

Course Specification

Course Summary Information			
1	Course Title		BSc (Hons) Sound Engineering and Production
2	BCU Course Code	UCAS Code	US0707 J930
3	Awarding Institution		
4	Teaching Institution(s) (if different from point 3)		
5	Professional Statutory or Regulatory Body (PSRB) accreditation (if applicable)		

6	Course Description
	<p>Our BSc (Hons) Sound Engineering and Production degree course will provide you with the creative skills and versatility you need to succeed in a constantly evolving, challenging industry.</p> <p>You'll have access to world-class facilities so that you can experiment with music production, sound engineering, audio electronics and much more.</p> <p>Available in the UK to home and international students, the course enables you to study a diverse programme, ensuring students are incredibly well equipped for employment within the industry once completing their degree.</p> <p>Our students come from around the world and our Sound Engineering and Production course reflects this diversity.</p> <p>What's covered in the course?</p> <p>This course has been designed to meet the requirements found within the audio industry, providing a dynamic study programme that focuses on live and studio sound engineering, audio electronics, audio software engineering, acoustics and business principles. This combination of subjects ensures you'll be employable in a range of career paths.</p> <p>You'll be able to use technology to assist in the capture and manipulation of sound. Our course combines practical, hands-on training with theoretical and academic understanding, giving you a holistic conception of sound technology.</p> <p>Audio engineering is a highly dynamic sector, driven by rapid technological advancement. We will ensure that you have the skills to develop and maintain the next generation of models for production, performance and measurement.</p> <p>You will develop key transferrable skills, such as teamwork, reflection and self-awareness. You'll also gain analytical skills through coursework tasks, as well as enhancing your problem solving using a range of systems and technologies.</p> <p>Throughout the duration of your course you will be presented with several chances to gain hands-on industry experience, through musical festivals, events and much more. As a Sound Engineering and Production student you will receive the opportunity to undertake trips through the Live Sound Society.</p>

7 Course Awards			
7a	Name of Final Award	Level	Credits Awarded
	Bachelor of Science with Honours Sound Engineering and Production	6	360
	Bachelor of Science with Honours Sound Engineering and Production with Sandwich Year	6	360
7b Exit Awards and Credits Awarded			
	Certificate of Higher Education Sound Engineering and Production	4	120
	Diploma of Higher Education Sound Engineering and Production	5	240
	Bachelor of Science Sound Engineering and Production	6	300

8 Derogation from the University Regulations	
	<ol style="list-style-type: none"> 1. For modules with more than one item of assessment, students must achieve a minimum of 30% (undergraduate) or 40% (postgraduate) in each item of assessment in order to pass the module. 2. Compensation of marginal failure in up to 20 credits is permitted at each level. 3. Condonement of failed modules is not permitted.

9 Delivery Patterns			
Mode(s) of Study	Location	Duration of Study	Code
Full Time	City Centre	3 years	US0707
Sandwich	City Centre	4 years	US0707S

10 Entry Requirements	
	<p>The admission requirements for this course are stated on the course page of the BCU website at https://www.bcu.ac.uk/ or may be found by searching for the course entry profile located on the UCAS website.</p>

11 Course Learning Outcomes	
Knowledge and Understanding	
1	Demonstrate an understanding of audio related software development.
2	Understand the principal electronic and computer-based technologies that underpin the application of audio technology system design and distribution across a variety of platforms.
3	Relate acoustic and psychoacoustic principals applicable to sound propagation/perception and acoustic characteristics of auditoria.
4	Recognise the business, management and production processes applicable to sound and audio-related enterprises and the legal, ethical and social systems in which they operate.
Cognitive and Intellectual Skills	
5	Evaluate the performance of systems across a range of sound engineering disciplines.
6	Organise and manage the production cycle involved in sound engineering.
7	Analyse and critically evaluate sound recordings.
8	Propose and design solutions to problems encountered in the field of sound engineering.
Practical and Professional Skills	
9	Apply programming skills in the development of audio related software.
10	Apply appropriate analytical and critical methodologies to research, marshalling coherent, rational argument and drawing independent conclusions.
11	Safely use appropriate laboratory equipment and software tools to undertake experiments and to process data to appropriate standards.
12	Apply organisational and production skills in the fields of live sound engineering and recording, sound manipulation and distribution.
Key Transferable Skills	
13	Work effectively as an individual and relate to others in the organisation and management of technical, recording, production and other group projects.
14	Give effective oral, written and visual presentations making appropriate use of information and communications technologies.
15	Reflect on own learning, being constructively self-critical and demonstrate self-reliance.
16	Demonstrate an awareness of opportunities for working in audio related industries and begin to plan a career path.

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12a	<p>Level 4:</p> <p><i>In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):</i></p> <table border="1"> <thead> <tr> <th>Module Code</th> <th>Module Name</th> <th>Credit Value</th> </tr> </thead> <tbody> <tr> <td>DIG4154</td> <td>Acoustic Fundamentals</td> <td>20</td> </tr> <tr> <td>DIG4151</td> <td>Sound Recording</td> <td>20</td> </tr> <tr> <td>DIG4157</td> <td>Digital Audio Fundamentals</td> <td>20</td> </tr> <tr> <td>DIG4158</td> <td>Live Sound Reinforcement 1</td> <td>20</td> </tr> <tr> <td>DIG4150</td> <td>Audio Software Development</td> <td>20</td> </tr> <tr> <td>DIG4155</td> <td>Audio Electronics</td> <td>20</td> </tr> </tbody> </table> <p>Level 5:</p> <p><i>In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):</i></p> <table border="1"> <thead> <tr> <th>Module Code</th> <th>Module Name</th> <th>Credit Value</th> </tr> </thead> <tbody> <tr> <td>DIG5117</td> <td>Broadcast Sound</td> <td>20</td> </tr> <tr> <td>DIG5113</td> <td>Recording, Production and Delivery</td> <td>20</td> </tr> <tr> <td>DIG5111</td> <td>Digital Signal Processing</td> <td>20</td> </tr> <tr> <td>DIG5118</td> <td>Audio Systems</td> <td>20</td> </tr> <tr> <td>DIG5112</td> <td>Music and Audio Industries</td> <td>20</td> </tr> <tr> <td>DIG5124</td> <td>Acoustic Applications</td> <td>20</td> </tr> </tbody> </table> <p>Level 6:</p> <p><i>In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):</i></p> <table border="1"> <thead> <tr> <th>Module Code</th> <th>Module Name</th> <th>Credit Value</th> </tr> </thead> <tbody> <tr> <td>DIG6200</td> <td>Individual Honours Project</td> <td>40</td> </tr> <tr> <td>DIG6108</td> <td>Live Sound Reinforcement 2</td> <td>20</td> </tr> <tr> <td>DIG6109</td> <td>Music Information Retrieval</td> <td>20</td> </tr> <tr> <td>DIG6106</td> <td>Digital Audio Effects OR</td> <td>20</td> </tr> <tr> <td>DIG6111</td> <td>New Interfaces for Musical Expression</td> <td>20</td> </tr> <tr> <td>DIG6107</td> <td>Game Audio</td> <td>20</td> </tr> </tbody> </table>	Module Code	Module Name	Credit Value	DIG4154	Acoustic Fundamentals	20	DIG4151	Sound Recording	20	DIG4157	Digital Audio Fundamentals	20	DIG4158	Live Sound Reinforcement 1	20	DIG4150	Audio Software Development	20	DIG4155	Audio Electronics	20	Module Code	Module Name	Credit Value	DIG5117	Broadcast Sound	20	DIG5113	Recording, Production and Delivery	20	DIG5111	Digital Signal Processing	20	DIG5118	Audio Systems	20	DIG5112	Music and Audio Industries	20	DIG5124	Acoustic Applications	20	Module Code	Module Name	Credit Value	DIG6200	Individual Honours Project	40	DIG6108	Live Sound Reinforcement 2	20	DIG6109	Music Information Retrieval	20	DIG6106	Digital Audio Effects OR	20	DIG6111	New Interfaces for Musical Expression	20	DIG6107	Game Audio	20
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12b Structure Diagram

Semester	Level 4		
1	Acoustic Fundamentals 20 Credits	Sound Recording 20 Credits	Digital Audio Fundamentals 20 Credits
2	Live Sound Reinforcement 1 20 Credits	Audio Software Development 20 Credits	Audio Electronics 20 Credits
Level 5			
1	Broadcast Sound 20 Credits	Audio Systems 20 Credits	Music and Audio Industries 20 Credits
2	Acoustic Applications 20 Credits	Recording, Production and Delivery 20 Credits	Digital Signal Processing 20 Credits
Level 6			
1	Live Sound Reinforcement 20 Credits	Digital Audio Effects 20 Credits <u>Or</u> New Interfaces for Musical Expression 20 Credits	Individual Honours Project 40 Credits
2	Music Information Retrieval 20 Credits	Game Audio 20 Credits	

13 Overall Student Workload and Balance of Assessment

Overall student *workload* consists of class contact hours, independent learning and assessment activity, with each credit taken equating to a total study time of around 10 hours. While actual contact hours may depend on the optional modules selected, the following information gives an indication of how much time students will need to allocate to different activities at each level of the course.

- *Scheduled Learning* includes lectures, practical classes and workshops, contact time specified in timetable
- *Directed Learning* includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning
- *Private Study* includes preparation for exams

The *balance of assessment* by mode of assessment (e.g. coursework, exam and in-person) depends to some extent on the optional modules chosen by students. The approximate percentage of the course assessed by coursework, exam and in-person is shown below.

Level 4

Workload

24% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	288
Directed Learning	324
Private Study	588
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	100%
Exam	0
In-Person	0

Level 5

Workload

24% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	288
Directed Learning	416
Private Study	496
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	100%

Exam	0
In-Person	0

Level 6

Workload

18% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	210
Directed Learning	270
Private Study	720
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	56%
Exam	0
In-Person	44%