Course Specification

Course Summary Information				
1	**Course Title**		BSc (Hons) Music Technology	
2	**BCU Course Code**	**UCAS Code**	US0705	W350
3	**Awarding Institution**		Birmingham City University	
4	**Teaching Institution(s)** (if different from point 3)			
5	**Professional Statutory or Regulatory Body (PSRB) accreditation** (if applicable)			

6	**Course Description**
	Want to be an established music technician? Study our BSc (Hons) Music Technology degree at Birmingham City University. This course is aimed at the technical music producer, and will train you to use technology to create, record and distribute music. We will provide you with industry connections, live projects and a wide, in-depth knowledge of the field. You'll leave with a valuable blend of creative ability and practical skills in music production, alongside solid business awareness and a strong understanding of technology. **What's covered in the course?** Our BSc (Hons) Music Technology course was set up to meet the growing demand for people within the music and audio industries who are able to use technology to assist in the creation, performance and distribution of music. We will train you to become the next generation of musically-informed engineers, with a strong understanding of underlying technical principles in order to make informed decisions about appropriate technologies. You will analyse and critically evaluate live musical events and sound recordings, as well as music technology products, systems, processes and designs. You'll also have the opportunity to study in our world-class facilities in our Royal Birmingham Conservatoire. Exploring a wealth of creative ideas and techniques, we will encourage you to think innovatively and respond to the needs of industry. Employability is a key factor incorporated within the course, and we are dedicated to providing you with the skills and knowledge to jump right into a creative role.

7	Course Awards		
7a	**Name of Final Award**	**Level**	**Credits Awarded**
	Bachelor of Science with Honours Music Technology Bachelor of Science with Honours Music Technology with Professional Placement Year	6 6	360 480
7b	**Exit Awards and Credits Awarded**		
	Certificate of Higher Education Music Technology Diploma of Higher Education Music Technology Bachelor of Science Music Technology	4 5 6	120 240 300

8	Derogation from the University Regulations
	1. A maximum volume of 30 credits per course in a Bachelor's or Integrated Master's degree can be compensated, except that any compensation of Level 3 modules is not included in that limit. 2. A maximum volume of 20 credits per course in a Master's degree (other than an integrated Master's degree) can be compensated. 3. No condonement of modules at Levels 4-7 is permitted. 4. Where appropriate, a stage mean of at least 50% is required for students to progress from Bachelor's level (Level 6) on to the final stage of an Integrated Master's degree (Level 7), or to transfer course from a relevant Bachelor's degree to an Integrated Master's degree.

9	Delivery Patterns		
Mode(s) of Study	**Location**	**Duration of Study**	**Code**
Full Time	City Centre	3 years	US0705
With Professional Placement Year	City Centre	4 years	US1104

10	Entry Requirements
	The admission requirements for this course are stated on the course page of the BCU website at https://www.bcu.ac.uk/ or may be found by searching for the course entry profile located on the UCAS website.

11	**Course Learning Outcomes**
	Knowledge and Understanding
1	Communicate musical concepts through audio media and the aesthetic and critical creative processes involved.
2	Understand the principal electronic and computer-based technologies that underpin the application of audio technology system design and distribution across a variety of platforms.
3	Relate acoustic and psychoacoustic principals applicable to music, sound propagation/perception and acoustic characteristics of studios and auditoria.
4	Recognise the business, management and production processes applicable to music and audio media enterprises and the legal, ethical and social systems in which they operate.
	Cognitive and Intellectual Skills
5	Analyse and critically evaluate live musical events and sound recordings.
6	Evaluate music technology products, systems, processes and designs.
7	Apply creative techniques to solve a diverse range of practical challenges, analysing ideas and suggesting appropriate production processes in the realisation of music and audio-visual media.
8	Locate and use information and materials from a variety of academic and professional sources.
	Practical and Professional Skills
9	Plan and undertake tasks, work to deadlines, and accept responsibility for their own learning.
10	Apply appropriate analytical and critical methodologies to research, marshalling coherent and rational argument to draw independent conclusions.
11	Safely use appropriate laboratory equipment and software tools to undertake experiments and to process data to appropriate standards.
12	Apply practical, organisational and production skills in the fields of sound recording, manipulation and distribution.
	Key Transferable Skills
13	Work effectively as an individual and relate to others in the organisation and management of technically-led, musically-led and other group projects.
14	Give effective oral, written and visual presentations making appropriate use of information and communication technologies.
15	Demonstrate reflective practice both of their own work and that of their colleagues.
16	Demonstrate an awareness of opportunities for working in the music and audio industries and begin to plan a career path.

12	Course Requirements

12a Level 4:

In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):

Module Code	Module Name	Credit Value
DIG4154	Acoustic Fundamentals	20
DIG4151	Sound Recording	20
DIG4157	Digital Audio Fundamentals	20
DIG4164	Music Studies	20
DIG4152	Sequencing and Synthesis	20
DIG4155	Audio Electronics	20

Level 5:

In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):

Module Code	Module Name	Credit Value
DIG5114	Sampling, Editing and Production	20
DIG5113	Recording, Production and Delivery	20
DIG5111	Digital Signal Processing	20
DIG5110	Music and Critical Studies	20
DIG5112	Music and Audio Industries	20
DIG5124	Acoustic Applications	20

Professional Placement Year (optional)

In order to qualify for the award of Bachelor of Science with Honours Music Technology with Professional Placement, a student must successfully complete all of the Level 6 modules listed below as well as the following Level 5 module:

Module Code	Module Name	Credit Value
PPY5004	Professional Placement	120

Level 6:
In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):

Module Code	Module Name	Credit Value
DIG6200	Individual Honours Project	40
DIG6110	Multi-channel Sound Production	20
DIG6112	Production and Mastering	20
DIG6106 DIG6111	Digital Audio Effects **OR** New Interfaces for Musical Expression	20 20
DIG6107	Game Audio	20

12b Structure Diagram

Semester	Level 4 – Year 1		
1	Acoustic Fundamentals 20 Credits	Sound Recording 20 Credits	Digital Audio Fundamentals 20 Credits
2	Sequencing and Synthesis 20 Credits	Music Studies 20 Credits	Audio Electronics 20 Credits
	Level 5 – Year 2		
1	Sampling, Editing and Production 20 Credits	Music and Critical Studies 20 Credits	Music and Audio Industries 20 Credits
2	Acoustic Applications 20 Credits	Recording, Production and Delivery 20 Credits	Digital Signal Processing 20 Credits
	Professional Placement - Year 3 (optional) **Professional Placement Module (120 Credits)**		
	Level 6 – Year 4		
1	Multi-channel Sound Production 20 Credits	Digital Audio Effects 20 Credits **OR** New Interfaces for Musical Expression 20 Credits	Individual Honours Project 40 Credits
2	Production and Mastering 20 Credits	Game Audio 20 Credits	

13 Overall Student Workload and Balance of Assessment

Overall student *workload* consists of class contact hours, independent learning and assessment activity, with each credit taken equating to a total study time of around 10 hours. While actual contact hours may depend on the optional modules selected, the following information gives an indication of how much time students will need to allocate to different activities at each level of the course.

- *Scheduled Learning* includes lectures, practical classes and workshops, contact time specified in timetable
- *Directed Learning* includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning
- *Private Study* includes preparation for exams

The *balance of assessment* by mode of assessment (e.g. coursework, exam and in-person) depends to some extent on the optional modules chosen by students. The approximate percentage of the course assessed by coursework, exam and in-person is shown below.

Level 4

Workload

24% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	288
Directed Learning	324
Private Study	588
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	100%
Exam	0
In-Person	0

Level 5

Workload

24% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	288
Directed Learning	478
Private Study	434
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	100%
Exam	0
In-Person	0

Level 6

Workload

18% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	210
Directed Learning	292
Private Study	698
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	80%
Exam	0
In-Person	20%