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**	Birmingham City University	
4	**Teaching Institution(s)** (if different from point 3)		
5	**Professional Statutory or Regulatory Body (PSRB) accreditation** (if applicable)		

6	**Course Description**
	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.
	You'll have access to world-class facilities so that you can experiment with music production, sound engineering, audio electronics and much more.
	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.
	Our students come from around the world and our Sound Engineering and Production course reflects this diversity.
	What's covered in the course?
	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.
	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.
	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.
	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.
	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.

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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 Professional Placement Year	6	480
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**
	1. A maximum volume of 30 credits per course in a Bachelor's or Integrated Master's degree can be compensated, except that any compensation of Level 3 modules is not included in that limit.
	2. A maximum volume of 20 credits per course in a Master's degree (other than an integrated Master's degree) can be compensated.
	3. No condonement of modules at Levels 4-7 is permitted.
	4. Where appropriate, a stage mean of at least 50% is required for students to progress from Bachelor's level (Level 6) on to the final stage of an Integrated Master's degree (Level 7), or to transfer course from a relevant Bachelor's degree to an Integrated Master's degree.

9	**Delivery Patterns**		
Mode(s) of Study	**Location**	**Duration of Study**	**Code**
Full Time	City Centre	3 years	US0707
with Professional Placement Year	City Centre	4 years	US1106

10	**Entry Requirements**

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.

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.

12	Course Requirements

12a	Level 4:

In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):

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

Level 5:

In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):

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

Professional Placement Year (Optional)

In order to qualify for the award of Bachelor of Science with Honours Sound Engineering and Production with Professional Placement, a student must successfully complete all of the Level 6 modules listed below as well as the following Level 5 module:

Module Code	Module Name	Credit Value
PPY5004	Professional Placement	120

Level 6:

In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):

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

12b   Structure Diagram

Semester	Level 4 – Year 1		
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 – Year 2		
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
Professional Placement – Year 3 (optional) **Professional Placement Module 120 Credits**			
	Level 6 – Year 4		
1	Live Sound Reinforcement 20 Credits	Digital Audio Effects 20 Credits **Or** 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%