



Programme Specification

Audio and Music Technology [Frenchay]

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Section 1: Key Programme Details

Part A: Programme Information

Programme title: Audio and Music Technology [Frenchay]

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: CATE School of Computing and Creative Technologies, College of Arts, Technology and Environment

Professional, statutory or regulatory bodies:

Joint Audio Media Education Services (JAMES)

Modes of delivery: Full-time, Sandwich

Entry requirements: For the current entry requirements see the UWE public website.

For implementation from: 01 September 2026

Programme code: J93200

Section 2: Programme Overview, Aims and Learning Outcomes

Part A: Programme Overview, Aims and Learning Outcomes

Overview: The programme explores core areas of audio, music, live and broadcast technologies, including sound design, studio and live engineering, software development, and creative systems integration.

It is underpinned by key concepts such as innovation through technology, critical and ethical problem-solving, interdisciplinary collaboration, and professional practice. Students develop ways of thinking and knowing that evolve from technical proficiency to autonomous, reflective, and entrepreneurial engagement with complex audio challenges.

Learning is situated in authentic environments, supported by industry practitioners and embedded within Bristol's vibrant creative ecosystem.

The programme's distinctive attraction is its integration of technical rigour, creative exploration, and real-world immersion.

Features of the programme: Industry-Embedded Learning: Delivered by experienced practitioners, the programme integrates real-world expertise and professional networks into teaching, ensuring relevance and authenticity.

Professional Environments: Students learn in industry-grade studios and live spaces, including access to UWE Bristol's celebrated Centre for Music and partnerships with national organisations and local venues.

Practice-Based and Project-Led: Learning is grounded in authentic scenarios and collaborative projects that mirror professional workflows, fostering technical confidence and creative autonomy.

Interdisciplinary and Entrepreneurial Focus: The curriculum encourages innovation across audio, music, and broadcast technologies, preparing students to lead ventures and adapt to emerging industry trends.

Ethical and Sustainable Practice: Students engage with contemporary issues including inclusivity, legal compliance, and sustainability, developing responsible approaches to technology and production.

Bristol as a Creative Hub: The programme leverages Bristol's vibrant cultural and creative sector, offering students unique opportunities to connect with the city and contribute to its dynamic audio ecosystem.

Placement year: A placement year is optional, nonetheless, students are strongly encouraged to take up this opportunity. The University and the School provide support in preparation for the placement in a number of ways. For example, the School arranges a series of talks from former placement students and industrialists, aimed at illustrating the benefits of the placement year. Support in applying for placements is also provided through CV workshops, advertising of placement vacancies and more general information on careers and employability. Students who elect not to do a year-long placement are encouraged to gain work experience in other ways, for example through volunteering, summer internships, and entrepreneurial schemes.

If a student opts to take a placement year, they must also take the relevant Level 6 module, while they are undertaking the placement.

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

Develop Advanced Technical and Creative Competence

Equip students with the knowledge and practical skills to operate, design, and innovate across audio, music, and broadcast technologies in studio, live, and digital environments.

Foster Critical Thinking and Problem-Solving

Enable students to analyse technical frameworks, evaluate professional literature, and apply structured methodologies to solve complex challenges in audio and creative contexts.

Cultivate Professional Practice and Ethical Awareness

Promote responsible, inclusive, and sustainable approaches to audio production, aligned with industry standards, legal compliance, and safe working practices.

Encourage Innovation and Entrepreneurial Thinking

Support students in designing and delivering creative ventures and technical solutions that respond to emerging trends and opportunities in the global audio industries.

Support Personal and Professional Development

Build autonomy, confidence, and leadership through research-led learning, collaborative projects, and career-focused experiences that prepare students for diverse roles in the sector.

Leverage UWE Bristol's Creative Ecosystem

Provide access to industry-grade facilities, practitioner-led teaching, and Bristol's vibrant creative networks to enhance learning and professional engagement.

Programme Learning Outcomes:

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

Programme Learning Outcomes

- PO1. Apply and synthesise in-depth knowledge of audio and creative technologies to develop, critique and refine workflows, tools, and systems in professional audio contexts
- PO2. Analyse and evaluate professional literature, technical frameworks, concepts, theory and data.
- PO3. Operate, manage and implement the combination of software and hardware audio technologies in recording studios, media and live environments
- PO4. Act confidently and autonomously in undertaking research and delivery of projects with minimal direction

- PO5. Collaborate effectively with multidisciplinary teams, taking responsibility for system design, engineering decisions, and facilitating team workflows and capabilities
- PO6. Design and execute entrepreneurial ventures and projects addressing complex technical needs and exploiting established and emerging advancements in the field
- PO7. Demonstrate ethical awareness and professional standards by integrating sustainability, inclusivity, safe-working, legal compliance and industry values into ventures and projects
- PO8. Use advanced communication skills across a range of modes to manage projects, and share technical insights and innovations to diverse audiences
- PO9. Implement effective testing methodologies and apply structured problem-solving for the audio and creative industries

Assessment strategy: Assessment across the programme is designed to reflect the diverse and evolving nature of professional practice in audio, music, and broadcast technologies. A range of methods is employed to ensure students can demonstrate their learning in authentic, meaningful, and inclusive ways. These include portfolios, real-world briefs, reflective writing, technical documentation, and practical coursework. Each method is carefully aligned with the programme's learning outcomes and educational aims, supporting students in developing creative, technical, and professional competencies.

The strategy is programmatic and progressive, with assessments evolving in complexity and independence across levels. Early assessments focus on foundational skills and knowledge, while later stages emphasise autonomy, innovation, and leadership. Students engage with live scenarios and collaborative projects that mirror industry workflows, encouraging problem-solving, creativity, and teamwork.

Research and scholarly inquiry are embedded throughout the assessment strategy. Students are expected to critically engage with academic literature, technical frameworks, and industry standards to inform their work. Reflective and technical writing tasks support the development of research literacy and evidence-based

decision-making, enabling students to articulate their creative and technical choices with clarity and rigour.

Formative feedback and feedforward are embedded into all teaching sessions, supporting students in developing their work iteratively and with confidence. This includes verbal feedback during practical activities, peer review, and tutor-led guidance on work-in-progress. Summative assessment feedback is provided in a variety of formats, including written commentary and dialogic feedback, ensuring students receive clear, actionable insights to support future development.

Assessment is inclusive and accessible, with varied formats designed to accommodate different learning styles and backgrounds. It also embeds sustainability and ethical awareness, encouraging students to consider the broader impact of their work. The strategy supports the development of graduate attributes including professionalism, enterprise, global awareness, and digital fluency, ensuring students are well-prepared for employment, further study, or entrepreneurial ventures.

Student support: Students will have access to our industry-grade studio spaces, equipment, labs, live spaces and appropriate professional software to scaffold and align their learning and support myriad graduate destinations.

Students on this programme benefit from a comprehensive network of academic, technical, and pastoral support. Teaching staff are active industry practitioners who provide guidance informed by real-world experience, while technical teams offer hands-on support in studios, live environments, and digital labs. Students also have access to dedicated Student Experience Coaches, who offer personalised support around academic skills, wellbeing, and navigating university life. The School Office provides essential administrative support, helping students manage timetables, assessments, and general programme queries efficiently.

Formative feedback and feedforward are embedded into all teaching sessions, supporting students in developing their work iteratively and with confidence.

Summative assessment feedback is provided in a variety of formats, including written commentary and dialogic discussion, ensuring clarity and actionable insight.

Students benefit from access to UWE Bristol's extensive library collections, including physical and digital resources relevant to audio, music, and broadcast technologies. The library also offers tailored study skills support, including workshops, one-to-one guidance, and online resources to help students develop research, writing, and critical thinking skills.

The programme is supported by UWE Bristol's Wellbeing and Disability Services, which provide confidential advice and support for students with mental health needs, disabilities, or specific learning differences. The university is committed to making reasonable adjustments to ensure that all students can participate fully and succeed, removing barriers to learning and assessment wherever they arise.

Students also have access to a range of extracurricular and co-curricular opportunities, including collaborative projects, showcase events, and community engagement. Where additional opportunities such as field trips, external workshops, or professional certifications are offered, students will be informed in advance of any associated costs. The programme connects students to Bristol's vibrant creative sector, offering real-world engagement and networking opportunities that support both academic and career development.

Part B: Programme Structure

Year 1

Full time and sandwich students must take 120 credits from the modules in Year 1.

Year 1 Compulsory Modules (Full Time and Sandwich)

Full time and sandwich students must take 120 credits from the modules in Compulsory Modules (Full Time and Sandwich).

Module Code	Module Title	Credit
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UFCEQG-30-1	Music Production 2026-27	30
UFCEQP-30-1	Studio Recording and Live Sound 2026-27	30
UFCEQF-30-1	Music in Practice 2026-27	30
UFCERK-15-1	Coding for Audio 2026-27	15
UFCERD-15-1	Science of Sound 2026-27	15

Year 2

Full time and sandwich students must take 120 credits from the modules in Year 2.

Year 2 Optional Modules (Full Time and Sandwich)

Full time and sandwich students must take 60 credits from Optional Modules (Full Time and Sandwich).

Module Code	Module Title	Credit
UFCERL-30-2	Write, Produce, Release 2027-28	30
UFCFRL-30-2	Research and Practice in Creative Technology 2027-28	30
UFCFQL-30-2	Sound Design and Post Production 2027-28	30
UFCFLL-30-2	Creative Computing 2027-28	30

Year 2 Compulsory Modules (Full Time and Sandwich)

Full time and sandwich students must take 60 credits from Compulsory Modules (Full Time and Sandwich).

Module Code	Module Title	Credit
UFCERT-30-2	Audio Engineering 2027-28	30
UFCERW-30-2	Live Technologies 2027-28	30

Year 3

Full time students must take 120 credits from the modules in Year 3.

Sandwich students must take 15 credits from the modules in Year 3.

Year 3 Compulsory Modules (Full Time)

Full time students must take 75 credits from the modules in Compulsory Modules (Full Time).

Module Code	Module Title	Credit
UFCESW-30-3	Broadcast and Live Engineering 2028-29	30
UFCES4-30-3	Research and Development 2028-29	30
UFCES8-15-3	Careers/Showcase 2028-29	15

Year 3 Optional Modules (Full Time)

Full time students must take 45 credits from the modules in Optional Modules (Full Time).

Module Code	Module Title	Credit
UFCFTJ-15-3	Acoustics 2028-29	15
UFCEVK-15-3	Design and Fabrication 2028-29	15
UFCFNR-30-3	Music Portfolio 2028-29	30
UFCES3-30-3	Sound Design Showreel 2028-29	30

Year 3 Compulsory Modules (Sandwich)

Sandwich students on placement must take 15 credits from the modules in Compulsory Modules (Sandwich)

Module Code	Module Title	Credit
UFCFE6-15-3	Professional Experience 2028-29	15

Year 4

Sandwich students must take 105 credits from Year 4.

Year 4 Optional Modules (Sandwich)

Sandwich students must take 45 credits from the modules in Optional Modules (Sandwich).

Module Code	Module Title	Credit
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UFCE8-15-3	Careers/Showcase 2029-30	15
UFCE3-30-3	Sound Design Showreel 2029-30	30
UFCEVK-15-3	Design and Fabrication 2029-30	15
UFCFTJ-15-3	Acoustics 2029-30	15
UFCFNR-30-3	Music Portfolio 2029-30	30

Year 4 Compulsory Modules (Sandwich)

Sandwich students must take 60 credits from the modules in Compulsory Modules (Sandwich).

Module Code	Module Title	Credit
UFCE4-30-3	Research and Development 2029-30	30
UFCE5W-30-3	Broadcast and Live Engineering 2029-30	30

Part C: Higher Education Achievement Record (HEAR) Synopsis

Graduates demonstrate advanced knowledge of audio technologies, applying critical thinking and structured problem-solving in professional contexts. They operate confidently across studio, media, and live environments, integrating software and hardware systems. With strong autonomy, leadership, and collaboration skills, they design and deliver innovative, sustainable, and ethically grounded projects. Their entrepreneurial mindset enables them to address complex technical challenges and recognise emerging opportunities. Graduates communicate technical insights effectively to diverse audiences and uphold industry standards in all aspects of their work.

Part D: External Reference Points and Benchmarks

The design and development of the BSc Audio & Music Technology programme is informed by a range of sector-recognised reference points, including the QAA Subject Benchmark Statements for Music (2025) and Engineering (2023).

The programme aligns most closely with the Music benchmark, which recognises the interdisciplinary and plural nature of music study, encompassing creative, cultural, historical, technological, and scientific approaches. The benchmark explicitly states that “music may be studied as a creative, cultural, historical, technological or scientific discipline, or through a combination of these approaches.” Scientific approaches such as acoustics, psychoacoustics, signal processing, and computational methods are highlighted as central to music technology and audio engineering programmes. These areas are embedded throughout the curriculum, supporting students in developing technical fluency, analytical rigour, and a deep understanding of sound as both a creative and scientific phenomenon.

The programme also draws on the Engineering benchmark, particularly in its emphasis on structured problem-solving, systems thinking, sustainability, and ethical practice. Students engage with engineering principles in the design and operation of audio systems, live environments, and digital workflows, preparing them for roles that require both technical expertise and creative adaptability.

The programme is fully aligned with UWE Bristol’s values, which commit to transforming futures through outstanding learning, research, and enterprise. The programme supports the development of graduates who are ambitious, inclusive, innovative, collaborative, and enterprising, in line with the university’s strategic vision. It is designed to be practice-led, research-informed, digitally enabled, and inclusive, embedding sustainability, accessibility, and graduate attributes throughout the student experience.

In addition, the programme reflects the expectations of the UK Quality Code for Higher Education, and draws on institutional frameworks including the Learning and Teaching Strategy, Enhancement Framework, and Access and Participation Plan, ensuring academic standards, inclusive practice, and student success.

Part E: Regulations

Approved to University Regulations and Procedures.