

Faculty: **Science, Technology and Creative Arts**

Title of Programme: BSc (Hons) Music (and Sound Design) Technology

Programme Code: CCMUS

Programme Specification

Start Date: September 2011

Date of Approval: 10 April 2011

Associate Dean (Academic Quality): Petros Khoudian

A handwritten signature in black ink that reads "Petros Khoudian". The signature is written in a cursive style with a large, stylized initial 'P'.

Signature

Programme Specification

BSc (Hons) Music Technology

BSc (Hons) Sound Design Technology

This programme specification (PS) is designed for prospective students, enrolled students, academic staff and potential employers. It provides a concise summary of the main features of the programme and the intended learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if he/she takes full advantage of the learning opportunities that are provided. More detailed information on the teaching, learning and assessment methods, learning outcomes and content for each module can be found in Definitive Module Documents (DMDs) and Module Guides.

Section 1

Awarding Institution/Body	University of Hertfordshire
Teaching Institution	University of Hertfordshire
University/partner campuses	College Lane
Programme accredited by	Not applicable
Final Award	BSc Hons
All Final Award titles	Music Technology Sound Design Technology
FHEQ level of award	6
UCAS code(s)	W352/W391

A. Programme Rationale

These pathways investigate the nature of current music and sound technologies and the diverse range of applications within which they are deployed. The student is placed at the centre of these investigations, empowered to explore and engage in the full spectrum of current practices seen from both technical and creative perspectives.

The development of technical expertise is central to the philosophy of the pathways, whereby intuitive abilities are extended by underlying theory, analytical skills and self-appraisal. The role of the technologist sits between those of the hardware/software engineer and creative artist in order to facilitate in one direction the delivery of effective systems for users and in the other, aiding artists in realisation of creative works.

Curriculum design stresses wherever possible the interconnectivity of these activities and disciplines, so that knowledge, understanding and skills are developed and progressed within an holistic, interactive and stimulating environment.

The programme is delivered by the School of Creative Arts and Electrical Engineering at levels 4 and 5 and entirely by the School Creative Arts at level 6. It is designed to recruit students who have already discovered an interest in and engaged at some level in music or sound technologies; attracting students who are motivated by this dynamic and rapidly developing specialist environment.

The structure of the programme has been designed to equip students with knowledge, understanding and skills through a range of study and learning experiences. In the first two years students take advantage of specialist modules such as Audio Perception and Coding, and Basic Electronics for Audio, whilst there are cumulative modules which develop systematically through the three levels, such as Studio Technology, Professional and Industrial Context, Music and Production (MT) and Audio Systems and Applications (SDT). These culminate at level 6 in independent project work, including the major project which accounts for 25% of the final year assessment.

B. Educational Aims of the Programme

The programme has been devised in accordance with the University's general educational aims of programmes of study as set out in UPR TL01.

Additionally this programme aims to:

- provide students with a high quality education in music and sound technologies, preparing them for careers which engage with the contemporary music/sound technology environment
- enable students to acquire knowledge and understanding of the fundamental technological processes which inform current music and sound technology systems
- provide an education for the individual that enhances his/her prospects of professional employment within music and related industries both nationally and internationally
- enable students to gain sufficient specialist knowledge and confidence to be able to communicate effectively within a professional environment
- enhance the students' transferable, interpersonal, entrepreneurial and creative skills.

Graduates from these courses will be ideally positioned to act as the interface between various music technologies and composers/producers, as self producing musicians, record producers, sound engineers, technical support staff and hardware/software developers. It is envisaged that the two pathways will tend to differentiate students as follows with regard to potential career paths:

Music Technology

Composition / Production – Film / Television / Radio / New Media.

Sound Design Technology

Sound Design – Film / Television / Radio / New (and interactive) Media.

Both courses

Various roles within the Music and Media Industries:

Audio Software Development.
Sound Recording and Editing.
Sound Reinforcement and Installation.
Studio Assistance and Management.
Studio Equipment Specification.
Audio Systems Specification.

PGCE - to Teach Music Technology in Schools.
Continued Higher Education.

C. Intended Learning Outcomes

The programme provides opportunities for students to develop and demonstrate knowledge and understanding, skills and other attributes in the following areas. The programme outcomes are referenced to the QAA benchmark statements for Music [M], Communication, media, film and cultural studies [CMFCS], Computing [C], Engineering [E] and Law [L] and the Framework for Higher Education Qualifications in England, Wales and Northern Ireland (2008) and relate to the typical student. Additionally, the SEEC Credit Level Descriptors for Further and Higher Education 2003 have been used as a guiding framework for curriculum design.

Knowledge and Understanding of:	Teaching/learning methods & strategies	Assessment
<p>A1- The ways in which music and sound media and their attendant technologies make possible a range of aesthetic effects and forms. [CMFCS]</p> <p>A2-The principles of IT and Communications (ITC) relevant to the discipline. [E]</p> <p>A3-Analytical concepts and algorithmic procedures relevant to Multimedia and Music Technology. [E/C]</p> <p>A4-Operational practice (and the requirements for safe operation). [E]</p> <p>A5-The relationship of music and sound design technologists to other multimedia disciplines. [M]</p> <p>A6- Demonstrate general knowledge and understanding of areas of English law pertaining to the copyright, distribution and exploitation of musical works. [L]</p>	<p>Acquisition of A5 is through a combination of lectures, tutorials, coursework and practical studio sessions throughout the Sound Design Technology course and at level 6 only in the Music Technology course.</p> <p>Acquisition of A1, A2, A4 and A6 is through a combination of lectures, tutorials, coursework and practical studio sessions throughout the programme.</p> <p>Acquisition of A3 is through a combination of lectures, projects and coursework at levels 4 and 5.</p> <p>Throughout, the learner is encouraged to undertake independent study both to supplement and consolidate what is being taught/learnt and to broaden their individual knowledge and understanding of the subject.</p>	<p>Knowledge and understanding are assessed through a combination of unseen examinations (A3), assessed coursework (including some essay assignments) and in-class tasks/tests (A1, A2, A4, A5, A6).</p>
Intellectual skills - able to:	Teaching/learning methods & strategies	Assessment
<p>B1-Analyse, transform or create music/sound materials and communicate findings. [M]</p> <p>B2-Make a judicious evaluation of their own work in a reflexive manner with reference to professional issues and conventions. [CMFCS]</p>	<p>Intellectual skills are developed through the methods and strategies outlined in section A, above.</p> <p>Analysis, problem solving and programming skills are further developed through additional tutorial work, studio work and in-course exercises.</p>	<p>B1, B2, B3, B4 and B5 are assessed through a combination of assessed coursework (including some essay assignments) and in-class tasks/tests.</p>

<p>B3-Find solutions to problems through the application of technological knowledge and understanding. [E]</p> <p>B4-Draw together ideas from a variety of sources of knowledge and from different disciplines. [CMFCS]</p> <p>B5-Evaluate the effectiveness of appropriate technical systems, both in terms of content creators and/or potential users. [E/C]</p>	<p>Throughout, the learner is encouraged to develop intellectual skills further by independent study.</p>	
<p>Practical skills - able to:</p>	<p>Teaching/learning methods & strategies</p>	<p>Assessment</p>
<p>C1-Evaluate the technical performance of appropriate systems, components or processes. [E/C]</p> <p>C2- Demonstrate personal expression through creative music/sound technology skills. [M]</p> <p>C3- Produce work demonstrating the effective manipulation of sound and image. [CMFCS]</p> <p>C4- Perform experimental laboratory work and draw appropriate conclusions. [E/C]</p> <p>C5- Produce work which reflects the operational aspects of media production technologies. [CMFCS]</p> <p>C6- Retrieve and generate information and evaluate sources in carrying out independent research. [CMFCS].</p>	<p>Skill C1 is developed through laboratory work, coursework assignments and tutorial work at levels 4 and 5.</p> <p>C2, C3 and C5 are developed through lectures, creative coursework and tutorials throughout the programme.</p> <p>Additionally, creative methodologies are disseminated by internal and guest practitioners through seminars and visits from guest lecturers.</p> <p>Skill C4 is developed through laboratory work at levels 4 and 5.</p> <p>Skill C6 is developed through project work, particularly in the major project at level 6.</p> <p>Throughout, the learner is encouraged to develop practical skills further by independent study.</p>	<p>Practical skills are assessed through laboratory reports, coursework, creative assignments, case study reports, presentations and project work.</p>
<p>Transferable skills - able to:</p>	<p>Teaching/learning methods & strategies</p>	<p>Assessment</p>
<p>D1- Produce self-directed work of quality demonstrating imagination and critical self-awareness. [M]</p>	<p>Transferable skills are developed through regular feedback, which includes evaluation of students' powers of expression, communication and presentation.</p>	<p>Transferable skills are assessed through generic feedback pro formas, forming an integral part of the assessment process.</p>

D2- Use ITC tools effectively. [M/E]

D3- Manage time and resources efficiently through cogent planning and organisation. [CMFCS]

D4- Produce work to a given brief including length, format and deadline with appropriate referencing of sources and ideas [CMFCS]

D5- Work effectively in a team, including negotiation and decision-making. [M]

D6- Demonstrate intellectual curiosity and creativity. [M]

Skill D1 is developed throughout the programme, but particularly at level 6 where more independent work takes place, particularly the major project.

Skills D2 and D3 are developed in lectures and tutorials throughout the programme and D3 is assessed as part of the major project at level 6.

Skill D4 is addressed throughout the programme and all generic feedback pro formas guide students in terms of length and format.

All coursework is submitted according to deadlines.

Skill D5 is realised through students' music ensemble performance classes, where negotiation and decision-making form an integral part in realising ensemble performance and in group project work.

Skill D6 is developed through technologically creative projects developing intellectual ingenuity and curiosity.

D1, D2, D3 and D4 are also assessed by means of individual project work and the major project at level 6.

Throughout, the learner is encouraged to develop transferable skills by maintaining a record of evidence and completing a personal development plan.

D. Programme Structures, Features, Levels, Modules, and Credits

The programme is offered in full time (3 years), sandwich (4 years) and part time (5 years) modes, and leads to the named award of a BSc with Honours in Music Technology, or, Sound Design Technology.

Entry is normally at level 4 (with suitable A-level or equivalent qualifications or experience) but is possible at level 5 (with suitable qualifications such as a relevant HND or equivalent qualifications or experience) and level 6 (for example where a student is transferring from an honours degree course at another university.)

The progression structure for part-time students will be tailored to the individual needs of the student. All modules are compulsory, however the modules 'Music and Production' and 'Audio Systems and Applications' (at all levels) are unique to Music Technology and Sound Design Technology respectively, thus differentiating the pathways.

Work-Based Learning, including Sandwich Programmes

A designated sandwich programme leads to a University award in the sandwich mode, and the word "sandwich" appears on the award certificate. In order for the BSc to lead to an award in the sandwich mode, the student must undertake a period of approved work experience of not less than 48 weeks with no possibility of exemption, normally between the end of Year 2 and the beginning of Year 4. This will normally be completed within the United Kingdom but with approval may be completed within other countries. Progress of the students' training and development is monitored by visits from University academic staff. Students will be required to document this period of work in accordance with the guidelines produced by the Faculty/School. Students on the sandwich programme will be registered on the Sandwich Year Module (6CTA1008).

Students who have not achieved the minimum progression requirements at the end of level 5 may be prevented from undertaking a sandwich placement. The policy relating to progression onto the placement year from level 5 is given in the Faculty Guidelines on Placements. Additionally, students who are on the sandwich programme, but who have any level 4 or 5 modules to repeat, will not normally be allowed to re-enrol on these modules until they return from placement. This is to avoid a conflict between UH attendance requirements and the student's commitment to their employer.

OTHER WORK EXPERIENCE

We encourage students to participate in work experience.

Student negotiated work experience is available, by agreement with the programme staff at Level 5. It is also possible for a student to negotiate with the programme leader a summer placement between level 5 and level 6.

It is the responsibility of the student to negotiate with the host organisation where detailed arrangements of timing, location and content of their work experience are a course requirement.

Typically, work experience should contribute to:

- development of competencies which prepare students for employment;
- an understanding of the professional context of their discipline;
- an enhanced understanding of their position in the context of a range of career options.

Students planning to undertake work experience during the approved modules are required to submit a proposal in which the arrangements are detailed and which demonstrates their understanding of their responsibilities and how the planned experience will meet the learning outcomes of the module(s). This is to be done using the template and guidance notes in the student handbook. Key characteristics of the placement that are mandatory are:

- the brief must be generated outside the programme of study and be part of a real working context (i.e. not a public competition brief);
- there must be a professional placement contact able to evaluate student performance;
- circa. 16 days in the placement context.

On completion of work experience, students are required to submit for assessment:

- a written report which reflects on and evaluates the learning experience;
- evidence of work undertaken and / or a report from the host organisation.

The modules that are approved for work experience are:

5ELE0077 – ECEE Mini Projects - 15 Credits)
5MMF0056 – Professional and Industrial Context 2 - 30 Credits)

Students may undertake a work experience instead of one of these modules.

The following modules are currently available for students wishing to undertake work experience:

5CTA1003 - Professional Work Experience 15: Music – 15 Credits

5CTA1003 - Professional Work Experience 30: Music – 30 Credits

There is a maximum of 45 credits of professional Work Experience for any student within any year of University study.

Additional advice on these modules is available in the student handbook and the Professional Work Experience Definitive Module Document(s) (DMD). Students will need approval of the programme leader or nominee for the work experience, to ensure that the level of challenge and learning is appropriate to the programme of study.

Programme Structure

The programme structure and progression information below (Table 1a and 1b) is provided for the Honours award. Any interim awards are identified in Table 1b. The Programme Learning Outcomes detailed above are developed and assessed through the constituent modules. Table 2 (in section 2) identifies where each learning outcome is assessed.

Table 1a Outline Programme Structure

Mode of study Full Time

Entry point Semester A

Music Technology

Level 4

Compulsory Modules Module Title	Module Code	Credit Points	% examination	% coursework	Semester
Studio Technology 1	4MMF0044	30	0	100	AB
Professional and Industrial Context 1	4MMF0043	30	0	100	AB
Music & Production 1	4MMF0052	30	0	100	AB
Audio Perception and Coding	4CTA1037	15	0	100	A
Basic Electronics for Audio	4ELE0070	15	0	100	B

Level 5

Compulsory Modules Module Title	Module Code	Credit Points	% examination	% coursework	Semester
Studio Technology 2	5MMF0062	30	0	100	AB
Professional and Industrial Context 2	5MMF0056	30	0	100	AB
Music & Production 2	5MUS0009	30	0	100	AB
Audio Networking and Distribution	5CTA1052	15	0	100	A
ECEE Mini Projects	5ELE0077	15	0	100	B

Placement Modules Module Titles	Module Code	Credit Points	% examination	% coursework	Semester
Professional Work Experience 15: Music	5CTA1003	15	0	100	A, B
Professional Work Experience 30: Music	5CTA1002	30	0	100	A, B, AB

Students may have the option of taking one 15 or one 30 point credit placement module as a substitute for Level 5 ECEE Mini Projects 5ELE0077 (15 credits) or Level 5 Professional and Industrial Context 2 5MMF0056 (30 credits). Students may only substitute one placement module.

Sandwich Year – Year 3 – OPTIONAL

Modules Module Titles	Module Code	Credit Points	% examination	% coursework	Semester
Sandwich Year (Creative Arts)	6CTA1008	0	0	100	ABC

In order to achieve the Sandwich Award students must complete module 6CTA1008 between levels 5 and 6 of their study.

Level 6 (Year 3 FT, Year 4 Sandwich)

Compulsory Modules Module Title	Module Code	Credit Points	% examination	% coursework	Semester
Studio Technology 3	6MMF0066	30	0	100	AB
Professional and Industrial Context 3	6MMF0064	30	0	100	AB
Music & Production 3	6MMF0065	30	0	100	AB
Major Technology Project	6MMF0062	30	0	100	AB

Sound Design Technology

Level 4

Compulsory Modules Module Title	Module Code	Credit Points	% examination	% coursework	Semester
Studio Technology 1	4MMF0044	30	0	100	AB
Professional and Industrial Context 1	4MMF0043	30	0	100	AB
Audio System & Applications 1	4MMF0045	30	0	100	AB
Audio Perception and Coding	4CTA1037	15	0	100	A
Basic Electronics for Audio	4ELE0070	15	0	100	B

Level 5

Compulsory Modules Module Title	Module Code	Credit Points	% examination	% coursework	Semester
Studio Technology 2	5MMF0062	30	0	100	AB
Professional and Industrial Context 2	5MMF0056	30	0	100	AB
Audio System & Applications 2	5MMF0063	30	0	100	AB
Audio Networking and Distribution	5CTA1052	15	0	100	A
ECEE Mini Projects	5ELE0077	15	0	100	B

Placement Modules Module Titles	Module Code	Credit Points	% examination	% coursework	Semester
Professional Work Experience 15: Music	5CTA1003	15	0	100	A, B
Professional Work Experience 30: Music	5CTA1002	30	0	100	A, B, AB

Students may have the option of taking one 15 or one 30 point credit placement module as a substitute for Level 5 ECEE Mini Projects 5ELE0077 (15 credits) or Level 5 Professional and Industrial Context 2 5MMF0056 (30 credits). Students may only substitute one placement module.

Sandwich Year – Year 3 – OPTIONAL

Modules Module Titles	Module Code	Credit Points	% examination	% coursework	Semester
Sandwich Year (Creative Arts)	6CTA1008	0	0	100	ABC

In order to achieve the Sandwich Award students must complete module 6CTA1008 between levels 5 and 6 of their study.

Level 6 (Year 3 FT, Year 4 Sandwich)

Compulsory Modules Module Title	Module Code	Credit Points	% examination	% coursework	Semester
Studio Technology 3	6MMF0066	30	0	100	AB
Professional and Industrial Context 3	6MMF0064	30	0	100	AB
Audio System & Applications 3	6MMF0063	30	0	100	AB
Major Technology Project	6MMF0062	30	0	100	AB

Progression to level 5 requires a minimum of 90 credits

Progression to level 6 requires a minimum of 210 credits

The award of an honours degree requires 360 credit points passed with a minimum of at least 120 at level six including the Project

Typical Part Time Routes:

BSc (Hons) Music Technology

Year 1:	Module	Code	Credits		
	Studio Technology 1	4MMF0044	30	0	100
	Music & Production 1	4MMF0052	30	0	100
	Basic Electronics for Audio	4ELE0070	15	0	100
Year 2:					
	Professional and Industrial Context 1	4MMF0043	30	0	100
	Audio Perception and Coding	4CTA1037	15	0	100
	Studio Technology 2	4MMF0062	30	0	100
Year 3:					
	Music & Production 2	5MUS0009	30	0	100
	Professional and Industrial Context 2	5MMF0056	30	0	100
	Audio Networking and Distribution	5CTA1052	15	0	100
Year 4:					
	Studio Technology 3	6MMF0066	30	0	100
	Music & Production 3	6MMF0065	30	0	100
	ECEE Mini Projects	5ELE0077	15	0	100
Year 5:					
	Professional and Industrial Context 3	6MMF0064	30	0	100
	Major Technology Project	6MMF0062	30	0	100

BSc (Hons) Sound Design Technology

Year 1:	Module	Code	Credits		
	Studio Technology 1	4MMF0044	30	0	100
	Audio System & Applications 1	4MMF0045	30	0	100
	Basic Electronics for Audio	4ELE0070	15	0	100
Year 2:					
	Professional and Industrial Context 1	4MMF0043	30	0	100
	Audio Perception and Coding	4CTA1037	15	0	100
	Studio Technology 2	4MMF0062	30	0	100
Year 3:					
	Audio System & Applications 2	5MMF0063	30	0	100
	Professional and Industrial Context 2	5MMF0056	30	0	100
	Audio Networking and Distribution	5CTA1052	15	0	100
Year 4:					
	Studio Technology 3	6MMF0066	30	0	100
	Audio System & Applications 3	6MMF0063	30	0	100
	ECEE Mini Projects	5ELE0077	15	0	100
Year 5:					
	Professional and Industrial Context 3	6MMF0064	30	0	100
	Major Technology Project	6MMF0062	30	0	100

Honours classification

The University has approved structure and assessment regulations common to all programmes. Full details are provided in UPR AS14.

Table 1b Final and interim awards available

The programme provides the following final and interim awards:

Award	Minimum requirements	Available at end of Level
University Certificate	45 credit points at level 4	4
Certificate of Higher Education	120 credit points at level 4	4, 5
University Diploma	180 credit points including at least 60 at level 5	5, 6
Diploma of Higher Education	240 credit points including at least 120 at level 5	5, 6
BSc	300 credit points including 180 at level 6/5 of which 60 must be at level 6	6
BSc (Hons)	360 credit points including 240 at level 6/5 of which 120 must be at level 6	6
BSc Named Award (Sandwich)	300 credit points including 180 at level 5/6 of which 60 must be at level 6	6
BSc (Hons) Named Award (Sandwich)	360 credit points	6

E. Support for students and their learning

Students are supported by:

- an induction session at the beginning of the course;
- an extensive Learning Resources Centre, incorporating a library and computer centre;
- StudyNet, the UH Managed Learning Environment. Inc. online discussion forums;
- a Programme Tutor to provide regular guidance and feedback in relation to the course;
- a substantial Student Centre that provides advice on issues such as finance, University regulations, legal matters etc.;
- substantial technical resources such as workstation and recording studios;
- Studio Technicians;
- Student Proctors (paid level 6 undergraduate students on hand to help);
- accompanying Handbooks, Module Booklets;
- the Faculty Study Skills Booklet;
- a Disabled Students Tutor;
- an Equal Opportunities Officer;
- the Students' Union.

F. Entry requirements

The normal entry requirements for the programme are:

- UCAS tariff points: 240 from a minimum of two 6-unit awards or one 12 unit award. All key skills and other tariff points will be counted.
- Specified subjects: Music, Science or Technology based subjects at A level or Vocational A level.

OR

- BTEC ND/NC level, with overall merit profile in year 2.
- Specified subjects - Music, Music Technology, Popular Music or Technology based subjects.

PLUS

GCSE English language and mathematics at Grade C or above

The programme is subject to the University's Principles, Policies, Regulations and Procedures for the Admission of Students to Undergraduate and Taught Postgraduate Programmes and will take account of University policy and guidelines for assessing accredited prior certificated learning (APCL) and accredited prior experiential learning (APEL).

Section 2

Programme management

JACS code(s)	W300
Modes of study	F/T P/T SW
Intakes	A
Relevant QAA subject benchmarking group	Music [M], Engineering [E], Computing [C], Communication, media, film and cultural studies [CMFCS] and Law [L]
Date of validation/last periodic review	February 2008 / June 2010
Date of production/ last revision of PS	June 2008 / revised April 2009 (new Level 4 module), March 2011
Relevant intakes	Level 4 entering September 2011
Faculty	Science, Technology and Creative Arts
Administrative School(s)/Departments	School of Creative Arts

Course (i.e. pathway) details

Course (i.e. Pathway Point) Titles	Course (i.e. Pathway Point) Codes
BSc (Hons) Music Technology	MT1, MT2, MT3, MT4
BSc (Hons) Sound Design Technology	SDT1, SDT2, SDT3, SDT4
BSc (Hons) Music Technology (Part time)	MTP1, MTP2, MTP3, MT4, MT5
BSc (Hons) Sound Design Technology (Part time)	SDTP1, SDTP2, SDTP3, SDT4, SDT5

The programme is managed by:

- the Head of School and Associate Head of School who have overall responsibility for programmes in Music;
- Programme Tutor who is responsible for the day-to-day management;
- a designated Administrator to deal with day to day administration associated with the programme
- Module / Topic lecturers;
- the Programme Committee, with responsibility for programme development, administration and student issues.

Programme-specific assessment regulations

The programme is compliant with the University's generic assessment regulations (Structure and Assessment Regulations for Academic Programmes, UPR AS14) which have been specifically approved by the University:

Further points of clarification and interpretation relevant to this specific programme are given below:

- The Programme operates a Faculty-wide policy for consideration of extenuating circumstances.
- Attendance regulations exist to safeguard the quality of student learning and support. Students failing to meet the specified attendance requirements in any module will receive a reduction of one grade to that module. Full details of attendance regulations are contained in the Student Handbook.
- It is a requirement of the programme that all coursework must be submitted.

Other sources of information

- Definitive Module Documents
- Module Guides
- Student Handbook
- Programme Specification website: <http://www.herts.ac.uk/courses/> or (StudyNet → Staff → Department Lists → Academic Quality Office → Programme Management → Programme Specifications)
- University of Hertfordshire Course website: <http://www.herts.ac.uk/courses/>
- QAA Benchmark Statement website: <http://www.qaa.ac.uk/academicinfrastructure/benchmark/default.asp>
- The Framework for Higher Education Qualifications in England, Wales and Northern Ireland, 2008: <http://www.qaa.ac.uk/academicinfrastructure/FHEQ/EWNI08/default.asp>
- SEEC Credit Level Descriptors for Further and Higher Education 2003: <http://www.seec-office.org.uk/creditlevel descriptors2003.pdf>
- External Quality Review report website: <http://www.qaa.ac.uk/reviews/reports/instReports.asp?ukprn=10007147>
- UNISTATS website: <http://www.unistats.com/>
- University of Hertfordshire Academic Quality Office website: (StudyNet → Staff → Department Lists → Academic Quality Office)
- Structure & Assessment Regulations - Undergraduate & Taught Postgraduate Programmes, UPR AS14: <http://sitem.herts.ac.uk/secreg/upr/AS14.htm>
- Learning and Teaching Policy and General Educational Aims, UPR TL01: <http://sitem.herts.ac.uk/secreg/upr/TL01.htm>
- Admissions - Undergraduate & Taught Postgraduate Students, UPR SA03: <http://sitem.herts.ac.uk/secreg/upr/SA03.htm>
- Academic Quality, UPR AS17: <http://sitem.herts.ac.uk/secreg/upr/AS17.htm>
Index of UPRs for students: http://sitem.herts.ac.uk/secreg/upr_azlist_info.htm

Other information relevant to the programme

The music centre benefits from an advisory panel, consisting of music industry practitioners, which meets to address aspects of currency and value added opportunities for our students.

In addition to the permanent staff, many of whom are active in the fields of technology, composition and performance, the music centre regularly receives visiting composers and performers of international standing, who present seminars, lectures, and concerts (including performances of student works). Such visitors offer students an invaluable opportunity to discuss their work with established professionals outside of the University.

University policies relevant to the Programme

The University undertakes to use all reasonable endeavours to deliver, assess and administer this programme in accordance with this Programme Specification. At the same time it is recognised that it is in the nature of academic developments that changes, for example to the structure, curriculum, and assessment of a programme may be necessary in order to ensure that the programme remains up to date, in response to issues raised as a result of on-going monitoring and evaluation, and/or in order to conform to new regulatory requirements imposed by this institution, by professional or statutory bodies, or by national or governmental bodies.

The programme operates within the guidelines and policies relating to equal opportunities and environmental issues which may be agreed from time to time by the Board of Governors and/or the Academic Board of the University.

Where the programme is offered in collaboration with another institution these policies and guidelines will normally be those of the partner institution.

The programme operates in accordance with the University's Regulations Governing Studies Involving the Use of Human Subjects (UPR RE01) agreed from time to time by the Academic Board of the University. However, where the programme is offered in collaboration with another institution (for example through a franchise arrangement for all or part of the programme) then specific approval must be obtained from the University for the operation of the programme within ethical guidelines prepared by the partner institution. The partner institution will be responsible for all insurance liability in connection with the observance of ethical guidelines.



Signed
Chair of Faculty Academic Quality Enhancement Committee

Date 10 April 2011

If you would like this information in an alternative format please contact:
Suzanne Locke, Programme Administrator (s.f.locke@herts.ac.uk).

BSc Hons Music Technology / BSc Hons Sound Design Technology

Table 2: Development of Programme Learning Outcomes in the Constituent Modules

This map identifies where the programme learning outcomes are assessed in the constituent modules. It provides (i) an aid to academic staff in understanding how individual modules contribute to the programme aims (ii) a checklist for quality control purposes and (iii) a means to help students monitor their own learning, personal and professional development as the programme progresses.

		Programme Learning Outcomes (as identified in section 1 and the following page)																							
		Knowledge & Understanding						Intellectual Skills					Practical Skills						Transferable Skills						
		A1	A2	A3	A4	A5	A6	B1	B2	B3	B4	B5	C1	C2	C3	C4	C5	C6	D1	D2	D3	D4	D5	D6	
Module Title	Module Code																								
Level 4	Studio Technology 1	4MMF0044			X	X			X	X	X		X		X			X			X				
	Professional and Industrial Context 1	4MMF0043	X	X		X	X	X				X	X	X				X	X		X	X	X	X	X
	Music and Production 1 (MT ONLY)	4MMF0052	X	X		X			X	X	X	X			X	X		X		X	X		X		X
	Audio Systems and Applications 1 (SDT ONLY)	4MMF0045	X	X		X	X		X	X	X	X			X	X		X		X	X		X		X
	Audio Perception and Coding	4CTA1037			X	X					X	X					X								X
	Basic Electronics for Audio	4ELE0070		X		X					X	X	X	X			X				X	X			X
Level 5	Studio Technology 2	5MMF0062			X	X			X	X	X		X	X	X	X		X		X	X		X		
	Professional and Industrial Context 2	5MMF0056		X		X	X	X		X		X		X				X				X	X	X	X
	Music and Production 2 (MT ONLY)	5MUS0009	X	X	X	X			X	X	X	X			X	X		X		X	X		X		X
	Audio Systems and Applications 2 (SDT ONLY)	5MMF0063	X		X	X	X		X	X	X	X			X	X		X		X	X		X		X
	Audio Networking and Distribution	5CTA1052		X	X		X						X	X			X				X			X	X
	ECEE Mini Projects	5ELE0077				X	X				X		X	X			X			X		X			
	Professional Work Experience 15: Music	5CTA1003				X														X	X		X		
	Professional Work Experience 30: Music	5CTA1002				X														X	X		X		
	Placement Year	6CTA1008								X									X	X		X	X		
Level 6	Studio Technology 3	6MMF0066	X	X	X	X			X	X	X		X		X	X		X		X	X		X		
	Professional and Industrial Context 3	6MMF0064		X	X	X	X	X		X	X		X	X				X	X		X	X	X		X
	Music and Production 3 (MT ONLY)	6MMF0065	X			X	X		X	X	X	X			X	X		X		X	X		X	X	X
	Audio Systems and Applications 3 (SDT ONLY)	6MMF0063	X		X	X	X		X	X	X	X			X	X		X		X	X		X		X
	Technology Project	6MMF0062		X					X	X		X						X	X	X	X	X	X		X

Key to Programme Learning Outcomes

Knowledge and Understanding

- A1. The ways in which music and sound media and their attendant technologies make possible a range of aesthetic effects and forms. [CMFCS]
- A2. The principles of IT and Communications (ITC) relevant to the discipline. [E]
- A3. Analytical concepts and algorithmic procedures relevant to Multimedia and Music Technology. [E/C]
- A4. Operational practice (and the requirements for safe operation). [E]

- A5. The relationship of music and sound design technologists to other multimedia disciplines. [M]
- A6. General knowledge and understanding of English Law pertaining to the copyright, distribution and exploitation of musical works. [L]

Intellectual Skills

- B1. Analyse, transform or create music/sound materials and communicate findings. [M]
- B2. Make a judicious evaluation of their own work in a reflexive manner with reference to professional issues and conventions. [CMFCS]
- B3. Find solutions to problems through the application of technological knowledge and understanding. [E]
- B4. Draw together ideas from a variety of sources of knowledge and from different disciplines. [CMFCS]
- B5. Evaluate the effectiveness of appropriate technical systems, both in terms of content creators and/or potential users. [E/C]

Practical Skills

- C1. Evaluate the technical performance of appropriate systems, components or processes. [E/C]
- C2. Demonstrate personal expression through creative music/sound technology skills. [M]
- C3. Produce work demonstrating the effective manipulation of sound and image. [CMFCS]
- C4. Perform experimental laboratory work and draw appropriate conclusions. [E/C]
- C5. Produce work which reflects the operational aspects of media production technologies. [CMFCS]
- C6. Retrieve and generate information and evaluate sources in carrying out independent research. [CMFCS]

Transferable Skills

- D1. Produce self-directed of quality demonstrating imagination and critical self-awareness. [M]
- D2. Use ITC tools effectively. [M/E]
- D3. Manage time and resources efficiently through cogent planning and organisation. [CMFCS]
- D4. Produce work to a given brief including length, format and deadline with appropriate referencing of sources and ideas. [CMFCS]
- D5. Work effectively in a team, including negotiation and decision making. [M]
- D6. Demonstrate intellectual curiosity and creativity. [M]