Programme Specification

Creative Music Technology [Frenchay]

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Section 1: Key Programme Details

Part A: Programme Information

Programme title: Creative Music Technology [Frenchay]

Highest award: BSc (Hons) Creative Music Technology

Interim award: BSc Creative Music Technology

Interim award: DipHE Creative Music Technology

Interim award: CertHE Creative 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 implementation from: 01 September 2024

Programme code: WJ3900

Section 2: Programme Overview, Aims and Learning Outcomes

Part A: Programme Overview, Aims and Learning Outcomes

Overview: 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.

Features of the programme:

Educational 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.

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 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

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 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.

Assessment strategy: Approved to University Regulations and Procedures

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.

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: 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.

Description of the teaching resources provided for students:

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 audio-related industries. This balance enhances the student experience and employability prospects.

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
UFCFC4-30-1	Audio Engineering 2023-24	30
UFCFH4-30-1	Audio Technology 2023-24	30
UFCFF4-30-1	Introductory Audio Programming 2023-24	30
UFCFYT-30-1	Music 2023-24	30

Year 2

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

Year 2 Compulsory Modules (Full-time and Sandwich)

Full-time and Sandwich students must take 30 credits from the modules in Compulsory Modules (Full-time and Sandwich).

Module Code	Module Title	Credit
UFCFT3-30-2	Advanced Composition 2024-25	30

Year 2 Optional Modules (Full-time and Sandwich)
Full-time and Sandwich students must take 90 credits from the modules in Optional Modules (Full-time and Sandwich).

Module Code	Module Title	Credit
UFCFE4-30-2	Audio Process Design and Implementation 2024-25	30
UFCFG4-30-2	Audio Recording 2024-25	30
UFCFLL-30-2	Creative and Physical Computing 2024-25	30
UFCFRL-30-2	Research and Practice in Creative Technology 2024-25	30
UFCFQL-30-2	Sound Design and Post Production 2024-25	30

Year 3
Full-time students must take 120 credits from the modules in Year 3.
Students may optionally complete a placement year (Sandwich). For students on placement, there is an opportunity to complete a professional practice module and be awarded 15 level 6 credits.

Year 3 Compulsory Modules (Full-time)
Full-time students must take 30 credits from the modules in Compulsory Modules (Full-time).

Module Code	Module Title	Credit
UFCFNR-30-3	Music Portfolio 2025-26	30

Year 3 Compulsory Modules (Sandwich)
Sandwich students must take one of the following modules:

Module Code	Module Title	Credit
UFCFWJ-15-3	International Experience 2025-26	15
UFCFE6-15-3	Professional Experience 2025-26	15

Year 3 Optional Modules (Full-time)
Full-time students must take 90 credits from the modules in Optional Modules (Full-time).

Module Code	Module Title	Credit
UFCFHQ-45-3	Comprehensive Creative Technologies Project 2025-26	45
UFCEHM-30-3	Live Sound 2025-26	30
UFCFW3-30-3	Advanced Technologies 2025-26	30
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
UFCFN5-15-3	Instrument Recording Investigation 2025-26	15
UFCFVJ-15-3	Professional Development 2025-26	15

Year 4
Sandwich students must take 105 credits from the modules in Year 4.

Year 4 Compulsory Modules (Sandwich)
Sandwich students must take 30 credits from the modules in Compulsory Modules (Sandwich).

Module Code	Module Title	Credit
UFCFNR-30-3	Music Portfolio 2026-27	30

Year 4 Optional Modules (Sandwich)
Students must select 75 credits from Optional Modules (Sandwich).

Module Code	Module Title	Credit
UFCFHQ-45-3	Comprehensive Creative Technologies Project 2026-27	45

UFCEHM-30-3	Live Sound 2026-27	30
UFCFW3-30-3	Advanced Technologies 2026-27	30
UFCFTJ-15-3	Architectural Acoustics 2026-27	15
UFCFA6-15-3	Audio for Games 2026-27	15
UFCFD4-15-3	Audio Post Production 2026-27	15
UFCFN5-15-3	Instrument Recording Investigation 2026-27	15

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.