# SECTION 1: KEY PROGRAMME DETAILS

| PART A: PROGRAMME INFORMATION | |
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| **Highest Award** | BSc (Hons) Creative Music Technology |
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| **Interim Award** | BSc Creative Music Technology |
| **Interim Award** | DipHE Creative Music Technology |
| **Interim Award** | CertHE Creative Music Technology |

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| **Awarding Institution** | UWE Bristol |
| **Teaching Institution** | UWE Bristol |
| **Delivery Location** | Frenchay Campus |
| **Study Abroad / Exchange / Credit Recognition** | Placement X<br><br>Sandwich Year X<br><br>Credit Recognition X<br><br>Year Abroad X |
| **Faculty Responsible For Programme** | Faculty of Environment & Technology |
| **Department Responsible For Programme** | FET Dept of Computer Sci & Creative Tech |
| **Professional Statutory or Regulatory Body (PSRB) Links** | Joint Audio Media Education Services (JAMES) |
| **Apprenticeships** | |
| **Mode of Delivery** | Full-time |

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| **ENTRY REQUIREMENTS** | UCAS Tariff Points:<br><br>For the current entry requirements see the UWE public website. |
| **For Implementation From** | 1 Sep 2021 |

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| **ISIS Code/s** | Programme Code WJ3913-SEP-FT-FR-WJ39<br><br>Other codes:<br>JACS Audio technology<br>HECoS 100222: Audio Technology<br>UCAS<br>SLC |

## SECTION 2: PROGRAMME OVERVIEW, AIMS and LEARNING OUTCOMES

### PART A: PROGRAMME OVERVIEW, AIMS and LEARNING OUTCOMES

**1. (Programme) Overview (c. 400 words)**

The programme in Creative 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.

**2. Educational Aims (c. 4-6 aims)**

The programme in Creative Music Technology has the following specific aims:

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

To develop students' ability to work creatively through both composition.

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

To link the design and engineering of music systems with appropriate understanding and theoretical underpinning, especially in the use of computer technology in a musical 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.

**3. Programme and Stage Learning Outcomes (c. 6-8 outcomes)**

## PART A: PROGRAMME OVERVIEW, AIMS and LEARNING OUTCOMES

**Programme (Learning) Outcomes (POs)**

**Knowledge and Understanding**

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| 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 audiorelated 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**

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| 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**

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| 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**

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| 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 and 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. |

## PART B: Programme Structure

### 1. Structure

**Year 1**

**Year 1 Compulsory Modules**

| Code | Module Title | Credit | Type |
|---|---|---|---|
| UFCFC4-30-1 | Audio Engineering 2021-22 | 30 | Compulsory |
| UFCFH4-30-1 | Audio Technology 2021-22 | 30 | Compulsory |
| UFCFF4-30-1 | Introductory Audio Programming 2021-22 | 30 | Compulsory |
| UFCFYT-30-1 | Music 2021-22 | 30 | Compulsory |

**Year 2**

**Year 2 Compulsory Modules**

| Code | Module Title | Credit | Type |
|---|---|---|---|
| UFCFT3-30-2 | Advanced Composition 2022-23 | 30 | Compulsory |

**Year 2 Optional Modules**
Students choose 90 credits from the following:

| Code | Module Title | Credit | Type |
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| UFCFE4-30-2 | Audio Process Design and | 30 | Optional |

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| | Implementation 2022-23 | | |
| UFCFG4-30-2 | Audio Recording 2022-23 | 30 | Optional |
| UFCFLL-30-2 | Creative and Physical Computing 2022-23 | 30 | Optional |
| UFCFRL-30-2 | Research and Practice in Creative Technology 2022-23 | 30 | Optional |
| UFCFQL-30-2 | Sound Design and Post Production 2022-23 | 30 | Optional |

**Year 3**

**Year 3 Compulsory Modules**

| Code | Module Title | Credit | Type |
|---|---|---|---|
| UFCFNR-30-3 | Music Portfolio 2023-24 | 30 | Compulsory |
| UFCF96-45-3 | Music Technology Project 2023-24 | 45 | Compulsory |

**Year 3 Optional Modules**
Students must take 45 credits of optional modules

| Code | Module Title | Credit | Type |
|---|---|---|---|
| UFCFTJ-15-3 | Architectural Acoustics 2023-24 | 15 | Optional |
| UFCFA6-15-3 | Audio for Games 2023-24 | 15 | Optional |
| UFCFD4-15-3 | Audio Post Production 2023-24 | 15 | Optional |
| UFCFJF-15-3 | Broadcast Practice 2023-24 | 15 | Optional |
| UFCFN5-15-3 | Instrument Recording Investigation 2023-24 | 15 | Optional |
| UFCFV5-15-3 | Live Sound 2023-24 | 15 | Optional |
| UFCFVJ-15-3 | Professional Development 2023-24 | 15 | Optional |
| UFCF94-15-3 | Software Development for Audio 2023-24 | 15 | Optional |

## PART C: Higher Education Achievement Record (HEAR) Synopsis

Graduates of BSc(Hons) Creative Music Technology will be able to demonstrate knowledge and understanding of basic engineering applications and processes; applications of computers in music and audio systems and basic music theory. They will understand acoustics theory and application; application of music technology within multimedia and video systems; and basic business and marketing practice.

Graduates of Creative Music 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 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 Musical performance and composition (Sections 3.8 and 3.9 Music) and Music technology and acoustics (Sections 3.14 and 3.15 Music) and Programming fundamentals (Appendix B Computing).

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'. This programme supports the University's Strategic Partnership themes as represented by the INSPIRE acronym:

Innovation
Nurturing Talent
Student Experience
Participation
Internationalisation
Research
Exchange

## PART E: REGULATIONS

Approved to University Regulations and Procedures