

COURSE SPECIFICATION

Course Aim and Title	BA (Hons) Music Technology and Production
Intermediate Awards Available	BA Music Technology and Production, DipHe Music Technology and Production, CertHe Music Technology and Production
Teaching Institution(s)	University of East London
Alternative Teaching Institutions (for local arrangements see final section of this specification)	Metropolitan College, Greece: Athens and Thessaloniki Campuses
UEL Academic School	ACI
UCAS Code	W372 Creative Music Technology
Professional Body Accreditation	N/A
Relevant QAA Benchmark Statements	Music (2019)
Additional Versions of this Course	
Date Specification Last Updated	20/3/24

Course Aims and Learning Outcomes

This Course is designed to:

1. Provide you with knowledge and understanding of musical and technological contexts: cultural, social, historical, commercial, professional, inter-disciplinary, inter-medial.
2. Enable you to convey personal expression and imagination through appropriate technical and interpretive means, in practical music making, composition, sound design, production and performance.
3. Build your ability to understand, apply, and evaluate core concepts and techniques relating to music, music technology, and music production.
4. Equip you with an understanding of the potential of the arts in relation to communities, people, and places, including creating, rehearsing, performing, and facilitating in arts and non-arts settings, digital spaces and commercial environments.
5. Advance your professional development in music technology, management and production through key skills instruction and career guidance.



6. Develop your ability to organise and manage a schedule of work effectively, in both solo and collaborative creative projects, recognising and implementing professional practice.
7. Enable your intellectual curiosity, practical experimentation, innovation, and the potential for continuing artistic and creative development.

What students will learn (course level learning outcomes)

At the end of this course you will be able to:

Knowledge

- Evidence understanding of the social, cultural, and relational significance of music, technology, performance, and production
- Identify, discuss, and enact core concepts and techniques relating to music making, music technology, and music production, using specialist vocabulary.
- Demonstrate detailed knowledge of music genre, composition, performance, global music culture and the social and cultural contexts of music industries.

Thinking skills

- Interpret, critically evaluate, and contextualise the meanings of music across a range of practical and theoretical perspectives.
- Articulate critical viewpoints on the cultural, political, and embodied histories that constitute the practice and performance of music, illustrating an engagement with the interplay between theory and practice.

Subject-based practical skills

- Apply core skills in sound creation and design, sound recording, composition, production and post-production, and performance with technology.
- Produce original music for professional contexts using core techniques and concepts relating to music making, music technology and music production.
- Create and maintain an engaging professional portfolio, reflecting current skills, creative ideas, and practice, and framed appropriately for relevant industry context/s.
- Evidence a high level of competence in the use of music equipment and technology, and in studio techniques leading to the delivery of music outcomes across different media forms.

Skills for life and work (general skills)

- Work independently and in collaboration with others, demonstrating skills in leadership, negotiation, listening, critical self-awareness, teamwork, organisation of self and others and decision making.
- Recognise and achieve professional standards in a range of industry contexts.
- Operate reflexively, creatively, critically, and technically to develop ideas, construct arguments and present their work.

- **Learning and Teaching**

Teaching Strategy

Knowledge, thinking skills, practical skills and skills for life and work are developed across modules through live project work that integrates disciplinary skills, collaboration, and the application of creative practice in professional contexts.

Teaching and Learning Activities include:

1. Studio workshops (creative practice skills and knowledge)
2. Individual and group-based production work (creative practice skills and knowledge)
3. Performances (creative practice skills and knowledge)
4. Lectures (thinking skills and knowledge)
5. Interactive seminar discussions (thinking skills and knowledge)
6. Individual and group presentations (creative practice skills, thinking skills and skills for life and work)
7. Individual tutorials and independent learning (thinking skills and knowledge)
8. Project sessions (creative practice skills, thinking skills and knowledge)
9. Research seminars (creative practice skills, thinking skills and knowledge)
10. Project supervision (creative practice skills, thinking skills and knowledge)
11. Work placement (creative practice skills, thinking skills, skills for life and work, and knowledge)

Curriculum structure

Creative practical projects are a key mode of module delivery, providing a context for learning and skills development. These projects will operate as vehicles for the development of technical skills, creative methods, critical analysis, research skills, and theoretical understanding. Project work will be assessed with attention to skills development, critical contextual understanding, professional practice, public performance, and engagement with people and places through performance.

Types of projects include:

Soft Projects: modelled on professional practice to develop skills and collaborative capacity, applied in the context of a simulated industrial or public environment.

Industry Projects: live projects delivered in collaboration with an industrial or public context, reflecting professional practice in the development and application of skills, collaboration and standards of presentation and public engagement.

Student-led Projects: As students progress through the levels of the course they will develop independence and creative agency, to the extent that by Level 6, students will be designing and managing their own projects, supervised by lecturers and mentors.

Assessment Strategy

A wide variety of assessment tasks and artefacts will be used to assess a student's knowledge, skills and understanding. Module delivery will integrate a range of

assignments representative of the professional contexts in which they are taught and produced.

Knowledge is assessed by:

- Coursework essays, case studies, reports, evaluations, reviews, reflections, and presentations.
- Exercises and discussions undertaken in seminar and workshop sessions.

Thinking skills are assessed by:

- Coursework essays, case studies, reports, evaluations, reviews, reflections, vivas, and presentations.
- Exercises and discussions undertaken in seminar and workshop sessions.
- Dissertations, extended essays, written reports.

Subject-Based Practical skills:

- Practical work relevant to each discipline or interdisciplinary practice.
- Presentations and Performances
- Work in progress sharing and evidence of devising, rehearsal, and performance development processes.
- Reflexive reports and portfolios of creative work.

Skills for life and work (general skills) are assessed by:

- Performances and presentations of creative project work.
- Exercises and discussions undertaken in seminar and workshop sessions.
- Written work (including non-academic writing).
- Presentations and vivas.
- Work based learning assessments including placement reports and evaluations.

Students with disabilities and/or particular learning needs should discuss assessments with the Course Leader to ensure they are able to fully engage with all assessment within the course.

Work Placements

All students in the Performing Arts will undertake a work placement of 20 – 50 hours aligned with their course of study in term 2 at level 6.

In work-based settings students gain the opportunity to develop relevant entrepreneurial skills and experience of operating as a peer professional in, with or for an organisation. Work-based learning activity contributes invaluable to the student's developing subject-based knowledge and understanding.

Key Placement Aims

- To provide practical experience of working with an organisation related to the performing arts.
- To increase the likelihood of you achieving relevant employment after graduating
- To develop interpersonal skills such as communication, problem solving, time management and confidence.



Placements enable students to engage in a professional work-based learning opportunity through practice in a professional industry, educational and/or community context. Feeding into the Mental Wealth module at level 6, this will offer a valuable experience that is geared to student future employability, skills, and competencies in their chosen field(s).

Course Structure

All Courses are credit-rated to help students understand the amount and level of study that is needed.

One credit is equal to 10 hours of directed study time (this includes everything students do e.g., lecture, seminar, and private study).

Credits are assigned to one of 5 levels:

- 3 Equivalent in standard to GCE 'A' level and is intended to prepare students for year one of an undergraduate degree Course.
- 4 Equivalent in standard to the first year of a full-time undergraduate degree Course.
- 5 Equivalent in standard to the second year of a full-time undergraduate degree Course.
- 6 Equivalent in standard to the third year of a full-time undergraduate degree Course.
- 7 Equivalent in standard to a Master's degree.

Courses are made up of modules that are each credit weighted.

The module structure of this Course:

Level	Module Code	Module Title	Credit Weighting	Core/Option	Available by Distance Learning? Y/N
4	PA4098	Sound Recording 1	20	Core	N
4	PA4097	Music Production and Cultures 1	20	Core	N
4	PA4099	Sound Design 1	20	Core	N
4	PA4096	Sound Design and Music Cultures	20	Core	N
4	PA4135	Performance Making	20	Core	N

4	PA4134	Mental Wealth: Creative Industries	20	Core	N
5	PA5114	Advanced Sound and Music Skills 1	20	Core	N
5	PA5515	Public Project 1	20	Core	N
5	PA5115	Music Production and Cultures 2	20	Core	N
5	PA5116	Sound and Music Skills and Cultures	20	Core	N
5	PA5516	Public Project 2	20	Option	N
5	PA5514	Creative Collaboration	20	Option	N
5	PA5513	Mental Wealth: Professional Practice	20	Core	N
6	PA6014	Music Entrepreneurship	20	Core	N
6	PA6409	Final Performance Project 1	20	Core	N
6	PA6111	Research project 1	20	Core	N
6	PA6110	Final Performance Project 2	20	Core	N
6	PA6112	Research Project 2	20	Core	N
6	PA6108	Mental Wealth: Enterprise and Engagement	20	Core	N

The overall credit-rating of this course is 360 credits. If for some reason students are unable to achieve this credit they may be entitled to an intermediate award, the level of the award will depend on the amount of credit they have accumulated.

Students can read the University Student Policies and Regulations on the UEL website.

Course Specific Regulations

N/A

Typical Duration

This course is only offered in a full-time basis. In some circumstances it is possible to move from full-time to part-time study to accommodate external factors such as financial constraints or domestic commitments. This may impact on the overall duration of their study period.

The expected duration of this course is 3 years full-time.

A student cannot normally continue study on a course after 4 years of study in full time mode unless exceptional circumstances apply, and extenuation has been granted. The limit for completion of a course in part time mode is 7 years from first enrolment.

Further Information

More information about this course is available from:

- The UEL web site (www.uel.ac.uk)
- The course handbook
- Module study guides
- UEL Manual of General Regulations (available on the UEL website)
- UEL Quality Manual (available on the UEL website)
- School web pages

All UEL courses are subject to thorough course approval procedures before we allow them to commence. We also constantly monitor, review and enhance our courses by listening to student and employer views and the views of external examiners and advisors.

Additional costs:

From time-to-time additional costs may be incurred through occasional field trips to recording studios, music production facilities, music performances, seminars, music technology events etc. Students should budget around £40 per term to participate. Students will be notified in advance, and where possible matched funding will be sourced to subsidise students' costs.

Additional costs are not anticipated, as musical instruments, music technology and software required for full participation and study on this course are provided as part of timetabled and bookable sessions. However, it should be noted that the purchase and use of personal instruments, computers, and software in addition to UEL resources can be of significant benefit to students' learning opportunity.

Students are encouraged to acquire their own computers and software to enable them to work at home. Sufficient access will be given to all music facilities at UEL, to enable students to complete all coursework required without the need for their own personal equipment.

Education pricing is available for Apple computers (e.g., iMac or Macbook) and software use on the course (e.g., ProTools, Logic Pro, Ableton Live, MaxMSP). As an illustration, typical personal setup appropriate to study on this would cost approximately £1,500.

Alternative Locations of Delivery

The current course has a collaborative partnership agreement for delivery at Metropolitan College (Athens and Thessaloniki campuses) at levels 4, 5, and 6, with an equivalent interim award structure.