

University of Plymouth

Faculty of Arts, Humanities, and Business

School of Society and Culture

Programme Specification

BSc (Hons) Audio and Music Technology
7208

Date of Approval: July 2021

Approved Final Version for
September 2022

1. BSc

Final award title:	BSc (Hons) Audio and Music Technology
Level 5 Intermediate award title(s):	Diploma of Higher Education
Level 4 Intermediate award title(s):	Certificate of Higher Education
UCAS code:	JW93
HECOS code:	100222 (50%), 100221 (50%)

2. Awarding Institution:	University of Plymouth
Teaching institution(s):	University of Plymouth

3. Accrediting body(ies):	JAMES
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Date of re-accreditation:	TBC
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4. Distinctive Features of the Programme and the Student Experience

Students entering the BSc (Hons) Audio and Music Technology will benefit from:

- Learning from academics who have written field-defining texts that are used to teach the discipline in universities throughout the world.
- A research-led teaching experience through the Interdisciplinary Centre for Computer Music Research (ICCMR), who are critical players both nationally and internationally in the Computer Music discipline. ICCMR was recognised as world-leading by the UK Government's last assessment (REF2014) of research quality, providing opportunities to pursue post-graduate studies within the ICCMR and to collaborate and mix with PhD and Master's students.
- A course that prepares students for a career in both the technology and creative industries and responds to the changing needs of employers in Audio and Music Technology.
- The Professional Opportunities Scheme, which is available only to students studying within the Music subject area. This service communicates work opportunities to students, provides a liaison with potential employers, and empowers learners to identify and secure career-positive placements. The scheme is tailored to individual student aspirations.

- Opportunities to attend national and international field trips. Such trips include, but are not limited to, technology festivals, industry events, and conferences.

5. Relevant QAA Subject Benchmark Group(s)

This programme aligns with the QAA Benchmark Statements for [Music](#) (2019) and [Computing](#) (2019). Please refer to section 8 for a precise mapping of benchmark standards to programme intended learning outcomes.

6. Programme Structure

Level 4	
Semester 1	Semester 2
AMT4005 Music and Audio Fundamentals 20 Credits	AMT4002 Acoustics and Psychoacoustics 20 Credits
AMT4004 Introduction to Audio Programming 20 Credits	AMT4003 Sound Synthesis and Sampling 20 Credits
AMT4001 Interactive Sound 20 Credits	MUS4006 Audio Engineering 20 Credits

Level 5	
Semester 1	Semester 2
SSC500 Stage 2 Placement Year Preparation 0 Credits	
AMT5001 Audio Technology Design and Build 20 Credits	AMT5002 Audio Signal Processing 20 Credits
AMT5002 Live Sound 20 Credits	AMT5004 Music Technology Research Project 20 Credits
Choose one:	Choose one:
Specialism Module Elective 20 Credits	Specialism Module Elective 20 Credits

Optional Placement Year	
Semester 1	Semester 2
SSC600 School of Society and Culture Placement Year 0 Credits	

Level 6	
Semester 1	Semester 2
MUS6001 Negotiated Dissertation Project 40 Credits	
Choose one from:	
AMT6001 Audio Software Development 20 Credits	AMT6002 Advanced Audio Production 20 credits
MUS6004 Electroacoustic and Electronic Music 20 Credits	AMT6003 Music Information Retrieval 20 Credits
Choose one:	
Specialism Module Elective 20 Credits	

Specialism Modules

All undergraduate programmes in the School of Society and Culture have been designed to enable students to personalise their degree through a wide assortment of optional modules. These allow students to study more topics related to their core degree or branch out and explore up to three modules from other disciplines across the School. This flexibility starts in the second year, with students being able to choose one module from within cross-school elective pools at level 5 semester 1, level 5 semester 2, and level 6 semester 1. These are marked by the term *Specialism Module* in the programme structure above.

Students can elect to take any combination of modules from the three cross-school elective pools, and options will always be available from their core degree subject. However, students who complete three modules from another discipline will have the choice of graduating with that discipline as a specialism on their certificate: BSc (Hons) Audio and Music Technology with <specialism>. The School offers modules in the following areas:

- Acting
- Anthropology
- Art History
- Computing
- Creative Writing
- Criminology
- Dance
- Drama
- English
- History
- International Relations
- Law
- Music
- Musical Theatre
- Politics
- Policing and Security Management
- Sociology

A list of available specialism modules and their associated learning outcomes can be found in the School of Society and Culture's Specialism Specification and on the programme's webpage.

7. Programme Aims

This programme aims to:

- Form graduates with a solid interdisciplinary background combining robust technical skills with artistic creativity and who can both develop and use audio and music technologies;
- Develop the professional knowledge and practical skills that are required to succeed and progress in the professional audio sector and related industries;
- Develop students' ability to discriminate between subjective and objective quantities of sound to inform working practices and effectively collaborate with musicians and non-experts;
- Equip students with the necessary programming skills to develop creative, expressive, and uniquely engineered music and audio systems;
- Introduce students to relevant critical and wider contexts surrounding contemporary practices in music technology;
- Foster curiosity around the use and design of technology in expressive music performance and creation;
- To encourage and support students while they develop and apply subject-specific and generic skills that will facilitate life-long learning and continuing professional development;
- Support students in developing independent research skills, self-reflection techniques, and practical confidence;
- Deliver a research-led educational experience where students learn from discipline leaders and curricula is kept at the frontiers of the field;
- Emphasise the value of learning by practical investigation and production informed by critical understanding;
- Produce graduates that can work in high-pressure environments and adapt to a rapidly changing technological world.

8. Programme Intended Learning Outcomes

Each subdivision of the below programme learning outcomes has been mapped to the QAA typical benchmark standards for Music (pages 18-20) and Computing (page 14). The prefixes "M" and "C" refer to Music and Computing, respectively, and the preceding number relates to the order that the standard statements appear in the

documents. In the case of Music (M), the benchmark standards are broken into Intellectual, Practical, and Personal skills, which are indicated in the mapping with the symbols Int, Pra, and Per, respectively.

8.1. Knowledge and understanding [C1, C2, M:Int1, M:Int2, M:Int3, M:Int5, M:Pra2, M:Pra3, M:Pra5, M:Per5]

On successful completion graduates should have developed:

1. A detailed understanding of the science of sound and the theory of music and its implications for the design and use of relevant technologies;
2. A sophisticated understanding of the fundamental concepts, principles, and theories of audio engineering;
3. A comprehensive grasp of approaches to digital sound synthesis and their creative and industrial applications;
4. An in-depth understanding of appropriate methods of storing, representing, and processing musical and sound information in the digital domain;
5. A sophisticated knowledge of computer programming concepts and algorithm design;
6. A critical appreciation for the broader context in which technologies are used within the field of professional audio, music, and other sonic arts.

8.2. Cognitive and intellectual skills [C2, C3, C4, C5, M:Int1, M:Int3, M:Int4, M:Int5, M:Pra1, M:Pra4, M:Per6, M:Per7]

On successful completion graduates should have developed:

1. The ability to critically analyse and apply appropriate knowledge and skills in the selection and use of digital, audio, and music technologies, demonstrating effective judgement;
2. The expertise to design and build technological resources through effective computer programming to solve problems or provide aesthetic solutions;
3. The ability to identify, discuss, and tackle different kinds of problems;
4. The capacity to critically evaluate systems and materials using evidence to support conclusions and recommendations;
5. The ability to synthesise and critically evaluate information and present it in the form of a clear and coherent argument in a variety of ways, including discriminating between and evaluating divergent opinions.

8.3. Key and transferable skills [C1, C2, C3, C4, C5, C6, M:Int4, M:Pra4, M:Per2, M:Per3, M:Per4, M:Per6, M:Per8]

On successful completion graduates should have developed the ability to:

1. Communicate effectively both in written and oral forms;
2. Assimilate information and synthesise and organise relevant outputs;
3. Evaluate problems to suggest appropriate digital and automated solutions;
4. Work autonomously and as part of an interdisciplinary team, showing self-motivation, critical self-awareness, and an ability to manage time and resources according to specific tasks, deadlines, or job roles;
5. Discuss and debate issues of design, ethics, and aesthetics;
6. Learn effectively for the purpose of continuing professional development and in a wider context throughout their career.

8.4. Employment related skills [C1, C2, C3, C4, C5, C6, M:Int4, M:Per1, M:Per2, M:Per3, M:Per6]

On successful completion graduates should have developed:

1. The ability to present work in an accessible form that is intelligible to expert and non-expert audiences;
2. A logical approach to problem-solving, drawing on appropriate information to inform solutions;
3. The ability to review, select, and manage information;
4. A capacity to undertake independent projects with minimal guidance;
5. The expertise to interview and engage professionally with industry contacts and experts from other disciplines;
6. An ability to engage in continual self-evaluation and participate in additional learning and creative development where necessary.

8.5. Practical skills [C1, C2, C3, C4, C5, C6, M:Int4, M:Int5, M:Pra1, M:Pra3, M:Per7, M:Per8]

On successful completion graduates should have developed the skills to:

1. Use computing, audio, and music technologies effectively, professionally, and creatively;
2. Plan and execute creative technology development;
3. Prepare written work that reflects the interdisciplinary nature of the discipline;
4. Effectively present technical and creative information in front of audiences making good use of presentation tools;
5. Use technical and creative literature to good effect;
6. Apply appropriate practices within a professional, legal, sustainable, and ethical framework.

9. Admissions Criteria, including APCL, APEL and Disability Service arrangements

All applicants must have GCSE (or equivalent) Maths and English at Grade 4 or above (equivalent to a Grade C as per the grading system until 2017).

Entry Requirements for BSc (Hons) Audio and Music Technology	
A-level/AS-level	Normal minimum entry requirements are A level/AS level/Vocational A level: 104-112 points
BTEC National Diploma/QCF Extended Diploma	Candidates can be interviewed before an offer is made. Grade Pass MMM - DMM in any subject.
Access to Higher Education at level 3	Candidates can be interviewed before an offer is made. Pass an Access to HE Diploma in any subject, including GCSE English and Maths grade 4 or above or equivalent with at least 33 credits at Merit/Dist.
Welsh Baccalaureate	Accept as add on points; in addition to 2 A Levels
Scottish Qualifications Authority	104-120 points
Irish Leaving Certificate	Obtain H4, H4, H4, H4, H4 - H3 H3 H4 H4 H4 (all at Higher level)
International Baccalaureate	26-30 overall to include 4 at in any subjects at Higher Level. English accepted within Higher Level = 4+ (A1) or 5 (A2/B) Standard Level = 5+ (A1) or 6 (A2/B) If overseas and not studying English within IB – MUST have IELTS: 6.0 overall with 5.5 in all elements.

10. Progression routes/criteria for progression to Final and Intermediate Awards

Certificate in Higher Education	Achieved through completion of 120 credits at level 4 .
Diploma in Higher Education	Achieved through completion of 120 credits at level 4 and 120 credits at level 5.
BSc (Hons) Audio and Music Technology	Achieved through completion of 120 credits at level 4, 120 credits at level 5, and 120 credits at level 6.

11. Non Standard Regulations

N/A

12. Transitional Arrangements for existing students looking to progress onto the programme

N/A

Appendices

Programme Specification Mapping (UG) – core/elective modules

Appendix 1: Programme Specification Mapping (UG): module contribution to the meeting of Award Learning Outcomes

CORE MODULES: tick those Award Learning Outcomes the module contributes to through its assessed learning outcomes. Insert rows and columns as required.

Core Modules		Award Learning Outcomes contributed to (for more information see Section 8)																								Compe nsation Y/N	Assessment Element(s) and weightings [use KIS definition] E1- exam E2 – clinical exam T1- test C1- coursework A1 – generic assessment P1 - practical					
		Knowledge & understanding						Cognitive & intellectual skills					Key & transferable skills						Employment related skills						Practical skills							
		1	2	3	4	5	6	1	2	3	4	5	1	2	3	4	5	6	1	2	3	4	5	6	1			2	3	4	5	6
Level 4	AMT4001						x	x	x		x	x	x	x	x		x	x			x		x	x		x		Y	C1 50%, P1 50%			
	AMT4002	x	x				x			x	x		x				x			x							x	Y	C1 100%			
	AMT4003			x	x		x	x	x	x	x	x			x	x		x	x		x		x	x		x	x	Y	C1 100%			
	AMT4004				x	x		x	x	x		x			x	x			x				x	x				Y	C1 100%			
	AMT4005	x			x			x			x								x	x								Y	T1 50%, C1 50%			
	MUS4006		x									x						x							x			Y	C1 100%			
Level 4 LOs		x	x	x	x	x	x	x	x	x	x	x	x	x	x		x	x	x	x	x		x	x		x	x					
Level 5	AMT5001	x	x				x	x	x	x	x	x	x	x	x		x	x	x	x	x	x	x	x	x	x	x	Y	C1 75%, P1 25%			
	AMT5002	x	x				x	x				x	x				x			x	x	x		x			x	Y	C1 100%			
	AMT5003	x			x	x		x	x			x			x	x			x		x			x			x	Y	C1 100%			
	AMT5004	x			x	x	x	x		x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	Y	C1 100%			
Level 5 Los		x	x		x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x					

51	AMT6002	x	x				x	x				x	x				x			x		x		x		x			Y	C1 100%	
	AMT6003	x	x		x	x	x		x	x			x	x	x					x			x		x	x		x	x	Y	C1 100%
	MUS6001						x					x	x	x			x	x		x		x			x	x	x		N	C1 100%	
Level 6 LOs		x	x				x	x			x	x	x			x	x		x	x	x	x	x	x		x	x	x			
Confirmed Award LOs		x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x			

ELECTIVE MODULES: tick those Award Learning Outcomes the module contributes to through its assessed learning outcomes. Insert rows and columns as required.

Elective Modules		Award Learning Outcomes contributed to (for more information see Section 8)																								Compensation Y/N	Assessment Element(s) and weightings [use KIS definition] E1- exam E2 – clinical exam T1- test C1- coursework A1 – generic assessment P1 - practical					
		Knowledge & understanding						Cognitive & intellectual skills					Key & transferable skills						Employment related skills						Practical skills							
		1	2	3	4	5	6	1	2	3	4	5	1	2	3	4	5	6	1	2	3	4	5	6	1			2	3	4	5	6
Level 5 Los																																
5	AMT6001	x	x		x	x	x	x	x	x		x	x	x	x			x	x	x	x	x	x	x	x			x		Y	C1 100%	
	MUS6004	x	x	x			x	x				x	x	x			x			x		x	x		x		x		Y	C1 100%		
Level 6 LOs		x	x	x	x	x	x	x	x	x	x	x	x	x	x			x	x	x	x	x	x	x	x	x	x		x	x		
Confirmed Award LOs		x	x	x	x	x	x	x	x	x	x	x	x	x	x			x	x	x	x	x	x	x	x	x	x		x	x		