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) Audio and Music Technology Full time
4.	Normal Duration:	3 year
5.	UCAS Code:	P316

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

The audio and music technology industries provide a broad range of career prospects for graduates. While studying the BSc in Audio and Music Technology you will explore subject areas that will develop your knowledge in the subject area and thus help prepare you for the diverse nature of your industry.

Core areas of study include; audio recording, editing, mixing and mastering, music production techniques, composition with technology, acoustics, audio synthesis the application of music technology in live music performance, audio mastering and the integration of music and sound with visual media forms. You will also study the wider context of your industry, investigating working practices, business models and career opportunities through research and 'live' client-led briefs with local and national industry partners, which will help you to build a varied and distinctive portfolio of work.

Additionally, you will be required to carry out sustained research in order to evaluate and question current knowledge and ways of thinking within the subject area and in some cases develop work that is at the forefront of your subject discipline.

The course curriculum balances theoretical study alongside practical application. Throughout the course you will be challenged to develop your decision-making in new, and at times, complex and unpredictable contexts. The content of the course also closely reflects current working practices in industry, and aims to prepare you for work in a highly competitive workplace. Students in audio and music technology will increasingly be faced with freelance and self-employed models of work upon graduation.

Overall the course aims to develop your knowledge and skills and allow you to apply this in various scenarios, in order to improve your employability and/or prepare you for further study at Masters level and beyond.

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:		
	• 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 audio and music technology practices to create, record and manipulate music and sound work. (B) 		
	 Critically evaluate the appropriateness of audio and music technology systems to achieve predefined tasks, and use data gathered to inform practical application. (B) 		
	 Use current research in the field of audio and music technology to inform practice. 		
	Skills, qualities and attributes By the end of the course you should be able to demonstrate:		
	 Initiate and formulate solutions in relation to current and future technologies within the global creative media industries. (B) 		
	• Apply critical listening skills to identify and analyse components of music and audio work, which then informs the practical use of technology. (B)		
	 Produce audio content using well developed practical skills with equipment and processes, taking into account customer and consumer needs. (B) 		
	 Communicate intentions and the results of your audio and musical works confidently and in an informed manner to a range of audiences (e.g. clients, peers, academic staff). 		
	*(B) denotes mapping to subject benchmarks		
8.	Teaching and learning methods		
	Teaching and learning will take place in a range of bespoke IT suites and classrooms. The overarching teaching and learning ethos is to develop your practical, technical and critical thinking skills through a mixture of lectures, workshops, seminars, academic tutorials and supervision. In these classes you will explore the core aspects of the module subject areas whilst also reporting back on your individual progress and research findings. The emphasis is on you to carry out significant amounts of sustained research throughout the programme of study.		
	The delivery of the course consists of:		
	IT Lab sessions		
	Technical workshops		
	Independent project work		
	Presentations		
	Studio sessions		

- Academic tutorials
- Independent Research
- Guest Speakers
- Offsite visits/experiences

All the modes of delivery are structured to develop your on-going abilities and skills. The course offers a broad range of assessment methods within its modules to appeal to a variety of learning styles.

You are encouraged to take responsibility for your own learning. All related module information can be accessed on NTU's Online Workspace (NOW) to support your learning.

9. Assessment methods

There are a range of different assessment methods used throughout the course. This includes; practical audio and music work, portfolios, technical report writing and reflective writing. You will also undertake a sustained research project on a topic of your own personal interest within the subject area.

Informal formative feedback is provided in tutorials, seminars and individual surgery sessions or via online methods. You will receive formal formative feedback about your work written in response to the learning outcomes during the module at appropriate points, i.e. when you are best placed to be able to act on that feedback. Formative feedback is completed within 21 days and will be returned to you via NOW (NTU's online workspace). Summative feedback occurs at the conclusion of each module and is completed in line with NTU regulations.

10. **Course structure and curriculum**

Level Four (120 Credits)

- Audio Production Technology (40 Credits)
- Electronic Music Production (20 Credits)
- Sound & Audio Theory (20 Credits)
- Music Industry (20 Credits)
- Research Methods in Audio & Music Technology (20 Credits)

Level Five (120 Credits)

- Advanced Audio Production Technology (40 Credits)
- Creative Audio & Music Technology (40 Credits)
- Acoustics & Electronics (20 Credits)
- Industry Practice (20 Credits)

Level Six 120 Credits

- Audio Mastering (20 credits)
- Recording on Location (20 credits)
- Music and Sound for Visual Media (40 credits)

• Technology Investigation (40 credits)

You will study towards 120 credit points in each year of study. The first year of study focusses on introductory material to establish a base level understanding of theoretical principles and practical processes. Your second year of study will expand your technical understanding of the core subject disciplines, whilst also introducing you to new contexts and working practices.

The mix of modules in the third year is designed to extend your knowledge, understanding and technical skills in a particular area of study. Each module syllabus focuses on the development of theoretical knowledge and how this informs practical skills. There is a strong emphasis throughout the course on your ability to use current research in the field to inform your practice. Therefore, practical work is always accompanied by supporting documentation which frames the context of your working practice.

The first and second years of your study include an 'Industry' based module, which will form the majority of your work-related learning activities. These modules are designed to introduce you to working practices in audio and music technology, through 'live' client projects and industry guest lectures. They are also an opportunity for you to put into practice the skills acquired in your other modules within an industry setting.

The assignments completed across all modules of the course 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 ongoing collection of work that demonstrates your developing professionalism in the subject area, thus helping support your entry into industry or further study after graduation.

The curriculum focusses heavily on the balance between individual and collaborative ways of working. Your career in industry will require you to be adept in both scenarios. Therefore, you will find some assignments require you to form teams and work collaboratively to achieve your aims, whereas other assignments will require you to self-manage and carry out sustained independent research.

As an NTU student studying at CICT you will have access to a wide range of resources including the wider NTU facilities such as the library and the student's union.

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 personal tutor at the start of your year who will run personal tutorials and who will act as a guide in more personal matters and your module leaders will be available to offer guidance and support where necessary.

It is recognised that there may be times when a student's performance in an assessment is adversely affected by circumstances beyond their control, this is called an Extenuating Circumstance. You can notify us of an Extenuating Circumstance at any time during the academic year through the University's online Notification of Extenuating Circumstance's procedure (NEC) which can be found within the Academic Appeals section of the University's Student Handbook. Please speak to your Course Leader for advice on what to do next.

CICT is committed to assisting you to achieve the best results possible during your studies and will provide you with a wide range of academic help and advice. A comprehensive learner support system is in place and additional advice and support is also available from the university and student union and this can be tailored to meet your needs.

The course provides specialised computer facilities, mixing suites, recording studios and a commercial live event venue. These are available for your use as directed by your tutors.

13. **Graduate destinations / employability**

As part of your course, you will develop the skills you need to enhance your employability and will be trained on the latest industry standard software and hardware platforms. You will obtain the necessary core skills required by employers within the global audio and music industries.

The audio and music technology industries represent a divergence of traditional job roles with professionals working in established areas and others with 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.

Typical job roles in industry might include:

- Recording engineers
- Music producers
- Live sound engineers
- Music composers
- Sound editors
- Mixing engineers
- Mastering engineers
- Software programmers
- Film & TV post production sound
- Game audio sound design
- Acoustician
- Broadcast TV mixing

14. **Course standards and quality**

There are well-established systems for managing the quality of the curriculum and ensuring that the courses remain current. Also, 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 ongoing, reflective process. Whilst there are good informal relationships between staff and students, there are also formal channels for gathering and responding to student feedback which comprise:	
	Student/Staff Liaison Committee	
	Formal module evaluation, undertaken by questionnaire	
	• Course Student Representatives, elected by the student group, represent students who attend the Course Committee meeting.	
	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 and 16A of the NTU 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 (3 rd ed. 2016) QAA Benchmark Statements: Music (2016).	
	Course recognised by: N/A	
	Date implemented:	
	Any additional information: Key features of the course	
	Key features of the course	
	 Work in bespoke IT and audio production facilities; Work with industry standard software and hardware; Direct interaction with clients and employers, working on live client briefs. 	