

COURSE SPECIFICATION - BA (Hons) Music Production



1. General information

Course Title	BA (Hons) Music Production
UCAS code	W374
Course / Award Title	BA (Hons) Music Production
Awarding Institution	Leeds Arts University
Institution at which course is delivered	Leeds Arts University
Professional Accreditation (if applicable)	n/a
Relevant QAA Benchmark(s)	Music Subject Benchmark Statement (2019)

Awards	Credits	Duration	Mode of study
BA (Hons) Music Production	360 (180 ECTS)	3 years	FT
BA Music Production	300 (150 ECTS)	3 years	FT
DipHE in Music Production*	240 (120 ECTS)	2 years	FT
CertHE in Music Production*	120 (60 ECTS)	1 year	FT
*Exit award only			

2. Course Aims

This course aims to provide you with:

- A specialised course of study in studio production, live sound engineering, composition and sound design.
- A high-quality studio production, live sound engineering, composition and sound design education delivered within a stimulating and specialist arts learning and teaching community.
- Opportunities to collaborate with co-creators, including those from other artistic disciplines, in order to create and manipulate sound for performance and distribution.
- An academically rigorous course of study that reflects a wide range of studio production, live sound engineering, composition and sound design approaches.
- The ability to use practical and intellectual skills for independent, professional studio production, live sound engineering, composition and sound design practice, employment in a range of professional settings, or further training of a professional or equivalent nature.

- An understanding of concepts central to studio production, live sound engineering, composition and sound design practice and theory, and of the various models that acknowledge the expanded field of contemporary discourse and developing practice.
- The ability to apply individual research, reflection, and knowledge abilities in order to be resilient in developing and sustaining a career path (including self-employment), taking account of personal health and welfare.
- The skills and knowledge to review, consolidate, extend and apply your learning in different contextual frameworks and situations, both within the field of studio production, live sound engineering, composition and sound design, and within appropriate professional and entrepreneurial contexts.

3. Distinctive Features

Distinctive features of the course:

BA (Hons) Music Production is a practical, vocational and rigorous course of study for talented music producers which is delivered within a specialist Arts University community.

The course is distinctive in that it:

- is delivered by one of the UK's leading specialist arts institutions, in the heart of Leeds' thriving live music scene;
- integrates studio production, live sound engineering, composition and sound design in the context of the BA award;
- provides opportunities for collaboration and interdisciplinary work with students from other Leeds Arts University courses and sub-disciplines;
- is concerned with developing complete, creative and versatile music producers, ready to build and sustain a career in the contemporary creative industries;
- utilises a purpose-built, highly-resourced and bespoke environment;
- reflects real-world professional practice through its teaching and learning strategies.

4. Course Structure

4a. Module Framework

Level 4	Credit Points	ECTS	Learning Hours
LAUMUP401 - Studio, Stage & Screen	60	30	600
LAUMUP402 - Artists and audiences	60	30	600
Level 5	Credit Points	ECTS	Learning Hours
LAUMUP501 - The Studio as an Instrument	60	30	600
LAUMUP502 - Worlds of Sound	60	30	600
Level 6	Credit Points	ECTS	Learning Hours
LAUMUP601 - Negotiated Practice	60	30	600
LAUMUP602 - Major Production Project	60	30	600

4b. Course Map / Structure

Level 4	
Semester One	Studio, Stage & Screen (LAUMUP401) <i>60 credits</i>
Semester Two	Artists & Audiences (LAUMUP402) <i>60 credits</i>
120 credits (60 ECTS credits)	
Certificate of Higher Education (Exit Award)	

Level 5	
Semester One	The Studio as an Instrument (LAUMUP501) <i>60 credits</i>
Semester Two	Worlds of Sound (LAUMUP502) <i>60 credits</i>
120 credits (60 ECTS credits)	
Diploma of Higher Education (Exit Award)	

Level 6	
Semester One	Negotiated Practice (LAUMUP601) <i>60 credits</i>
Semester Two	Major Production Project (LAUMUP602) <i>60 credits</i>
120 credits (60 ECTS credits)	
BA (Hons) Music Production (Exit Award)	
*Students who fail to complete 360 credits but have accumulated no fewer than 300 credits will be awarded an Ordinary degree.	

5. Course Learning Outcomes

Learning is assessed at each level of the course. This develops from introductory work within the specialism of the course at level 4, through development of skills and ideas at level 5, progressing to application and synthesis of skills, originality, and theory in practice at level 6 as indicated by the FHEQ qualification descriptors.

Course Learning Outcomes (CLOs) comprise the Level Learning Outcomes, which define what you are expected to be able to do on completion of each level. Level Learning Outcomes are achieved through successfully completing all modules at that level. Expectations for your learning are expressed within each module.

Level 4 (CertHE)

Level Learning Outcomes	Modules
<i>By the end of Level 4, you will be expected to:</i>	
4.1 Demonstrate the practical ability to interpret, analyse, evaluate and apply underlying concepts, principles and skills which are standard features of studio production, live sound engineering, composition and sound design.	LAUMUP401 LAUMUP402
4.2 Demonstrate an awareness of different professional contexts, including an awareness of contemporary issues in the cultural and creative sectors (for example, policy, funding, organisations).	
4.3 Demonstrate an awareness of studio production, live sound engineering, composition or sound design as a professional activity, of its critical and contextual dimensions, and of requirements which include the biomechanical, physiological, and psychological demands of music production and performance.	
4.4 Demonstrate the ability to generate ideas, using different approaches, appropriate technologies, and techniques for problem solving associated with studio production, live sound engineering, composition or sound design, including convergent and divergent thinking.	
4.5 Present a structured and coherent body of work as a demonstration of ideas through to material outcomes in studio production, live sound engineering, composition or sound design, using appropriate methods/practice that employ practical and theoretical research evidenced during the creative process.	
4.6 Demonstrate self-management skills and the ability to articulate, record and present opinions, observations and evaluations through appropriate methods of written, verbal and musical communication.	
4.7 Identify strengths and areas for development as learners.	
4.8 Demonstrate an awareness of the legal and ethical frameworks relating to intellectual property rights.	LAUMUP402

Level 5 (DipHE)

Level Learning Outcomes	Modules
<i>By the end of Level 5, you will be expected to:</i>	
5.1 Demonstrate a practical understanding and application of the concepts, principles, processes, skills, and critical discourses which are standard features of studio production, live sound engineering, composition and sound design, and the way in which those principles have developed.	LAUMUP501 LAUMUP502
5.2 Select, analyse and make appropriate use of studio production, live sound engineering, composition and sound design materials, processes, environments, and information, using a range of techniques.	
5.3 Demonstrate gaining the ability to adjust to professional boundaries and interact through collaboration and negotiation with others.	
5.4 Apply generic and subject-specific intellectual qualities to a range of relevant studio production, live sound engineering, composition or sound design problems and/or situations, with the inclusion of scenarios outside the context in which they were originally studied.	
5.5 Articulate and apply key methods of practical and theoretical research and ideas development in studio production, live sound engineering, composition and sound design and critically evaluate the appropriateness of these methods.	

5.6 Apply generic and subject-specific skills in order to establish an appropriate direction in studio production, live sound engineering, composition and sound design practice, in preparation for a career in the field.	
5.7 Demonstrate the ability to identify intellectual property rights issues, and to take steps to safeguard innovation and commercialisation processes.	

Level 6 (BA Hons)

Level Learning Outcomes	Modules
<i>By the end of Level 6, you will be expected to:</i>	
6.1 Evidence a high level of process and subject-specific skills that demonstrate a critically informed practical and theoretical application of the professional skills for studio production, live sound engineering, composition or sound design practice.	LAUMUP601 LAUMUP602
6.2 Demonstrate an independent critical understanding, specific knowledge, and specialist understanding of the professional and contextual location of their studio production, live sound engineering, composition and sound design practice.	
6.3 Evidence the synthesis of knowledge and understanding to generate effective creative solutions within studio production, live sound engineering, composition or sound design practice in order to progress into employment or further training of a professional or equivalent nature.	
6.4 Manage your own learning, and make use of primary and secondary sources in order to review, consolidate, extend and apply your knowledge and understanding, and to initiate and carry out projects.	
6.5 Use information, experiences and a range of appropriate communication methods to present yourself as a professional practitioner.	

6. Teaching, Learning and Assessment Strategies

Our overall approach to engagement is outlined in our statement on [Higher Education teaching & learning at Leeds Arts University](#).

6a. Teaching and Learning

Level 4

At level 4, you will develop a sound knowledge and practical engagement of the fundamental concepts of studio production, live sound engineering, composition and sound design. You will also be expected to develop your academic and cognitive skills through written work in the form of a 600-word literature review in Semester 1, and a 1,500-word essay in semester 2.

You will undertake taught sessions concerning different approaches to collaboration, creativity, and problem-solving, designed to mirror real-world studio production, live sound engineering, composition and sound design scenarios.

You will be expected to communicate the results of your musical research and learning journey, and will develop the transferable skills necessary for employment requiring the exercise of personal responsibility.

Fundamental concepts of music production typically including studio production, live sound engineering, composition and sound design workflows are explored. Practical work is key, so you will participate in hands-on production workshops, engineer sound for stage, collaborate in the recording studio and create new, original music for media whilst receiving expert guidance from experienced staff. The first year also integrates entrepreneurial activity which will underpin your creative and employment ambitions.

Level 5

At level 5 you will continue to develop and demonstrate a sound knowledge of the concepts of studio production, live sound engineering, composition and sound design through practical engagement, and will apply these more widely. You will also be expected to further develop your academic and cognitive skills through written work in the form of a 3,000-word essay in Semester 2.

You will develop a vocational approach to studio production, live sound engineering, composition and/or sound design, applying research, reflection, and knowledge abilities in order to be resilient in developing and sustaining a career path (including self-employment) within the musical and creative industries.

You will demonstrate the qualities necessary for employment in situations requiring the exercise of personal responsibility and decision-making.

You will continue to build your experience in response to areas of studio production, live sound engineering, composition and sound design. Whilst responding to briefs that contribute to a portfolio of compositions, recordings, and multi-media material, you will explore professional artist development, contracts, rights, finances, planning, professional presentation, employment applications, and networking. Music production is also explored in context, looking at the field through cultural lenses.

Level 6

At level 6 you will develop and apply understanding of a complex body of concepts concerning studio production, live sound engineering, composition and/or sound design. You will also be expected to demonstrate your academic and cognitive skills through written work in the form of a 5,000-word essay in Semester 1.

Through this, you will develop analytical techniques and problem-solving skills that can be applied in many types of employment. You will be able to evaluate evidence, arguments and assumptions, in order to reach sound judgements and to communicate these effectively and with clear evidence of musical creativity. As part of this, BMus (Hons) Music Production students will be supported to complete a graduate application as part of their final portfolio of works.

Holders of the BA (Hons) Music Production will be able to demonstrate qualities needed for employment in situations requiring the exercise of personal responsibility, and decision-making in complex and unpredictable circumstances.

You will undertake a music production project which embodies your production specialism and further develops your professional identity. Recognising your audience is critical as you implement analytical techniques and problem-solving skills that can be applied in many types of employment. By the end of the BA (Hons) Music Production course at Leeds Arts University, you will be equipped with skills for decision-making in complex professional, musical, and creative environments.

6b. Assessment

The aim of assessment is to inform you of your individual progress as you work through the course. Feedback is an essential element of assessment and explained in more detail in 6c. Assessment also

ensures that you are meeting the required academic standards for the award.

Assessment reflects the teaching and learning content and is an integral part of the learning process. Specific assessment strategies and submission requirements are explained in the briefs that you will receive at the start of each module. Assessment is designed to reflect creative and academic practice and is aligned with the appropriate level of study. As far as possible assessment will be authentic in simulating professional practices.

Your creative output is the application of your learning, and will demonstrate the extent to which you have learned, developed, assimilated and mediated your knowledge, understanding and skills into appropriate forms for submission requirements. You will evidence module expectations, as expressed as 'what you are expected to learn' in module specifications.

The assessment of the modules is holistic; all material presented for assessment in each module is taken as a whole and a single mark is given. Most assessment is by portfolio submission, the exact nature and content of which is determined by the subject matter, content and learning expectations for each module and is specified in your module briefs.

Your work will be assessed holistically according to the undergraduate Assessment Criteria and Marking Scheme. These criteria are used to evaluate your learning against the learning expectations specified for each module. Levels are clearly differentiated by learning outcomes, module expectations, teaching and learning approaches and assessment design.

6c. Feedback

Tutors will provide feedback, both in support of your ongoing development, as well as in direct response to your work formally within assessment contexts.

Provision of ongoing feedback - defined as information communicated to students with the intention of improving learning - is a significant and distinctive strength of the course. It is demonstrated through scheduled tutorials throughout the lifetime of the module.

Formative

You will receive formative feedback on your progress throughout the module in a number of ways. You will partake in ongoing evaluation within the teaching and learning on the course, developing skills in reflection and dialogue and receive ongoing formative feedback from the teaching staff and peers. All the modules on this course contain formal formative feedback sessions where you will receive feedback on your progress to meet this developmental aim.

Examples of formative feedback include (without being limited to):

- Peer Reviews
- Group Tutorials
- Individual Progress Tutorials

Summative

At the end of the module, you will receive summative feedback represented by a grade with tutor comments on your work. This feedback will help you to understand how you performed on the module, clarify your strengths and identify areas for further consideration.