

Nottingham Trent University Course Specification

Basic Course Information		
1.	Awarding Institution:	Nottingham Trent University
2.	School/Campus:	Confetti Institute of Creative Technologies
3.	Final Award, Course Title and Modes of Study:	BSc (Hons) Live & Technical Events Full Time
4.	Normal Duration:	3 Years
5.	UCAS Code:	P320

6. **Overview and general educational aims of the course**

This course is a full-time, three-year BSc (Hons) qualification. The aim is to advance your technical skills and knowledge of live events and to prepare you for entering into employment in the live events sector in a technical role.

Throughout the three years, you will develop and demonstrate a systematic understanding of new areas of study which continue to build on your previous experience and knowledge. You will study a range of interconnected modules, all designed to enhance your technical expertise, critical thinking and employability. The central theme is focussed on the exploration of cutting-edge and emerging approaches to event production. For example, you will investigate the application of emerging technologies in the live event sector, evaluating the impact that new technology has on the audience/consumer experience, whilst also working towards creating a production that utilises technology in an innovative and engaging way. Additionally, you will also explore the communicative nature of live events, evaluating how the user experience has developed in recent times by taking advantage of high-speed internet, social media and the application of broadcast technologies to extend the live event user experience. Throughout the course, you will work with a real-world client to implement a range of live events

There is a core emphasis on developing your employability skills. Throughout the course you will be expected to work collaboratively with designers, other content creators, consumers and clients. Many of your project briefs will include work on real-world live event projects, ranging from live music, corporate events and installations. The diverse nature of the projects offered throughout the course aims to directly mimic industrial working practices, enabling you to further develop skills and qualities necessary for sustained employment in the live events industry.

Ultimately, the course aims to strike a balance between enhancing your ability to think critically about key issues and working practices in industry, whilst also equipping you with a range of extended practical skills for future employment.

7. **Course outcomes**

Course outcomes describe what you should know and be able to do by the end of your course if you take advantage of the opportunities for learning that we provide.

Knowledge and understanding

By the end of the course you should be able to:

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- Utilise systematic enquiry within the field of creative media technology and apply findings to your own work. **(B)**
- Justify your approach to the use of live events technology, relevant materials, equipment, tools, processes or products to enhance a live performance. **(B)**
- Analyse and evaluate a range of factors that impact on the commercial viability, economic aspects and sustainability of the live events industry and associated technologies. **(B)**
- Engage critically with current research in the field of events technology and production management to inform practice.

Skills, qualities and attributes

By the end of the course you should be able to:

- Initiate and formulate solutions in relation to current and future technologies within the global live events industries. **(B)**
- Apply well developed problem-solving skills to create or adapt design solutions that are fit for purpose including operation, maintenance and reliability. **(B)**
- Demonstrate technical mastery and creative application of technology taking into account commercial imperatives e.g. client and consumer requirements. **(B)**
- Systematically undertake self-reflection and evaluation of your own performance, as the foundation for lifelong learning. **(B)**
- Present work in a range of formats to communicate information, ideas and solutions to both specialist and non-specialist audiences.

8. Teaching and learning methods

Teaching and learning will take place in a custom-built live events production space and a range of bespoke IT suites and classrooms. You will learn on industry-standard equipment with training from experts in the field of live audio, lighting and live video production.

The aim is to further develop your practical, technical and critical thinking skills and to work on the appropriate deployment of analysis and enquiry techniques associated with the Live Events industry, whilst working on a combination of controlled, in-house activities and real-world client projects. Through carefully designed modules, you will enhance your digital skills and competencies in line with the NTU digital framework – including development of ICT and media literacy, digital communication and collaboration.

Classes will be a mixture of technical lectures and practical workshops where you will explore the core scientific and mathematical principles of the module subject areas. You will be expected to manage your own learning into areas of study that are of particular interest to you, making use of scholarly reviews and primary resources.

In addition to the theoretical underpinning of the subject area, the teaching and learning activities will predominantly focus on developing your practical skills

associated with live events. You will gain knowledge of lighting and sound systems to develop productions that utilise these skills in innovative ways.

Significant amounts of independent self-directed work will be required in order to get the most out of the course. Your success in industry will be defined by your ability to work with initiative in a collaborative setting.

Successful achievement on your BSc will therefore require self-directed reading, self-directed industry research (into specific industry practice), independent practical development and coherent, sustained project management.

Your Module Leaders will provide support specifically related to each module. Your Group Tutor will also be on hand to offer guidance and support where necessary.

You are encouraged to take responsibility for your own learning. All related module information can be accessed on the NOW.

You will have a defined number of contact hours per week and are expected to supplement this with additional reading, practice and research outside of class time.

9. **Assessment methods**

Assessment is conducted according to the School 'Assessment and Feedback Principles and Guidelines' policy. This policy ensures the academic standards and their appropriateness, are made clear to you.

You will receive continual informal formative feedback during the course. This feedback is provided to help you evaluate your progress as you work through problems. This type of feedback is typically provided within tutorials verbally, as part of seminars, lectures or workshops.

Summative feedback provides you with an overarching review of your achievements set against the learning outcomes for a module. Formal summative feedback occurs at the end of each assignment.

10. **Course structure and curriculum**

This is a three-year qualification with 120 credit points across 4 modules for each year.

The assignments completed are designed so that you will have developed a core set of skills by the end of your studies that will prepare you for work in industry. Additionally, the work you complete as part of your studies will form an on-going collection of work that demonstrates your developing professionalism in the subject area, thus helping support your entry into industry or further study after graduation.

Course Modules:

Level 4 - Equipment, Maintenance & Repair (20 Credits) 30 Weeks

Level 4 - Live Events Industry (20 Credits) 30 Weeks
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Level 4 - Sound Technology & Practice (40 Credits) 30 Weeks
Level 4 - & Lighting Technology (40 Credits) 30 Weeks
Level 5 - Advanced Sound Technology and Practice (40 Credits) 30 Weeks
Level 5 - Advanced Stage and Lighting Technology (40 Credits) 30 Weeks
Level 5 - Industry Practice (20 Credits) 30 Weeks
Level 5 - Visual FX Production for Live Events (20 Credits) 30 Weeks
Level 6 - Technology Investigation (40 Credits) 30 weeks
Level 6 - Live Broadcast Technology & Practice (20 Credits) 30 weeks
Level 6 - Sustainable Logistics and Production Management (20 Credits) 30 weeks
Level 6 - Emerging Technologies in Live Events (40 Credits) 30 weeks

You are expected to respond with increasing responsibility and awareness of appropriate technical and creative requirements. This is an important feature of the course and means that by the end of each academic year you have presented a body of work, which combines both individual aspiration and skill, with a clear sense of professional alignment, career trajectory and direction.

11. **Admission to the course**

Entry requirements.

For current information regarding all entry requirements for this course, please see the 'Applying' tab on the NTU course information web page.

12. **Support for learning**

You will be assigned a named group tutor at the start of your year who can act as a guide in more personal matters.

13. **Graduate destinations/employability**

The live and technical events industry is rapidly growing and there is a divergence of traditional job roles alongside professionals working in new emerging technologies. This requires a modern graduate population with a diverse range of technical skills. The course's close contact with professional practice ensures that graduates continue to emerge from the learning experience with skills, which position them well for this dynamic and demanding area of practice. Employment in the sector is very diverse and graduates can expect to work in technical positions that encompass the need for a broad skill set. Typical job roles in industry might include:

- Front of House sound operators and monitor engineers
- Product specialists
- Production managers / crew
- Stage / Lighting designers
- Lighting Technicians
- Live Video production
- Visual Effects production
- Event organisers

Many roles in industry operate on a freelance or self-employed basis and the course aims to equip students for these working models through professional industry

based projects and specific business skills workshops and seminars. Graduates seeking to enter the industry in a freelance capacity are well placed to successfully do so.

14. Course standards and quality

There are well-established systems for managing the quality of the curriculum within CICT. External examiners are appointed to each course and report on the appropriateness of the curriculum, the quality of student work and the assessment process.

CICT reviews, defines and updates its courses and modules with dialogue between staff and students an important part of this process. Whilst there are good informal relationships between staff and students, and the University, we also have formal channels for student feedback which comprise:

- Formal module evaluation, undertaken by questionnaire
- Course Student Representatives, elected by the student group, represent students.

At the end of each year the course team write an evaluative Course Report (ICR) which is discussed by the School Academic Standards and Quality Committee (SASQC) for actions recommended. Your contribution to this process is important.

15. Assessment regulations

This course is subject to the University's Common Assessment Regulations (located in Section 16 & 16A of the Quality Handbook). Any course specific assessment features are described below:

There are no course specific assessment features.

16. Additional information

Collaborative partner(s): N/A

Course referenced to national benchmarks:
THE ACCREDITATION OF HIGHER EDUCATION PROGRAMMES UK Standard for Professional Engineering Competence (3rd ed. 2016)

Course recognised by: N/A
Date implemented:
Any additional information:
Key features of the course

Any additional information:

Key features of the course:

- Strong links with industry with an emphasis on 'live project' briefs as an essential part of the curriculum
- Study on industry standard hardware and software, in bespoke live event production facilities.
- A focus on critical thinking and professionalism ensures the employability of graduates
- Lecturers with real, current and on-going industry experience. Real-world work experience opportunities.