

Programme Specification

BA (Hons) Digital Music

<i>School:</i>	Arts
<i>Subject area:</i>	Music Production
<i>Entry from academic year:</i>	2021-22
<i>in the month(s) of:</i>	September
<i>Awarding institution:</i>	York St John University
<i>Teaching institution:</i>	York St John University
<i>Delivery location:</i>	York St John University
<i>Programme/s accredited by:</i>	Not applicable
<i>Exit awards:</i>	Certificate of Higher Education Digital Music Diploma of Higher Education Digital Music BA (Ord) Digital Music
<i>UCAS code / GTTR / other:</i>	J933
<i>Joint Honours combinations:</i>	Not applicable
<i>QAA subject benchmark statement(s):</i>	Music 2008 (also compliant with 2016 Draft)
<i>Mode/s of study:</i>	Undergraduate periods of study ¹ for full time / part time
<i>Language of study:</i>	English
<i>Paired with foundation year</i>	No
<i>Study abroad opportunities:</i>	No
<i>Placement year opportunity:</i>	Yes

Introduction and special features

Digital Music is a contemporary version of a traditional degree subject: a music degree whose focus is on the creation of music through the application of contemporary digital music technology and techniques. Our aim is to enable you to become creative and reflective practitioners; to be producers, musicians and entrepreneurs; to enable you to become successful digital musicians, and the seminal producers of the future.

The BA (Hons) Digital Music programme is one of four programmes that revolve around producing music using contemporary digital technology. Each of the four programmes focuses on a different facet of music production. This programme focuses on providing you with the skills and knowledge to produce music using the latest digital technology and techniques, and to successfully place your music products in appropriate formats and contexts.

We prepare you for work in the field of music production. As such, personal organisation, project management, business skills and entrepreneurship are embedded in the heart of the programme, and flow throughout. Intertwined with this is the academic study of digital music production, enabling you to critique and evaluate digital music products in a wide range of scenarios.

¹ The standard period of study will apply unless otherwise stated

As an integral part of the student experience on this degree you will be given the opportunity to take part in projects and activities and trips, recent examples include recording projects at Abbey Road Studios, visits to Valley Wood Studios, collaborating with industry partners and practitioners on film project, advertising, music videos, and others. These are alongside the annual student Music Production Research Symposium, Zenith Networking, Industry Day. Students also have the opportunity to contribute to the annual Azimuth Audio journal publication, as well as the ongoing online Azimuth Audio blog.

Admissions criteria

You must meet the University's general entry criteria for [undergraduate](#) study.

If your first language is not English, you need to take an IELTS test or an equivalent qualification accepted by the University (see <https://www.yorks.ac.uk/international/how-to-apply/english-language-requirements/>).

If you do not have traditional qualifications, you may be eligible for entry on the basis of [Accredited Prior \(Experiential\) Learning \(APL/APEL\)](#). We also consider applications for entry with advanced standing.

Programme aim(s)

This programme aims to:

1. Enable you to develop informed critical practice in digital music, to engage with contemporary developments and music directions
2. Prepare you to be effective producers in the music industry, equipped with the knowledge and skills to engage in music production business and enterprise
3. Ensure you have a critical and analytical understanding of music production, and the ability to engage in contemporary debates and discussions
4. Provide you with the personal and project management skills, combined with the critical and creative skills, to be able to apply appropriate technology and techniques in the production of music for a wide range of audiences and markets

Programme learning outcomes

Upon successful completion of the programme students will be able to:

Level 4

- 4.1 Demonstrate an understanding of music production in theory and in practice across a range of applications, contexts and clients, with a particular focus on digital music
- 4.2 Demonstrate an understanding of contemporary music production technology and apply appropriate skills and techniques
- 4.3 Engage in scholarly research in music production and articulate theoretical ideas in written form
- 4.4 Demonstrate an understanding of the rudiments of music (i.e. melody, harmony, rhythm, etc.) and their mode of application in a variety creative musical contexts
- 4.5 Accurately communicate essential components of sound and recording identified through listening
- 4.6 Analyse the cultural and commercial development of the contemporary music industry, and demonstrate a detailed theoretical and practical application of relevant business skills
- 4.7 Demonstrate an understanding of project management, personal organisation and time management
- 4.8 Demonstrate knowledge of the underlying concepts and principles of sound and acoustics

Level 5

- 5.1 Demonstrate a critical understanding of music production in theory and practice, and the ability to apply a broad range of technology and techniques appropriate to digital music contexts and clients
- 5.2 Apply a critical understanding of production technology, the physical dimensions of sound, and detailed production techniques in the creation of a music product
- 5.3 Apply critical and analytical skills to research contemporary issues in music production, and evaluate contexts and concepts in written form
- 5.4 Demonstrate a critical understanding of fundamental music theory (e.g. Harmonic progression, instrumentation, etc.) and apply a range of established techniques in composition and arrangement of a music product
- 5.5 Identify and analyse, through listening, sound and music in a production context
- 5.6 Apply a critical understanding of electronic music and digital technology to produce music in a specific genre of digital music
- 5.7 Demonstrate the ability to critically extend music production through practice in a related subject area

Level 6

- 6.1 Synthesise critical, practical, technical and creative techniques and high-level project management skills to produce a high quality digital music product, and critically evaluate the product and process in its technical, commercial and social context
- 6.2 Apply critical and creative skills and techniques to produce a high-quality music product
- 6.3 Apply a critical understanding of the contemporary music industry context to support your continuing professional development planning
- 6.4 Utilise research methodologies and analytical skills to sustain a coherent intellectual written critique, which synthesises insights, theories, practice and knowledge in contemporary scholarship in digital music

Programme structure

Code	Level	Semester	Title	Credits	Module status	
					compulsory or optional to take C or O	non-compensatable or compensatable NC or X
MUP4002M	4	1&2	Digital Music Portfolio	30	C	NC
MUP4005M	4	1&2	Sound Engineering and Music Technology	20	C	NC
MUP4006M	4	1&2	Introduction to Production Musicology	20	C	NC
MUP4007M	4	1&2	Making Music	10	C	NC
MUP4008M	4	1&2	Critical Listening Skills	10	C	NC
MUP4009M	4	1&2	21 st Century Music Business	10	C	NC
MUP4010M	4	1	Project Management and Productivity	10	C	NC
MUP4011M	4	2	Sound and Acoustics	10	C	NC

MUP5002M	5	1&2	Developing Your Digital Music Portfolio	40	C	NC
MUP5005M	5	1&2	Studio Recording and Computer-based Production	20	C	X
MUP5006M	5	1&2	Critical Studies in Music Production	20	C	X
MUP5007M	5	1&2	Composing and Arranging	10	C	X
MUP5008M	5	1&2	Developing a Producer's Ear	10	C	X
MUP5012M	5	1	Digital Music	10	C	X
MUP5013M	5	2	Music Production for the Moving Image	10	O	X
MUP5014M	5	2	Sound Design for the Moving Image	10	O	X
MUP5015M	5	2	DIY Musician	10	O	X
MUP5017M	5	2	Interactive Music Production	10	O	X
MUP6002M	6	1&2	Digital Music Project	60	C	NC
MUP6005M	6	1	Advanced Mixing and Mastering	20	C	X
MUP6006M	6	2	Progressing Your Music Production Career	20	C	X
MUP6008M	6	1&2	Digital Music Research Project	20	C	X

Learning, teaching and assessment

The programme is structured such that you learn practical skills as well as creating your own productions and you learn how to evaluate and critique productions, all with the fundamental idea that you will improve your own music and your skills in communication and evaluation, so that you are educated to degree level and are employable.

Each module is carefully designed to meet one specific learning outcome and, as you have to demonstrate your ability in all Learning Outcomes to get your degree then you have to pass every module in this programme. Importantly though, the portfolio learning outcomes (e.g. Digital Music Portfolio, PLO 4.1) are about demonstrating how skills and abilities connect so that they are not just learnt and demonstrated in isolation to each other. In the 'real world' of work one needs the ability to combine a number of skills in order to be successful. This is the fundamental basis for how this programme works.

In level 4 you learn a wide range of skills and techniques across music production and you also have to submit work that brings these together into a 'portfolio'.

In level 5 these skills are developed whilst you also specialise further into your chosen area of study within music production and you will learn important real-life skills such as project management to help with your independence which you will demonstrate in the final year.

In level 6 you specialise towards your final production project that will demonstrate the culmination of all the skills and abilities you have learnt throughout the programme. Your final production portfolio will be a major work that you will have chosen and designed yourself demonstrating that you are a producer capable of moving into a career.

Learning in this programme is varied but with a leaning towards the practical 'doing' of production rather than just the 'study' of it. How to record, how to mix, etc. are learned in practice as well as learning the theory of them. We use an 'experiential' learning cycle of trying out things for real, then reflecting on them and using that critical reflection to improve what we do next.

Assessments are mostly through practical coursework projects, critical work may be written essays, journal articles or presentations and there are some 'tests' with regard to aural skills but no exams. Because this programme is based in 'real-world' experience the nature of assessments, particularly practical ones, are aimed at reflecting what is expected in the music industry.

Research informed teaching

Every member of staff on the programme engages with research and professional activity ranging from the philosophy of music production to composing to creating the latest production techniques. Professional recordings, articles and books on music production subjects written by the staff are used in the teaching to help keep you up to date with the latest developments in both research and practice. You will be using these texts and material created by your teachers so that you can connect *directly* to the authors rather than being at a distance from them (i.e. faceless names on the book covers). In this way you gain confidence in being able to engage with the researchers and to co-create knowledge with them rather than only being receivers of knowledge.

Progression and graduation requirements

The University's general [regulations](#) for undergraduate awards apply to this programme.

Any modules that must be passed for progression or award are indicated in the Programme Structure section as non-compensatable.

Internal and external reference points

This programme specification was formulated with reference to:

- [University Mission Statement](#) [see page two]
- [Strategic Plan 2015-20](#) [see page four]
- [QAA subject benchmark statement](#)
- [Framework for Higher Education Qualifications](#)

Date written / revised: 08/01/18

Programme originally approved: 08/01/18