

MMus

Commercial Music
Technology

LCCM
Where music matters

**MUSIC
IS THE
SOUND
TRACK
OF OUR
LIVES**

FUTURE SOUNDS

MMus Commercial Music Technology is a progressive course focused on the creation, development and delivery of commercial audio. As audio creators, we are reliant on technologies which provide practitioners many creative career options. The course encourages research and exploration of these technologies and their contextual practice. Understanding their history and relevance to

future associated industries. Areas of study include spatial audio, advanced recording, mixing and mastering techniques, audio synthesis, music and moving image.

WHAT WILL YOU LEARN?

Students will gain an in-depth understanding of music and audio creation and its consumption by society. From audio conception, its manipulation and its delivery, to the consumer. The music industry is technologically-driven and understanding how and why current trends exist, to forecasting what comes next, is integral to your student experience and development. Learners will also explore audio synthesis, large format recording practices and advanced microphone and mixing techniques, ranging from historic mono applications to immersive ambisonic formats.

WHO IS THIS COURSE FOR?

This is an advanced course for aspiring or established music producers and audio engineers who are looking to develop advanced skills and conduct in-depth research in contemporary practices.



YOUR CAREER PATHS

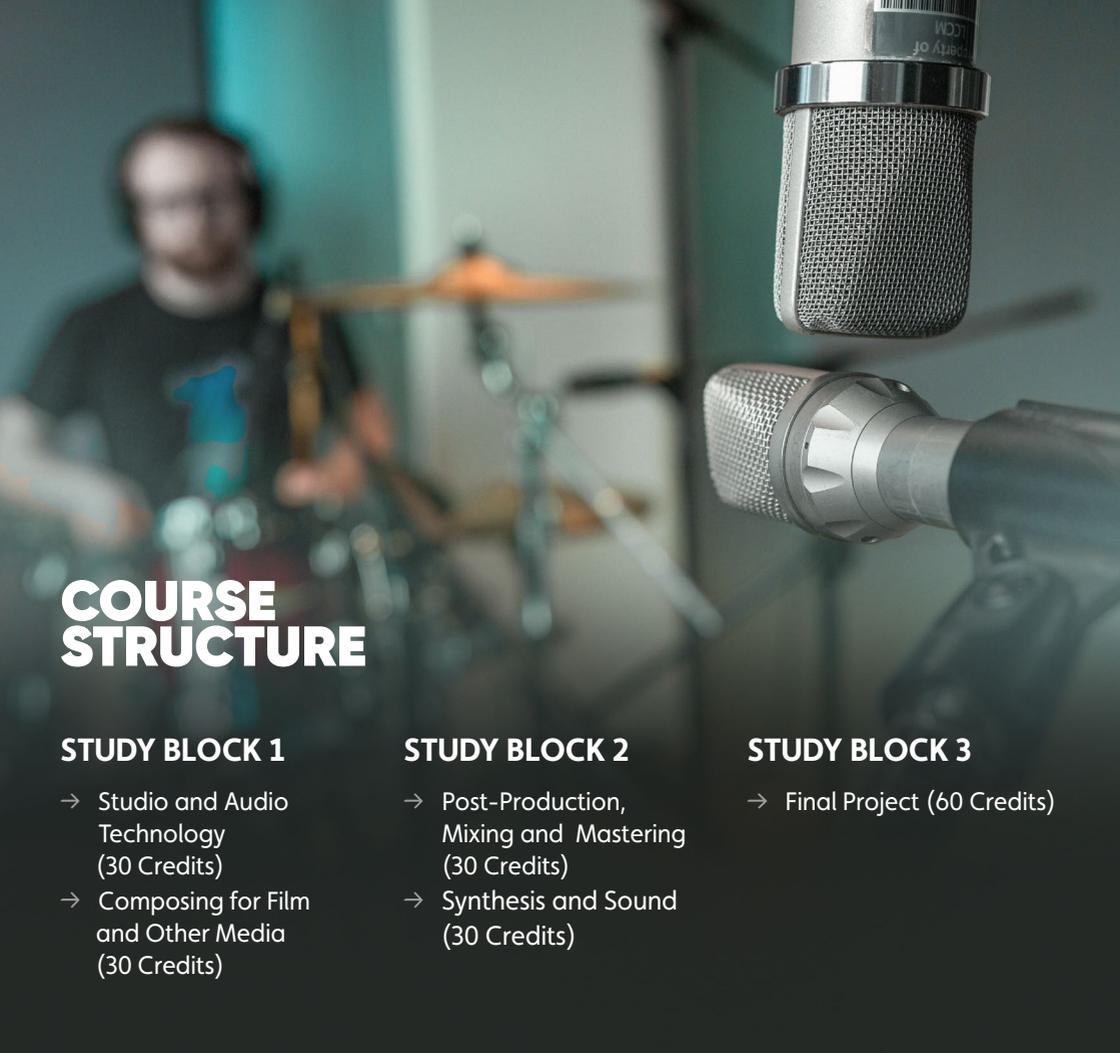
This course is designed to equip you with the skills, theoretical knowledge and connections necessary to establish a lasting career in Commercial Music Technology.

Future career paths may include:

- Music producer
- Composing for Film and Other Media (30 Credits)
- Recording engineer
- Mix engineer

- Mastering engineer
- Sound designer
- Film and media composer
- Audio technician

Successful graduates will be well-placed to pursue a PhD or other advanced degrees in related subject areas.



COURSE STRUCTURE

STUDY BLOCK 1

- Studio and Audio Technology (30 Credits)
- Composing for Film and Other Media (30 Credits)

STUDY BLOCK 2

- Post-Production, Mixing and Mastering (30 Credits)
- Synthesis and Sound (30 Credits)

STUDY BLOCK 3

- Final Project (60 Credits)

KEY FACTS

Credits:

180

Study Mode:

Full-time & part-time

Duration:

Full-time: 1 year

Part-time: 2 years

Fees:

Full-time UK / EEA:

£10,400 per year

Part-time UK / EEA:

year 1- £5,200 per year,

year 2- £4,120 per year

Funding:

SFE funding available

Start Date:

October

Age:

18

ONE-TO-ONE WITH THE PROGRAMME LEADER

Get in touch with the Programme Leader to discuss your current qualification and career goals, and get advice on which LCCM postgraduate degree would suit you best.

Please e-mail Oliver Betts at obetts@lccm.org.uk to book your 30 min slot.

ENTRY REQUIREMENTS

- A minimum second-class honours degree in a relevant subject from a UK awarding body or college recognised equivalent international qualification or 3+ years relevant sector experience and a Level 3+ qualification.
- Significant equivalent professional experience will also be considered. Be able to provide professional references, if applying based on your professional experience.
- Have English language competency equivalent to CEFR Level C1 (7.0 overall, 6.5 in each category) if from a non-majority English language speaking country
- In addition, entry will also be subject to audition, portfolio and personal statement.

ACADEMIC PARTNER

This course is validated by:



CONTACT

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