

.....

PROGRAMME SPECIFICATION

for the award of

Foundation Degree (Arts) in Music Production

Managed by the Faculty of Technology, Design and Environment

Delivered by Bridgwater and Taunton College

Date approved:	Date approval confirmed, on recommendation of University validation panel or other authorised body.
Applies to students commencing study in:	September 2017

RECORD OF UPDATES

Date amended*	Nature of amendment**	Reason for amendment**

SECTION 1: GENERAL INFORMATION

Awarding body:	Oxford Brookes University
Teaching institution and location:	Bridgwater and Taunton College
Language of study:	English
Final award:	Foundation Degree (Arts)
Programme title:	Music Production
Interim exit awards and award titles available:	Certificate of Higher Education (exit award only)
Brookes course code:	BW24
UCAS code:	
JACS code:	W374
HECoS code:	
Mode of delivery:	On Campus
Mode/s and duration of study:	Full-time (face to face/on-campus) – typical duration: 2 years and maximum: 6 years. Part-time (face to face/on-campus) - typical duration: 4 years and maximum: 6 years.
QAA subject benchmark statement/s which apply to the programme:	http://www.qaa.ac.uk/en/Publications/Documents/Foundation-Degree-Characteristics-15.pdf http://www.qaa.ac.uk/en/Publications/Documents/Subject-benchmark-statement-Music-.pdf
Professional accreditation attached to the programme:	n/a
University Regulations:	The programme conforms to the University Regulations for the year of entry as published/archived at: http://www.brookes.ac.uk/regulations/ http://www.brookes.ac.uk/regulations/current/specific/b1/

SECTION 2: WHY STUDY THIS PROGRAMME?

2.1 Rationale for/distinctiveness of the programme

This course is a two-year Foundation Degree programme designed to enable students with relevant level 3 qualifications in a Music or Music Technology subject, or equivalent, to obtain an FdA in Music Production.

It has been developed with Oxford Brookes University and has two distinct pathways (Music Technology; Music Composition and Performance) so that students can tailor their course to the needs of their preferred area of the music industry.

The programme utilises its facilities to provide students with the same opportunities as those on a similar course offered at Oxford Brookes University. Cohort size follows a similar pattern to that of the University's BA (Hons) Creative Music Production course and will allow natural progression in a familiar environment to that of the previous course studied (i.e. Extended Diploma in Music or Music Technology).

Local employers (such as Modern World Studios and M5 Audio) are regularly contacted to ensure the programme's relevance to industry and are also involved in some of the work-based projects that feature on the programme. Students will also have the opportunity to develop their performance, events production and live music production skills at the college's brand new McMillan Theatre complex, alongside other venues and during the first year students will also develop further experience of working in the music industry by working on live client briefs in some modules and working in the role of a session musician in others. Visits and guest speakers will also be a common theme within the course.

Graduates from the course will have a range of skills and knowledge to help them progress into the workplace or onto a higher-level degree course.

The course will give students the opportunity to develop a broad range of practical skills and theoretical understanding relevant to employment across the creative industry. The range of modules provides good coverage of a broad selection of topics, allowing students to explore the areas of music and music technology that they wish to specialise in. The work-based projects which feature in several modules on the course give students the chance to gain real-world experience of potential career paths and challenge themselves both in a working environment and with self-directed study tasks.

Distinctive aspects of the programme are:

- The course offers two alternate pathways, a music performance focused pathway and music technology focused pathway comprising of modules common to both pathways and optional modules unique to either pathway.
- Embedded work-based learning and assessment within key modules help students to develop transferrable skills and experience of the workplace and working as an independent practitioner.
- Some modules have a wider multi-media focus, embracing emerging techniques and aim to equip graduates with additional creative skills to better prepare them for self-employment or alternative career paths within the creative industries

2.2 Aim/s of the programme

The foundation degree in Music Production is designed to meet the following aims:

- to provide a professional foundation for a range of artistic, technical and management careers in the music & wider creative industries;
- to develop competent musicians and music technologists with the ability to apply the appropriate tools and techniques to support the creation, performance and production of music to professional standards.
- to equip students with the necessary knowledge of music and media technology to support the creation and production of music and audio products.
- to develop independence and autonomy through work based learning and assessment in order to maximise potential as creative practitioners.
- to provide flexibility, knowledge, skills and motivation as a basis for career development and as a basis for progression to graduate and postgraduate studies.
- to develop a range of skills and techniques, personal qualities and professional attributes essential for reflective learning and practice leading to successful performance in working life.

2.3 Staff Profiles

A link to staff profiles is included on the course web page and can be accessed from the following link [Course Website](#)

SECTION 3: PROGRAMME LEARNING OUTCOMES

On successful completion of the programme, graduates will demonstrate the following Brookes Attributes:

3.1 ACADEMIC LITERACY

- 3.1.1 Produce and critically evaluate music and audio content consistent with professional standards.
- 3.1.2 Plan, implement and evaluate sound reinforcement systems and music performance events.
- 3.1.3 Plan, design and generate multimedia content to be used for the promotion and distribution of music and audio products
- 3.1.4 Critique methods of communication and manipulation of music and audio data and protocols.
- 3.1.5 Create and evaluate high quality sound and music for a variety of media using software tools for sound synthesis, music production and mastering.

- 3.1.6 Demonstrate proficiency in a range of formal and informal modes of communication with both familiar and unfamiliar audiences including musical performance or expression, delivering presentations to groups, contributing in seminars, writing reports and engaging with clients.

3.2 RESEARCH LITERACY

- 3.2.1 Analyse and evaluate current and historical issues relevant to music and audio technology.
- 3.2.2 Use academic search engines and databases to identify appropriate information sources for research tasks.
- 3.2.3 Select, organise and critically analyse information sources, demonstrating an awareness of validity and relevance.
- 3.2.4 Demonstrate knowledge of music production, performance and composition including analysis of appropriate repertoires and critical appraisal of relevant technologies.
- 3.2.5 Demonstrate effective problem solving skills with the academic and working environment.

3.3 CRITICAL SELF-AWARENESS AND PERSONAL LITERACY

- 3.3.1 Demonstrate originality and creativity in the production of music and audio content.
- 3.3.2 Manage, evaluate and critically reflect on music production projects from conception to delivery.
- 3.3.3 Apply team-working skills in order to work productively with others
- 3.3.4 Analyse personal strengths and weaknesses and evaluate contributions to group projects and ensemble performances.

3.4 DIGITAL AND INFORMATION LITERACY

- 3.4.1 Effectively use a range of digital and other information sources to synthesize and support arguments to a professional standard.
- 3.4.2 Use appropriate IT resources to present ideas for oral presentations, essays and technical reports and critically evaluate and use music production software.
- 3.4.3 Design, plan and manage hardware and software systems using appropriate methods, techniques and tools

3.5 ACTIVE CITIZENSHIP

- 3.5.1 Demonstrate an awareness of working in a professional environment in a manner guided by the legal, professional, ethical and social issues relevant to the global and local music and wider creative industries
- 3.5.2 Critique the role of music and arts in society and the cultural significance of the creative industries.

SECTION 4: CURRICULUM CONTENT & STRUCTURE

4.1 PROGRAMME STRUCTURE AND REQUIREMENTS:

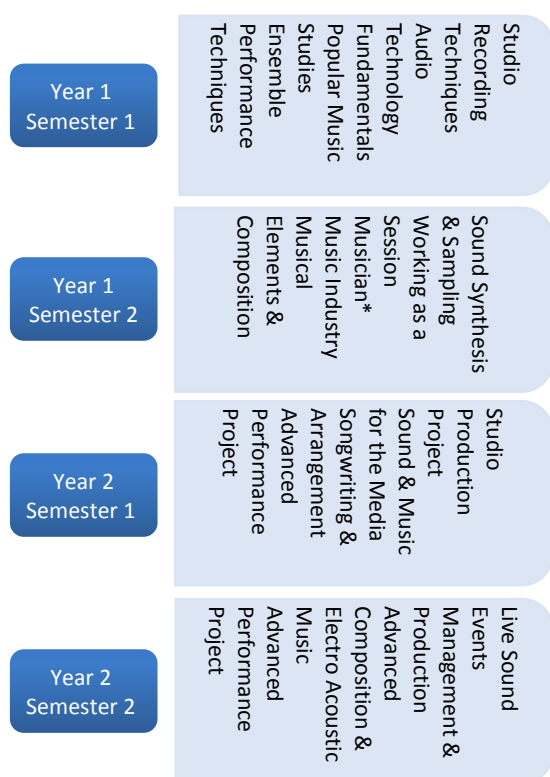
Module Code	Module Title	Credits	Level	Status	Coursework: Exam Ratio
MP101	Studio Recording Techniques	15	4	Compulsory	100% Coursework
MP102	Audio Technology Fundamentals	15	4	Compulsory	100% Coursework
MP103	Popular Music Studies	15	4	Compulsory	100% Coursework
MP104	Music Sequencing*	15	4	Alternative Compulsory	100% Coursework
MP105	Ensemble Performance Techniques*	15	4	Alternative Compulsory	100% Coursework
MP106	Music Industry	15	4	Compulsory	100% Coursework
MP107	Sound Synthesis & Sampling	15	4	Compulsory	100% Coursework
MP108	Web Design & Audio Delivery**	15	4	Alternative Compulsory	100% Coursework
MP109	Working as a Session Musician**	15	4	Alternative Compulsory	100% Coursework
MP110	Audio Mastering & Manufacture**	15	4	Alternative Compulsory	100% Coursework
MP111	Musical Elements & Composition**	15	4	Alternative Compulsory	100% Coursework
MP201	Studio Production Project	15	5	Compulsory	100% Coursework
MP202	Sound & Music for Media	15	5	Compulsory	100% Coursework
MP203	Audio Application Design*	15	5	Alternative Compulsory	100% Coursework
MP204	Songwriting & Arrangement *	15	5	Alternative Compulsory	100% Coursework
MP205	Live Sound	15	5	Compulsory	100% Coursework
MP206	Events Management & Production	15	5	Compulsory	100% Coursework
MP207	Electronic Music Production **	15	5	Alternative Compulsory	100% Coursework
MP208	Advanced Composition Techniques & Electro Acoustic Music **	15	5	Alternative Compulsory	100% Coursework
MP209	Music Performance Technology***	30	5	Alternative Compulsory	100% Coursework

MP210	Advanced Performance Project ***	30	5	Alternative Compulsory	100% Coursework
-------	----------------------------------	----	---	------------------------	-----------------

- * Modules are alternative compulsory in semester 1
- ** Modules are alternative compulsory in semester 2
- *** Modules are alternative compulsory in semester 1&2

It will be recommended that students study the following combinations of modules to form either pathway:

Music Performance Pathway



Music Technology Pathway



While offering students complete freedom of choice over the selection of optional modules would be desirable, having a more structured approach, by limiting this choice to two recommended pathways will ensure student numbers remain appropriate across all modules on the programme and still also allow for flexibility for some customization for students where needed.

*Students will have to study either MP108 or MP109 within their selected pathway to ensure that WBL requirements for Level 4 are met.

In the event that the programme doesn't recruit sufficient students for either one of the two pathways to be offered as a viable option, applicants will be offered the option to study the alternative pathway with the option of choice on some alternative compulsory modules, where those modules are compatible with student numbers and prerequisites.

4.2 PROGRESSION AND AWARD REQUIREMENTS

At level 4, students must pass eight compulsory modules - 120 credits to progress to level 5. Students are able to exit at this stage with a Certificate of Higher Education.

At level 5, students must also pass eight compulsory modules 120 credits

The Foundation Degree (Arts) requires 240 credits and requires all compulsory modules are passed.

Progression onto level 6 to 'top up' the Foundation Degree to the BA(Hons) Creative Music Production Degree at Oxford Brookes requires 240 credits and all compulsory modules passed and a successful application via UCAS.

4.3 PROFESSIONAL REQUIREMENTS

Not applicable.

SECTION 5: TEACHING AND ASSESSMENT

5.1 Teaching, Learning and Assessment

Teaching methods can include a series of lectures; lab based practical workshops, and tutorial support. These are often supplemented by online resources.

The rationale for and pattern of assessment are based on the aims, learning outcomes and rationale of the course. A variety of methods of assessment will be used within the course. The key criteria governing assessment will be validity, reliability and fitness for purpose and will include assignments, time-constrained assessments and work-based projects. Class tests will also feature, to assess the understanding and the consolidation of the course material.

Coursework is an important element in the assessment of the courses and is highly valued by students for the feedback it gives them on their work. The tutor in the relevant section of the 'Assignment Brief', which will be assessed and returned to students electronically, normally provides this feedback. For coursework, a large variety of assignments are used, depending upon the subject. The type of assignment set is described in the syllabus, but will include tasks such as:

- Performances & practical assessments
- Oral presentations & vivas
- Creative production tasks
- Set practical workshop tasks
- Short tests completed in class
- Written technical reports

Many of the coursework assignments will be based on modern industry practice. These will include:

- Public performances

- Studio based recording projects
- Certified software training (as part of the music sequencing module)
- Development of audio software products for web audio delivery and mobile technologies
- Client liaison and responding to a client brief (as part of the web design module)
- Work based projects based in a professional recording studio and established performance venue, allowing students to gain experience of industry practice and working in unfamiliar environments

Assessment calendars are issued at the start of the year to each year group for all assessments. The module leader will assess the submitted assessments within 3 weeks and feedback will be given to each student through the assignment front sheet comments box along with other feedback written on the assessed piece. Verbal feedback is also offered if required.

Module Credit – A module is worth 15 credits, which equals 150 hours of study, including taught time and independent study. This will often be broken down into lectures, seminars, practical sessions and self/directed study. This breakdown links with the learning outcomes of the course to provide you with a good range of study and learning skills.

The course has been designed to meet the University's aims of widening participation, both in mode of delivery and recruitment. The programme is suitable for those under-represented in Higher Education and aims to develop their academic achievement through practical coursework assignments and work-based learning.

SECTION 6: ADMISSION TO THE PROGRAMME

6.1 ENTRY REQUIREMENTS

A minimum of 48 UCAS tariff points from a full Level 3 qualification in a relevant subject area:

This could consist of, two A Levels, including either Music or Music Technology, a L3 Extended or 90 Credit Diploma in Music, Music Technology or Media Production and at least four GCSEs at grades A*-C including Maths and English or L2 Equivalent.

Mature applicants with relevant experience who do not have the stated entry requirements are encouraged to apply.

Applicants to the programme will be required to attend an interview and provide either a portfolio of work or complete an audition dependent on the pathway being applied for.

6.2 ACCREDITATION OF PRIOR LEARNING

The programme will adhere to the universities regulations for accreditation of prior learning:

<https://www.brookes.ac.uk/regulations/current/core/a2/a2-5/>

6.3 DBS AND OTHER PRE-COURSE CHECKS REQUIRED

N/A

SECTION 7: PREPARATION FOR EMPLOYMENT

7.1 WORK BASED LEARNING & WORK EXPERIENCE OPPORTUNITIES

Work based learning and assessment are an integral part of the FdA Music Production programme.

The overall rationale for embedding work based learning across the programme through facilitated, industry-based projects and assessments, is to provide a platform for a much more valuable work based learning experience and a genuine opportunity for students to develop transferrable skills and receive useful, structured feedback from employers on their performance.

A number of modules include assignments, which are assessed in an industry setting, where WBL is embedded in the module delivery and assessment. Alongside this extra curricular opportunities will arise during the programme.

Link with modules

In the first year of the proposed programme one of the eight modules, in both pathways studied at Level 4 will incorporate work-based learning.

- Working as a Session Musician (25 hours)
- Web Design & Audio Delivery (25 hours)

In the second year, five of the eight modules studied at Level 5 will also feature embedded work based learning.

- Studio Production Project (50 Hours)
- Live Sound (50 Hours)
- Events Management & Production (50 Hours)
- Music Performance Technology (25 Hours)
- Advanced Performance Project (25 Hours)

Level 4

At Level four both modules will feature coursework projects, based around either creating content, or providing a service for a live client.

In each case students will be set an assignment brief that outlines the intended learning outcomes to be demonstrated through the project

In the Working as Session Musician module, students will need to prepare for and be assessed performing in the role of session musician for an industry based recording session. This session can either be arranged independently by the student or facilitated by the college. Feedback from the client (e.g. producer / band) will be an important consideration in overall assessment for that module.

This project will require a number of meetings to discuss ideas, formalise arrangements and together with the studio session itself, equate to 25 hours of work-based learning.

In the Web Design & Audio Delivery module students will be responsible for finding a client and then developing a bespoke music website which meets the client's needs and design requirements.

This project, will require a number of meetings to discuss ideas, review progress with the website design and the finished version presented, equating to 25 hours of work based learning.

On completion of these project students will also submit a written evaluation, which analyses and reflects on the practical process, feedback from the client, their performance and experiences.

Level 5

At level 5 work-based learning will feature across a range of modules, In the Studio Production Project module students will complete a work placement project at a professional recording studio.

For this project the students will be provided with a musical ensemble, for example, a well-known local band and will be required to setup, configure, sound-check and finally record mix a stage performance for the provided ensemble.

Typically this project will equate 50 hours of placement for all students in order to complete the training and preparation, completion of coursework assignment and assessment stage.

Training and preparation will typically be completed with all students together, and the first stage of the coursework task, the tracking process, will be completed in small groups. The second stage of the coursework assignment, the mix down of the recorded material will be completed on an individual student by student basis with the joint assessment completed by the module leader, informed by observation and commentary from the assistant engineer employed by the studio.

On completion of the work placement, students will submit a written evaluation of the studio production project, which analyses and reflects on the practical process, their performance and experiences.

In the Live Sound module students will conduct a similar styled work placement project at the college's McMillan Theatre using additional resources provided by a professional sound reinforcement company.

Again students will be provided with a musical ensemble (often the same group of musicians used for the studio placement project) and will be required to setup, configure, sound-check and finally provide a front of house or monitor mix for stage performance.

This project, in a similar way will equate to 50 hours of placement for all students in order to complete the training and preparation, completion of coursework assignment and assessment stage. Training and preparation will typically be completed with all students together, but the practical coursework task will be completed on an individual student-by-student basis, with the joint assessment completed by the module leader, informed by observation and commentary from a representative from a work-based learning partner.

On completion of the work placement, students will submit a written evaluation of their work placement project, which analyses and reflects on the practical process, their performance and experiences.

The Events Management & Production module will be studied on both pathways of the programme. In this module students will work together in different roles to plan, promote and run a public music event. This could either take place at the McMillan Theatre or an alternative external venue and will require students manage a budget, organise promotion, liaise with acts, configure sound staging and lighting requirements, and work in production stage management & artist liaison roles, equating 50 hours of work based learning.

In the Music Performance Technology & Advanced Performance Project modules again will be preparing and performing / demonstrating publicly as part of the final assessment in this module. This will involve, rehearsal, technical run-throughs, sound checks and a performance to a public audience, as part of the college's annual Music Festival, equating to 25 hours of work-based learning.

On completion of the programme students will have completed the equivalent of 200 hours of embedded work-based learning across a variety of projects, gaining and insight into working as independent practitioners, working with employers in an industrial setting, and organising and performing at college public events.

Entrepreneurship

As many practitioners and professionals working in the music industry are self-employed preparation for this will also be undertaken in the music industry module studied at Level 4

Students will complete business planning assignment which will involve formulating a business idea, completing market research, financial forecasting, produce a written plan for he business and finally present this to their peers.

Bridgwater & Taunton College also has recently developed its own house digital record label/publishing company. The label provides an opportunity for students to get involved in real-world working practices of a functional record company, musical content will be produced and recorded by the FdA Music Production students, then professionally mastered, commercially released and digitally distributed to a broad range of retail outlets.

The underlying aim behind this development is that it is an online service for students that will be ultimately run, administered and be continually developed by students. The students studying on the proposed foundation degree can fulfil this role alongside their studies.

7.2 OTHER VOCATIONAL OPPORTUNITIES

The diagram below highlights where additional opportunities can occur across the programme:

Modules containing work based learning, work experience and Live Projects in the FdA Music Production programme	Work Experience Opportunities		Live Projects	
	Providing a service for college academies & public events	Work with external partners	Working under tutor guidance for local charities or cultural organisations	Working for external clients or collaborators
Level 4				
MP101 Studio & Recording Techniques	Producing location recordings for Media Academy students			
MP105 Music & Sound for Media	Supporting Media Academy students in dubbing dialogue / foley		Bath Film Festival – Film Score Competition	Developing show reel and proactive engagement with targeted employers
MP107 Audio Mastering & Manufacture	Providing a mastering service for student productions for other courses / external clients.			Attending and assisting with visiting industry seminars
MP112 Ensemble Performance Techniques	Module supports working on student performances	Module supports performing in local venues	Performing for charity music events	
Level 5				
MP207 Music Performance Technology	Module supports working on student performances			
MP210 Advanced Music Performance Project	Module supports working on student performances	Module supports performing in local venues		

The FdA Music Production programme offers access to a wide range of professions within the music industry as well as opportunities to specialise further by topping up to the BA (Hons) Creative Music Production degree at Oxford Brookes and continue then on to postgraduate level.

Students who design their programme with an emphasis on technological, production-based modules will be qualified to enter careers such as:

- Studio Producer
- Sound Designer /Sound creation for software applications
- Radio Producer
- Producer in the Record Industry
- Sound post-production for film, TV and games
- Live sound production

Students who focus on the music composition and performance modules of the programme will be likely to consider careers such as:

- Performing Musician / Recording Artist
- Songwriter
- Session Musician
- Composition for film, television and other narrative visual media
- Composition for advertisement

The generic academic study skills gained on the programme enable students to pursue careers that build on transferable skills, e.g.

- Music journalism
- Music publishing.
- Festivals and arts events management
- Marketing and PR
- Technical and IT

The College and University provide advice and careers guidance. See <http://www.bridgwater.ac.uk/college-information.php?category=4&page=50>
<http://www.brookes.ac.uk/careers>

The College has developed close links with many employers in the Music & Audio industries through, consultation, work experience placements and previous graduate employment.

Links with employers come in a variety of disciplines but include:

- Modern World Studios (Recording Studio)
- Sample Magic (Commercial Sample Retailer)
- Exley & Smith Ltd (Web Design)
- M5 Audio (Sound Reinforcement)
- Apple (Computers & Mobile Technologies / Certified Software Training)
- Cygnus Music (Digital Music Distribution)
- Lockdown Recordings (Independent Record Company)
- Dub Studio (Mastering)
- McMillan Theatre (Performance Venue)
- Colston Hall (Performance Venue)

These links will allow for

- Frequent guest lectures
- Industry based assessments
- Industry visits such as studio & backstage tours
- Trips, for example, Brighton Music Conference / Music Production Show