



Course Specification

MSc Sound & Music for Interactive Games

Course Code: MSMIG

2024/25

leedsbeckett.ac.uk

Award and Title: MSc Sound & Music for Interactive Games (MSMIG)

Applicant Facing Course Specification for 2024/25 Postgraduate Entrants

Confirmed at FEB/2024

General Information

Award	Master of Science Sound & Music for Interactive Games
Contained Awards	Post Graduate Diploma Sound & Music for Interactive Games Post Graduate Certificate Sound & Music for Interactive Games
Awarding Body	Leeds Beckett University
Level of Qualification and Credits	Level 7 of the Framework for Higher Education Qualifications, with 180 credit points at Level 7 of the Higher Education Credit Framework for England.
Course Lengths and Standard Timescales	<p>Start dates will be notified to students via their offer letter. The length and mode of delivery of the course is confirmed below:</p> <ul style="list-style-type: none">• 1 year (full time, campus based)• 2 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

Dr Richard Stevens

Your Academic Advisor

Dr Richard Stevens

Your Course Administrator

Bethwyn Osborne MusicCourseAdmin@leedsbeckett.ac.uk

Professional Accreditation or Recognition Associated with the Course

Professional Body

JAMES (Joint Audio Media Education Services)

Accreditation/ Recognition Summary

The MSc Sound and Music for Interactive Games, in common with all the majority of music masters awards in the School is accredited by JAMES (Joint Audio Media Education Services) who represent the Music Producers Guild, Association of Professional Recording Services, the Music Managers Forum and the UK Screen Association, and are endorsed by the Interactive Audio Special interest Group of the MIDI Manufacturers Association. Accreditation of MSc Music and Sound for Interactive Games feeds into the curriculum of the course and helps to ensure that it is up to date and relevant for the industry, equipping graduates with a strong and appropriate range of skills. Leeds Beckett is the North East regional centre for JAMES.

Course Overview

Aims

The aims of the programme are to:

1. Provide opportunities for graduates with honours degrees (or equivalent qualifications) to pursue advanced study in the field of game audio and develop wider skills appropriate to the holder of a Masters level award.
2. Produce individuals who have a critical and balanced appreciation of the practical and theoretical issues associated with the design, development and management of audio for games.
3. Provide a forum for the exchange and critical analysis of information relating to the field of sound and music for interactive games, thereby developing the experience and skills of the students themselves and contributing to the body of knowledge in relation to the cognate area.
4. Engage students in planning and implementing professional tasks which demonstrate advanced problem solving and autonomous decision making in complex situations.
5. Enable students to communicate a range of information and content in an appropriate format which reflects scholarly and professional contexts.
6. Empower students to make effective use of reflective strategies for the development and evaluation of self-managed learning and professional practice.

Course Learning Outcomes

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

1. Demonstrate a critical awareness of theoretical issues associated with the analysis and design of audio for interactive games.
2. Deal with complex problems through the production of artefacts that demonstrate a systematic understanding of knowledge and skills associated with the production and development of audio for interactive games.
3. Demonstrate originality and synthesis in the application of theory and techniques, drawn from earlier studies, through the production of a final project, a significant piece of high-level independent work.
4. Evidence the ability to undertake effective self-directed learning and professional practice in a range of appropriate contexts.
5. Demonstrate the ability to critically appraise and apply appropriate research techniques relevant to the field and to communicate these findings through a range of formats appropriate to both scholarly and professional contexts.

Teaching and Learning Activities

Summary

The course places peer review and formative assessment at the heart of the delivery through regular seminars and workshops. These assessments are key to driving student learning and are closely aligned to the intended learning outcomes. Opportunities for formative feedback are scheduled explicitly into modules such as *Sound & Music for Interactivity*, *Interfaces & Interactivity*, *Creative Sound Design* and *Sound Music & Image*. The aim is to engage all students in critical debate about their own and their peers work in order to develop a supportive community where the learning that takes place between them is as important as the learning delivered by staff. For example, in the *Sound & Music for Interactivity* module the sessions in weeks 4 and 9 are set aside for peer review, and individual tutorials are made available to students prior to summative submissions. In *Creative Sound Design* the first 9 weeks are used to develop a series of short excerpts from the summative tasks that are reviewed and discussed in class in order to inform the summative submissions. The *Research Practice* module runs alongside the other modules in both semester 01 and 02 and is designed to support students' development of academic writing and research methodologies, supporting the work in other modules, and preparing the ground for work done in the Final Individual Project.

In-keeping with a Masters level approach students are expected to undertake much of their learning in their own time. Tutorial booklets are provided to support their technical understanding of software, and topics introduced during seminar sessions are supported and developed through the provision of additional materials and scaffolded reading on the VLE. Whilst clear milestones for expected progress are defined, students are able to work through materials at their own pace, enabling a differentiation of outcomes. Many modules make use of weekly email summaries that recap the topics covered and set out guidance for the independent study expected during the week. These additional activities are also outlined in the weekly schedule presented in the Module Handbooks.

This course is delivered in person and all lectures and seminars are live. Some modules have asynchronous online support available via a forum in lieu of some teaching hours, and some one-to-one or small group tutorials may be conducted online at the discretion of the tutor.

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 7			
Semester 1	Core (Y/N)	Semester 2	Core (Y/N)
Sound & Music for Interactivity (40 credits)	Y	Negotiated Skills Development (20 credits)	Y
		Creative Sound Design (20 credits)	Y
Interfaces & Interactivity (20 credits)	Y	Sound, Music & Image (20 credits) Or Spatial Audio Applications (20 credits)	Y
Research Practice (20 credits)	Y	Research Practice – continued (20 Credits)	Y
Semester 3	Core (Y/N)		
Final Individual Project (40 credits)	Y		

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

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

On this course students will be assessed predominantly by coursework with some practical elements.

Workload

Overall Workload	
Teaching, Learning and Assessment	160 hours
Independent Study	1,640 hours
Placement	N/A

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.