

# **Course Specification**

Published Date:	21-Sep-2020
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Status:	Validated

# **Core Information**

Awarding Body / Institution:	University of Wolverham	pton	
School / Institute:	School of Performing Arts	S	
Course Code(s):	MU024F01SS MU024F31SS	Full-time Part-time	2 Years 3 Years
Course Title:	Foundation Degree (Arts) Music Performance Technologies at South Staffordshire College (Tamworth Campus)		
Hierarchy of Awards:	Foundation Degree (Arts) Music Performance Technologies Certificate of Higher Education Music Performance Technologies University Statement of Credit University Statement of Credit		
Language of Study:	English		
Date of DAG approval:	26/Apr/2017		
Last Review:	2015/6		
Course Specification valid from:	2015/6		
Course Specification valid to:	2021/2		

# **Academic Staff**

Course Leader:	Chris Payne
Head of Department:	Sarah Browne

## **Course Information**

Location of Delivery:	South Staffordshire College Tamworth Campus	
Category of Partnership: Supported Delivery of University Provision		
Teaching Institution:	South Staffordshire College Tamworth Campus	
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

120 UCAS points or equivalent

International applicants should be redirected to the BA(Hons) Music Technology course at the University of Wolverhampton.

### Distinctive Features of the Course:

Music composition, production, performance and coding play a huge role in today's creative industries, which in turn accounts for 9% of the UK's export market. Most creative music jobs surface from a variety of disciplines and genres (and their intersection). This course is designed to bring the worlds of performance, coding and technology together as a cohesive subject. Not only will you have the opportunity to learn vital skills in song writing/composition and production, you will also have the opportunity to create your own software and hardware tools to aid you in a performance environment, whether to support a recital, add to a VJing visualisation, sonify data, or create a soundscape adopting original sonic processes as well as multichannel streaming. At present, this course is one of very few in the UK to offer this 'cross-collaboration' discipline between conventional performance and coding technologies.

### Educational Aims of the Course:

This course directly connects with and enables you to interact with the emerging musical interface industries. These industries look to enable many end users to interact with music (within production and performance settings) regardless of skill and disability. As a result, you will get the opportunity to pitch their new invented products to experts in these industries within the Final Major Project Showcase module.

Academic progress can sought through the current learning programmes offer by the University of Wolverhampton. Namely, after completing this course students have the option to progress onto the following awards:

BA (Hons) Music Technology and Popular Musi
BA (Hons) Music Technology
BA (Hons) Sound Production.

### 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
2017/8	Н	Full Time	£5850.00
2017/8	EU	Full Time	£5850.00
2017/8	HEU	Part Time	£3900.00
2018/9	Н	Part Time	£3966.00
2018/9	EU	Part Time	£3966.00
2019/0	Н	Full Time	£6165.00
2019/0	EU	Full Time	£6165.00
2019/0	Н	Part Time	£4110.00
2019/0	EU	Part Time	£4110.00
2020/1	Н	Full Time	£6165.00

PSRB:

None

Course Structure:

# September (Full-time)

Part time students study alongside full time students. However, they do not study more than 80 credits in each academic calendar year.

### Year 1

Module	Title	Credits	Period	Type
4MU048	Behind the Glass: Research and the Studio	20	SEM1	Core
4MU062	Introduction to Music Computing	20	SEM1	Core
4MU064	Sound and Audio Fundamentals	20	SEM1	Core
4MU065	Composition and Applied Music Theory	20	SEM2	Core
4MU063	Performance Interface Design	20	SEM2	Core
4MU066	Music Production Practice	20	SEM2	Core

# September (Full-time)

Part time students study alongside full time students. However, they do not study more than 80 credits in each academic calendar year.

## Year 2

Module	Title	Credits	Period	Type
5MU065	Synthesis and Live Processing	20	SEM1	Core
5MU066	Performance and Technology	20	SEM1	Core
5MU048	Research Methods	20	SEM1	Core
5MU063	Algorithmic Composition & Sonification	20	SEM2	Core
5MU064	Live Audiovisuals	20	SEM2	Core
5MU067	Final Major Project Showcase	20	SEM2	Core

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:

Exemption to permit the course to follow the Academic Calendar of South Staffordshire College and not that of the University of Wolverhampton.

(AFRSC approved: 4th May 2015).

#### Reference Points:

Quality Code - Part A: Setting and Maintaining Academic Standards. Including:

**Qualifications Frameworks** 

**Characteristics Statements** 

**Credit Frameworks** 

<u>Subject Benchmark Statements</u> - Music

Quality Code - Part B: Assuring and Enhancing Academic Quality

**University Policies and Regulations** 

Equality Act (2010)

QAA Characteristics Statement, Foundation Degree

## Learning Outcomes:

CertHE Course Learning Outcome 1 (CHECLO1)

"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"

CertHE Course Learning Outcome 2 (CHECLO2)

"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."

CertHE Course Learning Outcome 3 (CHECLO3)

Evaluate the appropriateness of different approaches to solving problems related to your area(s) of study and/or work

CertHE Course Learning Outcome 4 (CHECLO4)

"Communicate the results of your study/work accurately and reliably, and with structured and coherent arguments"

CertHE Course Learning Outcome 5 (CHECLO5)

Demonstrate the qualities and transferable skills necessary for employment requiring the exercise of some personal responsibility

FD Course Learning Outcome 1 (FDCLO1)

"Demonstrate the use of academic research skills in the preparation of evaluative reports and presentations, and in the development of software and hardware instruments and objects."

FD Course Learning Outcome 2 (FDCLO2)

"Explore and utilise music and audio programming languages in a variety of areas such as synthesis, sonification and visualisation."

FD Course Learning Outcome 3 (FDCLO3)

Demonstrate a technical understanding and apply your skills in the use of studio and computer hardware and software.

FD Course Learning Outcome 4 (FDCLO4)

"Demonstrate musical understanding including music harmony and performance, and transfer these skills into the field of computer music composition and performance."

FD Course Learning Outcome 5 (FDCLO5)

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

Overview of Assessment:

Module	Title	Course Learning Outcomes
4MU048	Behind the Glass: Research and the Studio	CHECLO1, CHECLO5
4MU062	Introduction to Music Computing	CHECLO2, CHECLO3, CHECLO4
4MU063	Performance Interface Design	CHECLO1, CHECLO2, CHECLO4, CHECLO5
4MU064	Sound and Audio Fundamentals	CHECLO2, CHECLO3, CHECLO5
4MU065	Composition and Applied Music Theory	CHECLO3, CHECLO4
4MU066	Music Production Practice	CHECLO1, CHECLO3, CHECLO5
5MU048	Research Methods	FDCLO1, FDCLO5
5MU063	Algorithmic Composition & Sonification	FDCLO2, FDCLO3, FDCLO4
5MU064	Live Audiovisuals	FDCLO2, FDCLO3
5MU065	Synthesis and Live Processing	FDCLO2, FDCLO3
5MU066	Performance and Technology	FDCLO1, FDCLO3, FDCLO4, FDCLO5
5MU067	Final Major Project Showcase	FDCLO1, FDCLO3, FDCLO5

## Teaching, Learning and Assessment:

The course has a strong focus on digital literacy; students will engage with existing computer software and hardware as well as developing their own tools and instruments for live performance.

Students will make use of their subject knowledge, understanding of the music industry, and music styles and genres within regional, national and international contexts.

The course encourages an independence of thought and an entrepreneurial mind-set through deep integration of cutting-edge technical skills and a focus on the developing music performance landscape.

A range of assessment methods are used at both levels 4 and 5. These include:

- Performances
- Written reports
- Literature and book reviews
- Presentations
- Practical portfolio
- Reflective blogging activities

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

In addition to the above, students will take part in the following:

- individual or group student presentations to develop oral presentation, negotiation and communication skills;
- other forms of small-group teaching and learning in which students have the opportunity to work together as a team (for example, when developing software or hardware elements);
- 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

### 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:

Students will have access to industrial experts both in terms of guest lectures and workshops as well as direct project involvement. Direct project involvement includes the critiquing of performance-based products that students develop throughout the course, as well as the setting up of industry working brief requirements. Consequently, students not only have access to such experts in a developmental setting, but also interact with real world scenarios whereby projects can be undertaken to satisfy both learning outcomes and industrial needs. Modules that provide these kind of opportunities include 4MU066 Music Production Practice, 5MU064 Live Audio-visuals, 5MU066 Performance and Technology and 5MU067 Final Major Project Showcase.

### Support for Learning at Cannock Campus

Students have access to a personal tutor, as well as 1 to 1 tutorial sessions as and when needed. This is to ensure that every student has the required opportunities to achieve their full potential as well as receive the appropriate advice and guidance tailored to their individual need.

### Cannock Campus Mentoring Service

At Cannock Campus a mentoring service is offered to all students. Mentoring is a one to one service that offers support and advice to help you overcome any problems or concerns that you may have, including helping you overcome personal, social, and academic difficulties. Current details for the mentoring service (or self referral) can be found below:

### Cannock Campus:

Email: mentoring.cannock@southstaffs.ac.uk

A music technician will also be available to fix any equipment issues and to troubleshoot technical problems

that arise. Students are able to book appointments with the technician on demand to help solve technical issues as well as receive extra instruction. The music technician will also give student inductions to each student regarding the studio and its use.

A VLE environment is supported on the course. This allows students to access fundamental course materials and tutorials from home and thus creates a truly autonomous working environment. Students will be expected to interact with the VLE during lessons as well as independent study, to enable them to achieve the required learning outcomes. To further support VLE and online access, the Cannock Campus is completely wireless and also adopts many computing and tablet suites for students to use at their leisure.

The college offers tailored academic and pastoral support to students. Students' first port of call is their personal tutor (each student is allocated a personal tutor at the beginning of the academic year), but they can also talk to module leaders, course leader, and administrators, whose details can be found in the course guide. Advice will be given through the induction process and then through appointments throughout the year, in addition to classes and tutorials. Students can expect to receive support and guidance in the area of Personal Development Planning, to understand better their learning process, have the skills and understanding to act on the feedback. Lecturers will provide personalised feedback for formative and summative assessments. On occasions lecturers may provide generalised feedback to the whole group on points relating to an assessment.

### Library facilities and learning centres at the University of Wolverhampton

Learning Centres provide physical library resources (books, journal, DVDs etc.) and offer a range of study areas to allow students to study in the environment that suit them best: Social areas, quiet and silent areas. Learning Centres also provide access to wide range of online information sources, including eBooks, e-Journals and subject databases. For more information, please visit: <a href="http://www.wlv.ac.uk/lib/info/welcome">http://www.wlv.ac.uk/lib/info/welcome</a>.

Learning Centres also provide students with academic skills support via the Skills for Learning programme. Students on campus can attend workshops or ask for one-to- one help on a range of skills such as academic writing and referencing. Students can access a range of online skills material at: <a href="http://www.wlv.ac.uk/lib/skills">http://www.wlv.ac.uk/lib/skills</a>.

Students can find resources relating to the University music department at <a href="http://www.wlv.ac.uk/lib/subjects/music">http://www.wlv.ac.uk/lib/subjects/music</a>.

### Employability in the Curriculum:

From undertaking this course, students will develop a range of skills which incorporate many elements present in the creative industries. For example, students will acquire skills in music production, sound design, instrument design, performance approaches, software engineering, software design and product design and structure. As a result, multiple industry sectors will be accessible, including sound creation and production, software creation and design, and live sound and performance.

