summary

The course is based around the delivery of lectures, tutorials and seminars. These sessions are delivered by academic staff and industry professionals to give students a good balance of diverse theoretical and practical concepts. The vast majority of these will be in person on campus, however some sessions may be online. Online sessions might include timetabled individual meetings and some industry guest sessions. The theoretical and practical concepts are developed and practised within professional learning environments with support from a number of different resources within the university to enhance the learning experience. Production-based projects provide opportunities to develop technical and practical skills in the area of music and sound production. The contextual elements of audio and music are delivered through analytical themes explored in parallel with practical work. These themes develop the historical context of audio and music production together with exploration of current music industry practices and the potential for developing career paths. This course encourages and prepares students to take increasing responsibility for the content and direction of their creative work and requires students to undertake significant and sustained periods of independent study. This culminates in a major project carried out in Level 6 of the course.

Activities include setting industry briefs and working with other students in mini production teams. Division of work and project management skills are required on top of the academic and technical skills to succeed.

Your Modules

This information is correct for students progressing through the programme within standard timescales. Option modules listed are indicative of a typical year. There may be some variance in the availability of option modules. 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)
Composition for Music Production	Y	Computer as an Instrument (20 credits)	Y

Level 4			
(20 credits)			
Music in Context (20 credits)	Y	Sound Technology (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)
Production Analysis (20 credits)	Y	Level 5 Project (20 credits)	Y
The Music Industries (20 credits)	Y	Electronic Music Repertoire Development (20 credits)	Y
Creative Studio Production (20 credits)	Y	*Elective (20 credits)	N

*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.

- Post Production
- Composition Skills
- Radio & Podcasting

Level 6			
Semester 1	Core (Y/N)	Semester 2	Core (Y/N)
Project Proposal (20 credits)	Y	Major Project (40 credits)	Y
Mixing Practice (20 credits)	Y		
*Elective 1 (20 credits)	N	*Elective 2 (20 credits)	N

*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.

- Music for Film and TV
- Mastering
- Creative Studio Practice
- Location Sound
- Innovation in Music Business
- Electroacoustic Composition
- Designing Sound
- Song-writing
- Game Audio
- Work Based Learning

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.

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

Level 4 is assessed predominantly by coursework with practical submissions.

Level 5 is assessed predominately by coursework with practical submissions.

Level 6 is assessed predominantly by coursework with practical submissions.

Workload

Overall Workload	Level 4	Level 5	Level 6
Teaching, Learning and Assessment	318 hours	213 hours	176 hours
Independent Study	882 hours	987 hours	1024 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.

Student Services

If you have any questions about life at University, call into our Student Services Centre at either campus or contact Student Advice directly. This team, consisting of trained officers and advisers 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. They also work on a wide range of projects throughout the year all designed to enhance your student experience and ensure you make the most of your time with us. Student Advice are located in the Student Services Centre in the Leslie Silver Building at City Campus and on the ground floor of the Priestley Building at Headingley Campus. The team can also be contacted via email at studentadvice@leedsbeckett.ac.uk, telephone on 0113 812 3000, or by accessing our online chat link, available on the student homepage.

Support and Opportunities

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.