LEEDS BECKETT UNIVERSITY

Course information for applicants

This information applies to the course as it will be delivered to students starting the course in 2027/28.
Information provided here was confirmed on 22/10/2026

General information

Programme code
BHMSP

Target award
If you complete this course successfully you will be eligible for the award of:
BA (Hons) Music Production

Delivery mode
✓ On campus
☐ Distance learning

Where you will study
The majority of teaching will be at City campus but on occasion may be at Headingley campus.

Awarding body
Leeds Beckett University

Regulator
Office for Students

Level of qualification
Level 6 of the Framework for Higher Education Qualifications

Course duration
If you are made an offer of a place on the course, your offer letter will include the start date.

This course can be studied:
3 years full-time
4 years full-time with a placement year
6 years part-time

Part-time study
This course can be studied part-time.

If you study the course part-time, it will usually take twice as long to complete compared with the equivalent full-time course. The modules may be delivered in a different sequence than on the full-time course, but you will study the same modules at each academic level. With the agreement of the course team, you may be able to increase your pace of study to shorten the overall course duration.

As a part-time student, you will not usually have the option of a work placement.

Work placement

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.

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)

Entry requirements

Admissions criteria are available on the online prospectus entry for this course.

If you have previous relevant qualifications or experience, you could be exempt from certain parts of your course. Recognition of prior learning (RPL) allows you to start your course at a point appropriate to the learning and skills that you may have developed in a professional, vocational or community setting.

Find out more here: https://www.leedsbeckett.ac.uk/student-information/course-information/recognition-of-prior-learning
If you have questions about entry requirements and admissions, contact AdmissionsEnquiries@leedsbeckett.ac.uk

Course fees

Course fees and a breakdown of any additional costs is included on the online prospectus entry for this course.

If you have questions about fees for this course, contact Fees@leedsbeckett.ac.uk

Timetable

You will receive your full timetable for the year during induction week.

What you will study

Course aims

The aims of the course are 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

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. These 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.

Course structure

This information is correct for students progressing through the course within standard timescales. If you have to repeat study or take time out during your course, you may be taught alternative modules which meet the overall course learning outcomes.

The option modules listed may vary. Those listed here are likely to be offered in a typical year.

Level 4

Compulsory modules

Module title	Credits	Semester/teaching period
Popular Music Studies	20	1
Audio Production Portfolio	20	1
Creative Studio Techniques	20	1
Sound Technology	20	2
Composition	20	2
Electronic Music Techniques	20	2
Total 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
Total number of credits of compulsory modules:	100	

Option modules

Module title	Credits	Semester/teaching period
Radio & Podcasting	20	2
Post Production	20	2
Electronic Music Repertoire Development	20	2
Total number of credits of elective modules a student must enrol on:	20	

Placement year

Module title	Credits	Semester/teaching period
Music and Sound Placement Year	120	Full Year
Total number of credits of compulsory modules:	120	

Level 6

Compulsory modules

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

Option modules

Module title	Credits	Semester/teaching period
Music For Film and TV	20	1 & 2
Mastering	20	1 & 2
Creative Studio Practice	20	1 & 2
Innovation in Music Business	20	1 & 2
Electroacoustic Composition	20	1 & 2
Designing Sound	20	1 & 2
Songwriting	20	1 & 2
Game Audio	20	1 & 2
Work Based Learning	20	1 & 2
Advanced Audio Post Production	20	1 & 2
Total number of credits of elective modules a student must enrol on:	40	

Assessment and feedback

The balance of assessment may change depending on which option modules you choose.

Level 4
Level 4 is assessed entirely by coursework.

Level 5
Level 5 is assessed entirely by coursework.

Placement year
The placement year is assessed entirely by a coursework portfolio.

Level 6
Level 6 is assessed entirely by coursework.

Workload

You can expect to spend a total of 100 hours learning per 10 credits.
Typically, a student on this course can expect to divide their time like this:

Overall workload	**Level 4**	**Level 5**	**Placement year (if chosen)**	**Level 6**
Teaching, learning and assessment	318 hours	213 hours	X hours	176 hours
Independent study	882 hours	987 hours	X hours	1024 hours
Placement study	X hours	X hours	40 weeks	X hours