



LEEDS
BECKETT
UNIVERSITY

Course Specification

BA (Hons) Music Production

Course Code: BHMSP

2026/27

Award and Title - BA (Hons) Music Production (BHMSP)

Applicant Facing Course Specification for 2026/27 Entrants

Confirmed at 11/2025

General Information

Award	Bachelor of Arts (with Honours) Music Production
Contained awards	Bachelor of Arts Music Production (Level 6) Diploma of Higher Education Music Production (Level 5) Certificate of Higher Education Music Production (Level 4)
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: <ul style="list-style-type: none">• 3 years (full time, campus based)• 4 years (full time, campus based, with placement year – if applicable)• 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 from that defined within this information set but the modules offered within each level are consistent. Please note that a 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 are confirmed in your offer letter. A breakdown of any additional costs is included on the online prospectus entry for this course.

Fees enquiries may be directed to Fees@leedsbeckett.ac.uk.

Policies, Standards and Regulations

<https://www.leedsbeckett.ac.uk/our-university/public-information/academic-regulations/>

Standard regulations apply to this course.

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

N/A

Industry Links

'The Music and Sound subject area has links with industry bodies including UK Music and JAMES. Full details can be found on the course pages on the Leeds Beckett website.'

'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.

Placement Delivery

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/>

Location

None Specified

Approval

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.

Timetable

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.

Key Contacts

Your course director Tom Bowers

Your course administrator Sue Kershaw MusicCourseAdmin@leedsbeckett.ac.uk

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:

1	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)
2	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)
3	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)
4	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)
5	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)
6	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.

Teaching and Learning activities on the whole will be in person and on campus. There may be certain situations where an online meeting maybe more appropriate for example an individual feedback meeting. Lectures and tutorials on the whole will be in person. Where possible lecture and tutorial slides will be made available online.

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

Compulsory modules

Module title	Credits	Semester/ teaching period
Composition	20	1
Popular Music Studies	20	1
Audio Production Portfolio	20	1
Electronic Music Techniques	20	2
Sound Technology	20	2
Creative Studio Techniques	20	2
Number of credits of compulsory modules	120	

Level 5

Compulsory modules

Module title	Credits	Semester/ teaching period
The Music Industries	20	1
Creative Studio Production	20	1
Contemporary Music Making	20	1
Production Analysis	20	2
Level 5 Project	20	2
Number of credits of compulsory modules	100	

Option modules

Module title	Credits	Semester/ teaching period
Elective*	20	2
Number of credits of option modules a student should choose	20	

*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
- Radio & Podcasting
- Electronic Music Repertoire Development

Level 6

Compulsory modules

Module title	Credits	Semester/ teaching period
Project Proposal	20	1
Mixing Practice	20	1
Major Project	40	2
Number of credits of compulsory modules	80	

Option modules

Module title	Credits	Semester/ teaching period
*Elective 1	20	1
*Elective 2	20	2
Number of credits of option modules a student should choose	40	

*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
- Innovation in Music Business
- Electroacoustic Composition
- Designing Sound
- Song-writing
- Game Audio
- Work Based Learning
- Advanced Audio Post-Production

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 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

Level 4

Level 4 is assessed by coursework predominately, with some practical assessments.

Level 5

Level 5 is assessed by coursework predominately, with some practical assessments.

Level 6

Level 6 is assessed by coursework predominately, with some practical assessments.

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	-	-	-