UNIVERSITY OF WOLVERHAMPTON

Course Specification

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Core Information

Awarding Body / Institution:	University of Wolverhampton		
School / Institute:	School of Performing Arts		
Course Code(s):	MU003H01UV	Full-time	3 Years
	MU003H31UV	Part-time	6 Years
Course Title:	BA (Hons) Music Technology		
Hierarchy of Awards:	Bachelor of Arts with Honours Music Technology Bachelor of Arts Music Technology Diploma of Higher Education Music Technology Certificate of Higher Education Music Technology University Statement of Credit University Statement of Credit		
Language of Study:	English		
Date of DAG approval:	04/Apr/2017		
Last Review:	2016/7		
Course Specification valid from:			
Course Specification valid to:			

Academic Staff

Course Leader:	Dr Matthew Bellingham
Head of Department:	

Course Information

Location of Delivery:	University of Wolverhampton
Category of Partnership:	Not delivered in partnership
Teaching Institution:	University of Wolverhampton
Open / Closed Course:	This course is open to all suitably qualified candidates.

Entry Requirements:

Entry requirements are subject to regular review. The entry requirements applicable to a particular academic year will be published on the University website (and externally as appropriate e.g. UCAS

- 240 UCAS points from at least two 'A' levels or equivalent
- BTEC National Diploma grade MMM
- BTEC QCF Extended Diploma grade MMM
- Access to HE Diploma full award (Pass of 60 credits - of which a minimum of 45 credits must be at level 3 including 18 at Merit or Distinction).
- If you've got other qualifications or relevant experience, please contact us for further advice before applying.
- International student language requirements and application guidance can be found at http://www.wlv.ac.uk/international/apply
- Prospective applicants will be asked to attend an interview.

Distinctive Features of the Course:

The BA (Hons) Music Technology course offers a unique blend of audio production, creative computing, employability/industry practice, and research and theory. The course is aimed at aspiring, creative users of audio technologies. The course offers a unique insight into live sound system design and the music events industry, giving you a blend of creative practice in music with a technical perspective critical for success within the rapidly developing music events business.

This course stimulates your innate love of music, music production and music technologies, explores and identifies what music is, what music does, and what music means and provides a structured approach to your career progression as technologist, producer, performer, composer, teacher or academic.

Educational Aims of the Course:

The BA (Hons) Music Technology is aimed at aspiring, creative users of audio technologies. The course offers a unique insight into live sound system design and the music events industry, giving you a blend of creative practice in music with a technical perspective critical for success within the rapidly developing music events business. This course stimulates your innate love of music, music production and music technologies, explores and identifies what music is, what music does, and what music means and provides a structured approach to your career progression as technologist, producer, performer, composer, teacher or academic.

In the first year you will be given an introduction to theory and practice, learning basic acoustics, studio concepts, and musical programming. You will also begin learning live sound engineering skills enabling you to mix live bands. In your second year, you will continue study into further recording and production techniques, and learn new techniques in synthesis and video game sound. You will also have the opportunity to start developing yourself as a professional practitioner, looking into the business of the industry. In your final year, you will develop your professional practice in a number of key areas. You will learn how to use a variety of technologies in the creation of new musical interfaces, study up-to-the-minute music business essentials, develop compositional and sound design techniques for film, and explore your post-graduation employment and educational opportunities. You will also work towards your final project, and give support to gigs and musical events for the University's performers.

The University of Wolverhampton continues to develop state-of-the-art facilities at its Walsall campus, greatly enhance your learning experience. The Performance Hub has a diverse range of fully equipped music teaching, performance and practice rooms (accommodating single person to large band / ensemble), two high-end professional recording studios, and two bespoke technology suites boasting sixty Apple iMacs running industry standard software including Pro Tools, Logic Pro, SuperCollider, Pure Data, Sibelius and Final Cut Pro. Our SSL-equipped recording studios offer the perfect blend of digital and analogue technologies giving students the opportunity to combine classic analogue recording technique with the flexibility and reliability digital technology provides. As well as dedicated live rooms any of the music rehearsal rooms surrounding each studio can also be patched into the studio's control room for increased flexibility.

Intakes:

September

Major Source of Funding:

Office for Students (OFS)

Tuition Fees:

Tuition fees are reviewed on an annual basis. The fees applicable to a particular academic year will be published on the University website.

Year	Status	Mode	Amount
2020/1	H	Full Time / Sandwich	£9250.00
2020/1	Overseas	Full Time / Sandwich	£12250.00
2020/1	H	Part Time	£3050.00
2020/1	Overseas	Part Time	£6125.00
2021/2	H	Full Time / Sandwich	£9250.00
2021/2	Overseas	Full Time / Sandwich	£12950.00
2021/2	H	Part Time	£3100.00
2022/3	H	Full Time / Sandwich	£9250.00
2022/3	Overseas	Full Time / Sandwich	£13450.00
2022/3	H	Part Time	£3120.00

PSRB:

MU003H01UV (Full-time)

Professional Accreditation Body:
Joint Audio Media Education Services (JAMES)

Accrediting Body:
Joint Audio Media Education Services (JAMES)

Accreditation Statement:
"Accredited by Joint Audio Media Education Services (JAMES) on behalf of Audio Technology, Music, Recording, Music Production, Games, Media and Audio Post Production Industries."

Approved	Start	Expected End	Renewal
05/Dec/2019	01/Dec/2019	30/Nov/2022	

Course Structure:

Please note: Optional modules might not run every year, the course team will decide on an annual basis which options will be running, based on student demand and academic factors, to create the best learning experience.

Learning, Teaching and Assessment

Academic Regulations Exemption:

Reference Points:

Quality Code - [Part A: Setting and Maintaining Academic Standards](). Including:

[Qualifications Frameworks]()

[Characteristics Statements]()

[Credit Frameworks]()

[Subject Benchmark Statements]() – Music 2008

Quality Code - [Part B: Assuring and Enhancing Academic Quality]()

[University Policies and Regulations]()

Equality Act (2010)

Overview of Assessment:

Learning Outcomes	Modules
BHONS01 "Demonstrate knowledge of the underlying concepts and principles associated with your area(s) of study, and an ability to evaluate and interpret these within the context of that area of study"	4MU045 Arranging and Remixing 4MU047 Introduction to Research 6MU010 Employability and Enterprise in Music 6MU018 Musical Interfaces 5MU009 The Music Industry Practitioner 5MU018 Sound Design and Foley 5MU019 Studio Mixdown and Mastering 5MU034 Game Sound 5MU048 Researching Music 5MU050 The Music Arranger and Producer 6MU010 Employability and Enterprise in Music 6MU018 Musical Interfaces
BHONS02 "Demonstrate an ability to present, evaluate and interpret qualitative and quantitative data, in order to develop lines of argument and make sound judgements in accordance with basic theories and concepts of your subject(s) of study."	4MU013 Studio Recording 4MU016 Musimathics 4MU045 Arranging and Remixing 6MU004 Music for Image 6MU009 Digital Music Sales 6MU010 Employability and Enterprise in Music 6MU018 Musical Interfaces 6MU027 Music Professional Project 5MU009 The Music Industry Practitioner

Learning Outcomes	Modules
	5MU018 Sound Design and Foley 5MU019 Studio Mixdown and Mastering 5MU034 Game Sound 6MU004 Music for Image 6MU009 Digital Music Sales 6MU010 Employability and Enterprise in Music 6MU018 Musical Interfaces
BHONS03 Evaluate the appropriateness of different approaches to solving problems related to your area(s) of study and/or work	4MU013 Studio Recording 4MU016 Musimathics 4MU017 DAW 101 4MU034 Audio Systems and Engineering 4MU047 Introduction to Research 6MU009 Digital Music Sales 6MU010 Employability and Enterprise in Music 5MU009 The Music Industry Practitioner 5MU018 Sound Design and Foley 5MU019 Studio Mixdown and Mastering 5MU034 Game Sound 5MU048 Researching Music 5MU050 The Music Arranger and Producer 6MU009 Digital Music Sales 6MU010 Employability and Enterprise in Music
BHONS04 "Communicate the results of your study/work accurately and reliably, and with structured and coherent arguments"	4MU013 Studio Recording 4MU016 Musimathics 4MU017 DAW 101 4MU034 Audio Systems and Engineering 4MU045 Arranging and Remixing 4MU047 Introduction to Research 6MU027 Music Professional Project 5MU018 Sound Design and Foley 5MU034 Game Sound 5MU048 Researching Music 5MU050 The Music Arranger and Producer
BHONS05 Demonstrate the qualities and transferable skills necessary for employment requiring the exercise of some personal responsibility	5MU009 The Music Industry Practitioner 5MU018 Sound Design and Foley 5MU019 Studio Mixdown and Mastering 5MU034 Game Sound 5MU048 Researching Music 5MU050 The Music Arranger and Producer
BHONS01 Demonstrate a systematic understanding of key aspects and cutting-edge developments in music technology and show the ability to work in the field of audio production using a variety of established and emerging technologies and techniques.	
BHONS02 "Develop detailed conceptual knowledge and exhaustive practical skills in creative computing, including the use of audio/music programming languages and interaction elements."	
BHONS03 "Demonstrate critical, analytical and creative skills in research, academic writing and communication, including devising and sustaining arguments and defining and solving problems, and communicate your information, ideas, problems and solutions to both specialist and non-specialist audiences."	
BHONS05 "Devise, negotiate and manage an extended project using appropriate scholarly and vocationally relevant strategies and methodologies in order to bring it to a successful conclusion by an agreed deadline."	
BHONS01 "Demonstrate knowledge and critical understanding of the well-established principles of your area(s) of study, and of the way in which those principles have	

Learning Outcomes	Modules

BHONS02 "Demonstrate the ability to apply underlying concepts and principles outside the context in which they were first studied, including, where appropriate, the application of those principles in an employment context"

BHONS03 "Demonstrate knowledge of the main methods of enquiry in the subject(s) relevant to the named award, and ability to evaluate critically the appropriateness of different approaches to solving problems in the field of study"

BHONS04 "Use a range of established techniques to initiate and undertake critical analysis of information, and to propose solutions to problems arising from that analysis"

BHONS05 "Effectively communicate information, arguments and analysis in a variety of forms to specialist and non-specialist audiences, and deploy key techniques of the discipline effectively"

BHONS06 "Demonstrate the qualities and transferable skills necessary for employment, requiring the exercise of personal responsibility and decision-making and undertake further training, developing existing skills and acquire new competences that will enable them to assume significant responsibility within organisations."

BHONSN01 Demonstrate good understanding of key aspects and developments in music technology and show the ability to work in the field of audio production using someestablished and emerging technologies and techniques.

BHONSN02 "Develop good conceptual knowledge and coherent practical skill in creative computing, including the use of audio/music programming languages and interaction elements."

BHONSN03 "Develop critical, analytical and creative skills in research, academic writing and communication, including devising and sustaining arguments and defining and solving problems, and communicate your information, ideas, problems and solutions to both specialist and non-specialist audiences."

Teaching, Learning and Assessment:

A student studying an Honours Degree in Music Technology will typically experience a range of learning activities, including:

- individual or group student presentations to develop oral presentation, negotiation and communication skills
- small-group teaching and learning in which students have the opportunity to work together as a team (for example, a joint technology project)
- one-to-one interaction, particularly supporting the development of self-direction, intellectual independence and research skills through analysis and individual projects
- corporate activity, developing teamwork and leadership skills
- workshops and masterclasses, normally addressing the acquisition of creative skills and techniques within a group context, and often benefiting from the experience of visiting specialists
- writing (essays, learning journals) as a means of developing research techniques, acquiring knowledge, and presenting ideas and arguments in written form
- practical exercises, usually connected with the development of creative, analytical and aural skills
- independent learning, whether as directed reading and listening related to essay-writing or project work

or as practice for developing creative skills

The BA Music Technology course will provide a breadth of practical and theoretical skills and facilitate your involvement in a wide range of contexts. This may lead you into studio work as a producer or engineer, live sound work, or a more computer-centric discipline such as game sound. The opportunities and activities encountered during your studies will enable you to explore new and existing areas of interest, find avenues to pursue and enhance your employability.

Employability is concerned with the development of skills aimed at enhancing your employment prospects throughout your time here at the University of Wolverhampton. Developing specialist subject and academic knowledge is important for employers but they also want to employ individuals who are able to:

- Communicate effectively
- Work in a team and have good interpersonal skills.
- Solve problems
- Work on their own using their own initiative and are able to adapt to changing situations
- Be self-confident

While you are on the course we aim to provide you with the opportunity to develop these through the modules you will be studying. The assessments you do for your modules are designed to help you develop subject-specific skills through the research you undertake for the assignments. In addition, they are also designed to help you develop other key skills such as your written communication skills. Where you have formal presentations, this will build your self-confidence in addition to helping you develop your skills of verbal communication. Working as part of a team will develop vital group-work skills. Attending your classes regularly will further ensure that you have the opportunity to develop other skills.

Throughout your time at the University, you will develop and be able to demonstrate a number of skills, such as:

- Working as part of a group
- Demonstrating teamwork skills and leadership skills
- Effective communication
- Written (via reports etc.)
- Oral (through formal presentations)
- Problem-solving
- IT skills (which include use of basic packages for word
- Time management – attending classes, handing in of assignments, planning study time

You may also be working part-time. The experience you gain within a work environment is a very worthwhile one and also helps you to develop transferable skills which are valued by employers. As part of the course you will have the opportunity to go into the community and the workplace; Music Technology students have enjoyed regular visits to manufacturers' premises and often we will organise a visit to the campus by an industry professional. The Music Department has strong links across the education sector in the West Midlands and many former students work as school teachers, lecturers in local FE colleges and as peripatetic instrumentalist teachers. School placements are available in The Working Musician (5MU009) and Employability & Enterprise (6MU010); there may be opportunities to develop your interests further and pursue possible future employment in the Music Professional Project (6MU027).

A range of assessment methods are used at all levels. These include:

- Written reports
- Audio and video podcasts
- Literature and book reviews
- Presentations
- Practical portfolio

Assessments at level 4 are geared towards providing a robust foundation from which to develop the skills required by levels 5 and 6.

All of the essential learning materials are made available online to enable students to engage with their learning off-campus and at any time. All students have a wide range of support from lecturers and module

leaders. More personal support is available through the Learning Support Tutors available through the Learning Centres and you will have a personal tutor to support your academic work. The University also offers a counselling service to support students with personal matters that may affect their studies. Students attending this course will have a personal tutor to provide underpinning and guidance for their studies. In addition module leaders will offer tutorials opportunities to support subject specific learning. Resources will be published via the university's VLE. Forum and blog opportunities will also be available to students. Lectures are supported by an array of visiting professionals from industry. In addition, the library has a variety of multimedia resources for this subject. All specialist technical equipment will be provided.

Assessment Methods:

At the University of Wolverhampton, a variety of modes of assessment will be used to support and test your learning and progress and to help you develop capabilities that are valued beyond your University studies and into your working life. Your course may include a variety of assessment activities:

Written examinations (including online examinations, open and closed book examinations and quizzes) Coursework (for example, essays, reports, portfolios, project proposals and briefs, CVs, poster presentation) Practical (for example, oral and video presentations, laboratory work, performances, practical skills assessment)

In the final year of your undergraduate degree, and at the end of your postgraduate degree, you are likely to be expected to write an extended piece of work or research, such as a dissertation or a practice-based piece of research.

Student Support:

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Employability in the Curriculum:

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THE UNIVERSITY OF OPPORTUNITY