



LEEDS
BECKETT
UNIVERSITY

Course Specification

BSc (Hons) Music Technology

Course Code: MUSTE

2026/27

Award and Title - *BSc (Hons) Music Technology (MUSTE)*

Applicant Facing Course Specification for 2026/27 Entrants

Confirmed at 11/2025

General Information

Award	<p>Bachelor of Science (with Honours) Music Technology</p> <p>If you opt to undertake a full year placement and this is completed successfully you will have the words 'with placement year' added to the award title including for any contained awards that you are eligible for.</p>
Contained awards	<p>Bachelor of Science Music Technology (Level 6) Diploma of Higher Education Music Technology (Level 5) Certificate of Higher Education Music Technology (Level 4)</p>
Awarding body	<p>Leeds Beckett University</p>
Level of qualification and credits	<p>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).</p> <p>If you have opted to undertake a full year placement and complete this successfully you will achieve an additional 120 credit points at level 5. This will be included in your transcript.</p>
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:</p> <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	<p>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.</p>
Location(s) of delivery	<p>The majority of teaching will be at City campus but on occasion may be at Headingley campus.</p>
Entry requirements	<p>Admissions criteria are confirmed in your offer letter. Details of how the University recognises prior learning and supports credit transfer</p>

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. 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. 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

Minimum of 40 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. The placement year carries an additional 120 credits.

Approval

Whilst students source their own placements, they will need to meet requirements which will be outlined before module enrolment.

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

Michael Ward

Your course administrator

Bethwyn Osborne MusicCourseAdmin@leedsbeckett.ac.uk

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.

Students on BSc (Hons) Music Technology explore the creative processes of sound recording and sound reproduction while developing an understanding of the scientific and technical aspects of music and audio. In doing so students can become highly employable graduates capable of applying their skills to a variety of careers in Music and Sound. 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 Portfolio' 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 'Acoustics and Critical Listening'. The 'Analogue and Digital Audio Systems' module utilises a flipped lecture series in conjunction with lab investigations to support the student's learning. 'Music in Context' is delivered in a seminar format encouraging group discussions about music and the music industry. 'Creative Audio Technologies' sees students working through tutor-led tutorials exploring a range of software systems used in a variety of music and sound contexts. Academic advice is provided on an individual basis through both face to face and online meetings. By the end of Level 4 students will have experienced most of the forms of learning that they will

encounter in future levels of study. 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 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. 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
Acoustics and Critical Listening	20	1
Analogue and Digital Audio Systems	20	1
Audio Production Portfolio	20	1
Professional Audio Industries	20	2
Creative Audio Technologies	20	2
Creative Studio Techniques	20	2
Number of credits of compulsory modules	120	

Level 5

Compulsory modules

Module title	Credits	Semester/ teaching period
Audio system Design	20	1
Level 5 Project	20	1
Creative Studio Production	20	1
Acoustics & and Psychoacoustics	20	2
Live Sound	20	2
Number of credits of compulsory modules	100	

Option modules

Module title	Credits	Semester/ teaching period
Postproduction	20	2
Interactive Music	20	2
Electronic Music Repertoire Development	20	2

Number of credits of option modules a student should choose	20	
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* 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.

Placement year

Compulsory modules

Module title	Credits	Semester/ teaching period
Placement Year	120	Full Year
Number of credits of compulsory modules	120	

Level 6

Compulsory modules

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

Option modules

Module title	Credits	Semester/ teaching period
*Game Audio	20	1 or 2
*Designing Sound	20	1 or 2
*Location Sound	20	1 or 2
*Mastering	20	1 or 2
*Electroacoustic Composition	20	1 or 2
*Spatial Audio	20	1 or 2
*Applied Acoustics	20	1 or 2
*Creative Studio Practice	20	1 or 2
*Contextual Modules	20	1 or 2
*Work Based Learning	20	1 or 2
*Advanced Audio Post-production	20	1 or 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. Students choose 2 electives.

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.

Level 5

Level 5 is assessed by coursework.

If a full year placement is chosen
Level 5 placement is assessed by 3 portfolios.

Level 6

Level 6 is assessed by coursework.

Workload

Overall Workload	Level 4	Level 5	Placement	Level 6
Teaching, learning and assessment	278 hours	236 hours	-	180 hours
Independent study	922 hours	964 hours	-	1020 hours
Placement	-	-	1400 hours	-