Programme Specification

Audio and Music Technology {Foundation}

[Sep][SW][Frenchay][5yrs]

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Contents

Section 1: Key Programme Details

Part A: Programme Information

Programme title: Audio and Music Technology {Foundation} [Sep][SW][Frenchay][5yrs]

Highest award: BSc (Hons) Audio and Music Technology

Interim award: BSc Audio and Music Technology

Interim award: DipHE Audio and Music Technology

Interim award: CertHE Audio and Music Technology

Awarding institution: UWE Bristol

Teaching institutions: UWE Bristol

Study abroad: No

Year abroad: No

Sandwich year: Yes

Credit recognition: No

School responsible for the programme: FET Dept of Computer Sci & Creative Tech, Faculty of Environment & Technology

Professional, statutory or regulatory bodies:

Joint Audio Media Education Services (JAMES)

Modes of delivery: Sandwich

Entry requirements:

For implementation from: 01 September 2018

Programme code: J93A-SEP-SW-FR-J932

Section 2: Programme Overview, Aims and Learning Outcomes

Part A: Programme Overview, Aims and Learning Outcomes

Overview: The programme in Audio and Music Technology has the following general aims:

To produce graduates prepared for careers as individuals or within organisations in which technology is applied to the creation or distribution of music and sound within the creative industries.

To provide students with an industry-focused learning experience, which will allow them to develop their musical and production skills in a professional context, and which addresses their academic, professional, social and cultural development.

Features of the programme: Class-based Activities
Classes use a range of activities. The particular mode of delivery of a module is determined by its Module Leader, and typically involves a combination of one or more lectures, practical sessions, group activities and group project work. Modules on the programme that require laboratory classes are commonly delivered by means of a combination of lecture and practicals or tutorials.

Independent Study
Many modules require students to carry out independent study, such as research for projects and coursework assignments, and a full range of facilities are available to help students with these. The philosophy is accordingly to offer students both guided support and opportunities for independent study. Guided support, mainly in the form of timetabled sessions, takes the form of lectures, tutorials, seminars and practical laboratory sessions. Students are expected to attend all sessions on their timetable, and this is especially important because of the high content of practical work in the programme.

This route to independent learning is developed across the three levels of undergraduate study. Initially, learners are provided with specific texts and sources to provide support for lectures, tutorials, practical sessions, assignments and exams.

This approach is then developed to guide students to select appropriate sources and texts for a particular task. This culminates in UFCF96-45-3 Music Technology Project where learners must first select an appropriate project task. Subsequently, they research the necessary texts and other resources required to undertake the project, and plan a significant portion of time dedicated to this project.

The development of independent study will also be assisted by the nature of the support offered in other individual modules. Typically, module leaders will provide a plan for the module indicating the activities to be carried out and the forms of learning to be undertaken during the delivery of the module, with a view to encouraging students to plan ahead and to take responsibility for managing their time and resources. This responsibility is generally weighted towards the module teaching team in the early part of the course and shift towards the student as they progress to graduation.

Computing Facilities

The Faculty offers a specialised computing facility along side the general University provisions. There are multiple computing laboratories of 20 plus seats all running Macintosh based systems required for this program. The specialist laboratories are augmented with software resources and hardware equipment necessary for the delivery of the modules. One of the most popular areas within the Faculty is the Open Access laboratory. This area is never timetabled and gives students the opportunity to access machines at all times during opening hours. This is a mixed environment consisting of Macintosh, PCs and Unix workstations.

Professional Contexts

The teaching staff on the programme are drawn from a range of backgrounds to support the varied activities undertaken within the programme. These included those with pure academic backgrounds, research and professional practitioners from audiorelated industries. This balance enhances the student experience and employability prospects.

Educational Aims: The programme in Audio and Music Technology has the following specific aims:

To award an honours degree in Audio and Music Technology and produce graduates who have the ability to make a contribution to companies engaged in the use, design and production of music or audio systems, including film, theatre and other arts.

To educate students in the use and application of technology in creative and performance arts – specifically audio and sound engineering.

To enable graduates to design and engineer audio and music systems especially in the use of computing and digital technologies in an audio context.

In addition to the general and specific aims stated above, the option modules have been selected to allow students to tailor their course to suit their specific interests and chosen career path.

Programme Learning Outcomes:

On successful completion of this programme graduates will achieve the following learning outcomes.

Knowledge and Understanding

A1. Describe engineering processes and applications with particular reference to audio systems using real and abstract quantities.

A2. Explain the application of computing and other digital technologies to a range of audio-related and music-related practices.

A3. Identify symbols, notation and language used in conventional music practice.

A4. Recognise musical instruments both visually and aurally and identify a range of musical genres from the Western Art tradition and from contemporary music.

A5. Identify applications of music and audio technologies in other domains including moving image and multimedia contexts.

Intellectual Skills

B1. Apply logical thinking and the use of symbolic languages to evaluate the relationships between real and abstract quantities in the context of problems that arise in engineering.

B2. Develop problem-solving strategies in musical and technical contexts.

B3. Interpret acoustic and electrical theory in the context of the recording studio, performance events and other relevant scenarios.

B4. Evaluate the application of business, marketing and other professional practice to a range of products and vocations including the creative industries, product development and software engineering.

Subject/Professional Practice Skills

C1. Manage the use of computing and recording studio technologies in the creation of music and audio recordings and other products.

C2. Analyse sound and music both aurally and through technical processes using a range of representations.

Transferable Skills and other attributes

D1. Communication skills: to communicate orally or in writing.

D2. Self-management skills: to manage one's own time; to meet deadlines; to work with others.

D3. IT skills in context: to use software tools in the context of application development.

D4. Logical reasoning and problem-solving skills: To undertake analysis and interpretation of information in the context of the computing, technology and music disciplines.

D5. Problem formulation: To express problems in appropriate notations.

D6. Progression to independent learning: To gain experience of, and to develop skills in, learning independently of structured class work. For example, to develop the ability to use on-line facilities to further self-study.

D7. Comprehension of professional literature: to read and to use literature sources appropriate to the discipline to support learning activities.

Assessment strategy: It is the Award Board's responsibility to determine whether the student's attainment at level 1 is sufficient to progress to level 2.

The focus of the foundation year (level 0) is on the acquisition both of appropriate academic skills and relevant subject knowledge to allow students to develop and progress through level 1,2 and 3 in relation to knowledge and understanding, cognitive, subject specific and study skills.

Knowledge and Understanding:
The outcomes are assessed in core modules through a variety of methods. Where appropriate examinations are used, principally to test knowledge of theoretical concepts. Coursework is used extensively and offers the opportunity for students to demonstrate their understanding in a number of ways including the writing up of laboratory investigations and recording projects and more general essay-type activities.

Intellectual Skills:
Intellectual skills 1 and 2 are assessed mainly through coursework and examination throughout the award. Intellectual skills 3 and 4 are assessed by coursework and examination mainly within UFCFG4-30-2 Audio Recording as well as UFCFC4-30-1 Audio Engineering. The project module, UFCF96-45-3 Music Technology Project, with its assessment based on a substantial report and significant focused practical activity, further develops intellectual skills, particularly skill 2.

Subject, Professional and Practical Skills:
The possession of these skills is demonstrated by the development of practical studio and laboratory work, coursework, presentations and examinations. The practical nature of the skills to be acquired means that some are specifically addressed by particular modules.

Transferable Skills and other attributes:
Communication skills are assessed mainly by examination, but also by in-class tests, essays, presentations and poster presentations.

The other skills are assessed through a number of similar instruments including the following:
Individual and group projects
Practical assignments
Portfolio of exercises

In addition self-management skills are assessed by both peers and tutors through GDP sessions and generally throughout the course.

Student support: Academic Support
Academic advice and support is the responsibility of the staff delivering the module in question. Staff can be contacted outside of normal timetabled hours, either by appointment or during published "surgery" hours, in order to offer advice and guidance on matters relating to the material being taught and on its assessment.

On-line Academic Support
Extensive on-line support for this programme is provided through the University portal myUWE. This provides access to the University's e-library, which allows students to read academic journals and study-skills material. Of particular interest to students of this programme is access to Oxford Music Online, RILM, the British Sound Library, Organised Sound, Leonardo Music Journal (MIT), Tempo, twentieth century Music, Computer Music Journal (MIT), ACM, IEEE and British Standards Online databases. The portal also gives entry to UWE's Virtual Learning Environment (Blackboard) which is used by academics to make available general information about the module delivery, handbooks, lecture notes and other materials. In addition, the portal publishes individual student timetables, marks and other aspects of the operation of the programme and University life.

Pastoral Support
Pastoral care is provided through the University wide Student Advisers, a team of staff who provide comprehensive, full-time student support service on a drop-in basis or by appointment. Advisers are trained to provide advice on matters commonly of concern, including regulatory and other matters; the Adviser will, when necessary,

advise the student to seek advice to from other professional services including the University's Student Services Department or from members of academic staff.

Part B: Programme Structure

Year 1
Students must take 120 credits from the modules in Year 1.

Year 1 Compulsory Modules
Students must take 120 credits from Compulsory Modules.

Module Code	Module Title	Credit
UFCFTN-30-0	Web Foundations 2021-22	30
UFCFQN-30-0	Computational Thinking and Practice 2021-22	30
UFCFRN-30-0	Creative Technology Studies 2021-22	30
UFCFPN-30-0	Information Practitioner Foundations 2021-22	30

Year 2
Students must take 120 credits from the modules in Year 1.

Year 2 Compulsory Modules
Students must take 120 credits from the modules in Compulsory Modules.

Module Code	Module Title	Credit
UFCFC4-30-1	Audio Engineering 2022-23	30
UFCFH4-30-1	Audio Technology 2022-23	30
UFCFML-15-1	Exploring Music 2022-23	15
UFCFF4-30-1	Introductory Audio Programming 2022-23	30
UFCFNL-15-1	Theory of Music 2022-23	15

Year 3
Students must take 120 credits from the modules in Year 3.

Year 3 Compulsory Modules
Students must take 30 credits from the modules in Compulsory Modules.

Module Code	Module Title	Credit
UFCFE4-30-2	Audio Process Design and Implementation 2023-24	30

Year 3 Optional Modules
Students must take three modules from the modules in Optional Modules.

Module Code	Module Title	Credit
UFCFT3-30-2	Advanced Composition 2023-24	30
UFCFG4-30-2	Audio Recording 2023-24	30
UFCFLL-30-2	Creative and Physical Computing 2023-24	30
UFCFRL-30-2	Research and Practice in Creative Technology 2023-24	30
UFCFQL-30-2	Sound Design and Post Production 2023-24	30

Year 4
Students on the Sandwich route complete a placement year.

Year 4 Compulsory Placement Modules
Students on placement, there is an opportunity to complete a professional experience or international experience module and be awarded 15 level 3 credits.

Module Code	Module Title	Credit
UFCFWJ-15-3	International Experience 2024-25	15
UFCFE6-15-3	Professional Experience 2024-25	15

Year 5
Students must take 105 credits from Year 5

Year 5 Optional Modules A
Students must take between 30 and 60 credits from the modules in Optional Modules A.

Module Code	Module Title	Credit
UFCEHM-30-3	Live Sound 2025-26	30
UFCFW3-30-3	Advanced Technologies 2025-26	30

Year 5 Optional Modules B
Students must take between 45 and 75 credits from the modules in Optional Modules B.

Module Code	Module Title	Credit
UFCFN5-15-3	Instrument Recording Investigation 2025-26	15
UFCFHQ-45-3	Comprehensive Creative Technologies Project 2025-26	45
UFCFTJ-15-3	Architectural Acoustics 2025-26	15
UFCFA6-15-3	Audio for Games 2025-26	15
UFCFD4-15-3	Audio Post Production 2025-26	15
UFCFNR-30-3	Music Portfolio 2025-26	30

Part C: Higher Education Achievement Record (HEAR) Synopsis

Graduates will be able to demonstrate knowledge and understanding of basic engineering applications and processes, and of applications of computers in music and audio systems. They will also have knowledge and understanding of basic music theory; acoustics theory and application; and application of music technology within multimedia and video systems. Graduates will also have an understanding of basic business and marketing practice.

Graduates of Audio Music and Technology will have developed skills in logical

thinking. They will be able to use symbolic language to describe the relationships between real or abstract quantities in the context of problems that arise in engineering. In addition, they will be able to solve problems in a musical/technical context and be able to analyse and understand musical instruments, sound and recording.

Graduates of Audio and Music Technology will have a critical appreciation of the professional approach to music and recording work, as well as the ability to control and produce a recording session to professional standards. They will be able to use computers in music and audio as part of music creation and audio recording and processing. They will also be able to apply music technology in the recording studio to the process of creating music within professional environments. The degree will allow them to further develop their listening skills in music and recording.

These graduates will be able to communicate orally or in writing and express problems in appropriate notations. Furthermore, they will be able to use software in the context of the creation of musical projects, in problem-solving investigations, and interpreting findings.

They will be able to manage their own time; to meet deadlines and to work with others having gained insights into the problems of team-based systems development. They will be independent learners with the ability to read and use literature sources to support their learning.

Part D: External Reference Points and Benchmarks

QAA subject benchmark statements

The Audio Music Technology programme falls within the cognate area of the QAA Engineering benchmark. The Engineering Benchmark Statement contains statements of the standards expected of graduates at threshold levels. Graduates of this programme will be able to meet the required standards to meet the benchmark. In addition, some elements of both the Computing and the Music benchmark statements have been influential such as Programming fundamentals (Appendix B Computing) and Music technology and acoustics (Sections 3.14 and 3.15 Music).

University strategies and policies

The development of this programme reflects well institutional policies and is fully consistent with the University's commitment to 'make a positive difference to our students, business and society'.

Part E: Regulations

Approved to University Regulations and Procedures.