



**UNIVERSITY FOR THE CREATIVE ARTS**

**PROGRAMME SPECIFICATION FOR:**

**BMUS (HONS) COMMERCIAL MUSIC TECHNOLOGY - HCMTFBMH**

**PROGRAMME SPECIFICATION [ACADEMIC YEAR 2023/24]**

*This Programme Specification is designed for prospective students, current students, academic staff and potential employers. It provides a concise summary of the main features of the programme and the intended learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if he/she takes full advantage of the learning opportunities that are provided. More detailed information on the teaching, learning and assessment methods, learning outcomes and content of each unit can be found in the Unit Descriptors.*

## Section A – Material Course Information

Validating Body	University for the Creative Arts <sup>1</sup>			
Teaching Body	LCCM			
Final Award Title and Type	BMus (Hons)			
Course Title	Commercial Music Technology			
Course Location and Length	Campus: LCCM The Music Box, 241 Union Street, London SE1 0LR		Length: Full-Time- 3years (HCMTFBMH)  Part-Time 6 Years (HCMTFBMH)  Level 5 Exit Award Diploma of Higher Education  Level 4 Exit Award Certificate of Higher Education	
Mode of Study	Full-time	Y	Part-time	Y
Period of Validation	2023/24 - 2027/28			
Name of Professional, Statutory or Regulatory Body	N/a			
Type of Accreditation	N/a			
Accreditation due for renewal	N/a			
<b>Entry criteria and requirements:</b>				
96 UCAS points or relevant experience in Music				
<b>In addition to your application</b> entry onto the programme will be determined by your audition. All applicants meeting the minimum entry requirements and whose application demonstrates the capability to complete this programme will be offered an audition.				
Overall methods of assessment <sup>2</sup>	Written exams:	Practical exams:	Coursework:	
Level 4	23%	31%	46%	
Level 5	0%	12%	88%	
Level 6	0%	10%	90%	
Overall Learning & Teaching hours <sup>3</sup>	Scheduled:	Independent:	Placement:	
Level 4	22%	78%	0%	
	264 hours	936 hours	0%	
Level 5	18%	82%	0%	
	216 hours	984 hours	0%	
Level 6	10%	90%	0%	
	126 hours	1074 hours	0%	

<sup>1</sup> Regulated by the Office for Students

<sup>2</sup> As generated by the most popular unit descriptors and calculated for the overall course stage data.

<sup>3</sup> As generated by the most popular unit descriptors and calculated for the overall course stage data.

General level of staff delivering the course <sup>4</sup>	<p>Lecturers must have either an MA or equivalent professional practice in a relevant discipline or field.</p> <p>LCCM ensures that staff numbers and expertise are sufficient to teach each subject area including those specialist areas within each programme.</p> <p>LCCM will ensure there is an appropriate balance between staff with relevant academic qualifications and those with current industry expertise.</p> <p>LCCM will augment its staff with guest speakers and masterclass guests.</p> <p>LCCM works with industry to ensure appropriate curriculum development, lecturer and guest expertise reflects contemporary industry practice and future employer and entrepreneurial trends.</p> <p>LCCM will endeavour to support tutors' continuous professional development including the necessary support to ensure staff can where relevant also maintain professional careers as practitioners in the creative industries.</p> <p>All lecturing staff are encouraged to work towards a teaching qualification or professional Recognition by the Higher Education Academy.</p>
Language of Study	English
Subject/Qualification Benchmark Statement: Course is mapped to 2019 QAA Subject Benchmark Statements for Music	
Other External Benchmarks:	

<sup>4</sup> Include general information about the experience or status of the staff involved in delivering the course, for example Professor, Programme Director, Senior Lecturer

The course structure

The structure of all of the University's awards complies with the University's [Common Credit Framework](#). The Common Credit Framework includes information about the:

- Rules for progression between the stages of a course;
- Consequences of failure for reassessment, compensation and exit awards;
- Calculation and classification of awards;

<b>Module Code</b>	<b>Module Title</b>	<b>Credits</b>	<b>Module type</b>
<b>Year 1</b>	<b>Level 4</b>	<b>Semester 1</b>	<b>Sept. to Feb.</b>
HCMT4008	Practical Theory	20	C
HCMT4002	Instrumental Studio	20	C
HCMT4009	Studio & Production 1	10	C
HCMT4010	Music Programming 1	10	C
<b>Year 1</b>	<b>Level 4</b>	<b>Semester 2</b>	<b>Feb. to May</b>
HCMT4004	Mix Concepts	20	C
HCMT4007	Audio Technology, <i>Then, now and next</i>	20	C
HCMT4012	Studio & Production 2	10	C
HCMT4011	Music Programming 2	10	C
<b>Year 2</b>	<b>Level 5</b>	<b>Semester 1</b>	<b>Sept. to Feb.</b>
HCMT5008	Music Programming 3 Sound Design	15	C
HCMT5009	Audio Mastering	15	C
HCMT5010	Spatial Audio	30	C
<b>Year 2</b>	<b>Level 5</b>	<b>Semester 2</b>	<b>Feb. to May</b>
HCMT5011	Live Sound	15	C
HCMT5012	Music Programming 4 Contemporary Electronica	15	C
HCMT5013	Studio & Production 4	15	O
HCMT5014	Practical Theory 2	15	O
HCMT5015	Industry Placement	15	O
<b>Year 3</b>	<b>Level 6</b>	<b>Semester 1</b>	<b>Sept. to Feb.</b>
HCMT6001	Advanced Sound Engineering	40	C
HCMT6002	Composing for Media 5 (Broadcast)	20	C

Year 3	Level 6	Semester 1	Sept. to Feb.
HCMT6003	Working in the Music Industry	20	C
HCMT6004	Professional Portfolio	40	C

## Section B - Course Overview

The BMus (Hons) Commercial Music Technology course at LCCM is built around four guiding principles. They are:

### 1. Creativity

Your creativity lies at the heart of the course and the skills that we teach you will all be in support of this. Whether you see yourself as a producer, engineer, sound designer, composer or a mixer of all of these, developing your identity as a unique, individual artist will be your and our primary focus.

### 2. Exploration

Using your time and study environments to challenge yourself, make mistakes and learn from these is imperative to improving your professional and creative practice. This time is designed to prepare you for future employment in your chosen field.

### 3. Application

You will be learning by doing, applying new techniques to your work immediately and testing new knowledge in real world environments. You will be taught by expert, passionate staff in state-of-the-art facilities that will become a lab for your experimentation over the three years of the course.

### 4. Professionalism

We will introduce you to industry standard technology and workflows to prepare you for your professional life. The course is not simply designed to help you seize opportunities, but also to create them. As part of the future of the music industry, you will learn to be independent, self-aware, innovative and disciplined. Commercial Music Technology at LCCM prepares you not only for entering the industry on graduation, but for a lifelong career.

Level by level the you will be honing their skills in music production and audio engineering, whilst at the same time learning invaluable knowledge of contemporary music and audio industry landscapes.

Guided by industry practices and practitioners, students are encouraged to hone and nurture their individuality whilst developing portfolios and material that challenges and engages with current and emerging industries.

## Section C - Course Aims

In line with the four principles described above, the BMus (Hons) Commercial Music Technology course will support you to:

1. Develop and hone your creative practice and musical identity
2. Develop your understanding of industry-standard technology and workflows
3. Develop a critical awareness of the context surrounding your work
4. Develop an entrepreneurial spirit in which you can respond to and create opportunities
5. Develop your confidence to collaborate in a variety of technical and artistic contexts

## Section D - Course Outcomes

### BMus (Hons) Commercial Music Technology (Level 6)

Knowledge & Understanding	
KU1	<b>Genre: Create</b> a distinctive musical identity drawing on selected musical genre
KU2	<b>Industry: Design</b> innovative and effective solutions to meet current or future opportunities in the music and entertainment industry, respecting any intellectual property rights and securing appropriate commercial terms
Cognitive Skills	
CS1	<b>Evaluation: Integrate</b> advanced skills, techniques and procedures in a range of tasks.
CS2	<b>Analyse: Evidence</b> the viability or suitability of your insights and solutions through critical reflection and systematic appraisal of a wide range of sources or body of evidence.
Practical Skills	
PS1	<b>Research: Defend</b> creative or business decisions using appropriate primary and secondary sources, and academic conventions
PS2	<b>Communicate: Inspire</b> your audience with elegant, original and convincing delivery to captivate their attention
Key Life Skills	
KS1	<b>Professionalism: Evaluate</b> industry standards in the context of innovative practice, opportunity and mutually beneficial relationships.
KS2	<b>Plan: Create</b> strategies for success within the context of an unpredictable market and profession, where goals and deadlines can demand revision and flexibility.

## Intermediate/Exit Awards

### DipHE Commercial Music Technology (Level 5)

Knowledge & Understanding	
KU1	<b>Genre: Demonstrate</b> musical genre conventions in a range of contexts
KU2	<b>Industry: Solve</b> anticipated and identifiable challenges using existing technology, legal knowledge or business practices.
Cognitive Skills	
CS1	<b>Evaluation: Demonstrate</b> appropriate skills, techniques and procedures in a range of tasks.
CS2	<b>Analyse: Apply</b> critical reflective skills that objectively critique and challenge both your own personal assumptions and the constructs associated with the discipline, leading to a speculative but informed argument
Practical Skills	
PS1	<b>Research: Develop</b> meaningful insights using appropriate research methods, primary and secondary sources, and academic conventions
PS2	<b>Communicate: Develop</b> coherent and stimulating content delivered with confidence to meet the interests of your audience
Key Life Skills	
KS1	<b>Professionalism: Apply</b> standards that reflect well on you and your place within the industry or creative community
KS2	<b>Plan: Determine</b> goals to meet deadlines, demonstrating the ability to progress study, tasks or projects independently

## Intermediate/Exit Awards

### CertHE Commercial Music Technology (Level 4)

Knowledge & Understanding	
KU1	<b>Genre: Express</b> musical genre accurately in selected contexts
KU2	<b>Industry: Explain</b> typical commercial principles, business practices and key organisations involved in the music industry
Cognitive Skills	
CS1	<b>Evaluation: Use</b> appropriate skills, techniques and procedures as instructed to complete selected tasks.
CS2	<b>Analyse: Read</b> information objectively, leading to the formulation of a reasoned argument
Practical Skills	
PS1	<b>Research: Gather</b> evidence and data for an investigation using appropriate sources and academic conventions.
PS2	<b>Communicate: Engage</b> your intended audience with well-structured material, that is technically accurate and delivered with creative flair.
Key Life Skills	
KS1	<b>Professionalism: Demonstrate</b> appropriate judgement and an ability to meet expected standards for individual or group projects.
KS2	<b>Plan: Identify</b> priorities that enable expectations to be met, whilst maintaining momentum, focus and a work/life balance.



## Section E - Learning, Teaching and Assessment

### Learning and Teaching Strategy

The teaching strategies deployed within the course reflect and apply the educational philosophy of the institution, and the rationale, aims and learning outcomes of the course. The intention is to engage the active participation of a committed group of students with academic and technical staff alongside a wide range of visiting artists and industry professionals.

**Lectures** allow key issues across a wide range of topics to be introduced and explored.

**Seminars** promote dialogue and debate and offer a flexible forum in which the linking of theory and practice can be explored.

**Group and individual tutorials** are an important point of ongoing contact between staff and students and provide a forum for peer debate. They function as an intimate and supportive environment for providing critical feedback on your work.

**Practice-based workshops and masterclasses** provide the means of acquiring and developing wide ranging practical skills.

**Group working** enables you to work together to share knowledge and develop understanding of co-operative practice and teamwork.

**Live projects** offer opportunities for you to experience aspects of the career path you plan to pursue.

**Self-directed study** will allow you to pursue additional reading, listening, thinking and making outside of staff-student contact time.

**Self and peer evaluation** trains you to reflect critically on your work and the learning experience, and to develop responsibility for your progress, as the curriculum moves from staff-directed to student-directed study.

### Assessment Strategy

Assessment offers you the opportunity to engage in an active learning process that confirms your achievement provides regular feedback on your progress and enables you to identify strengths and weaknesses. Assessment provides the course team with a means of offering you guidance in evaluating your own progress, a means of offering advice and guidance on your work, a means of supporting your progress and decision making with respect to your career goals, a basis for conferring the final award.

All modules on the course end with an assessment. Modules vary in their requirements, but all involve varying degrees of student choice, allowing you to design projects that benefit your development, and relate to your own aims and objectives.

Modes of assessment include:

- Portfolio of music (performance, composition, and/or production)
- Written work
- Solo and group work
- Oral presentation
- Documentation

All assessments are assessed through combinations of the six core learning outcomes, ensuring consistency in the way your work is marked, but enabling flexibility in the types of work you can make.

## Section F - Employability

### **SKILLS DEVELOPMENT STRATEGIES**

#### **Knowledge and Understanding**

You will draw on theoretical, practical and material knowledge and synthesise these to make new work.

#### **Practical Skills**

In addition to developing performance and composition skills and techniques, you will also employ methods of research in relation to your own body of practice, evaluating materials, processes and approaches and evidencing appropriate strategies in their communication and creation.

#### **Intellectual skills**

To help with the development of this you will engage with and reference a variety of sources of information in the development of your own ideas and work, making informed choices about their validity and evidencing your decisions.

#### **Transferable Skills**

You will engage and contribute to seminars and lectures, produce presentations – oral or written, engage in group work, discuss your own and others' practice, invoke modes of communication appropriate for effect communication of musical ideas.

### **TEAM WORKING**

So that you can learn to appreciate and develop industry/professional practice, you will work together on collaborative projects to share knowledge and develop your understanding of co-operative practice and teamwork.

### **IMPROVING LEARNING AND PERFORMANCE**

The learning and performance strategies deployed within the award seek to reflect and apply the educational philosophy of the institution and the rationale, aims and learning outcomes of the course. The intention is to engage the active participation of a committed group of academic and technical staff and students. The range of strategies aims to encourage the development of the critical practitioner and the production of a mature body of work.

### **CAREER MANAGEMENT SKILLS**

During the program you will develop career management skills, which are integrated within the processes of personalised learning for employability and the professional student. You will undertake self-assessment to identify your strengths, interests and development needs in relation to external criteria, under the guidance of an academic advisor. The process of assessment is informed by staff and peer review of your work. Specific career management skills (for example, effective and economical instrumental practice) are addressed in appropriately focused modules and through industry mentoring sessions and schemes.

Within the 'Project Options' series at Level 5, you will focus on how to represent and promote your professional profile within the sphere of your chosen career area, on paper, online and in person.

### **FUTURE CAREER/EDUCATION**

The BMus (Hons) Creative Music Technology course at LCCM will prepare you for a wide range of career opportunities, including:

- Music Producer

- Sound Engineer
- Audio Editor/Technician
- Sound Designer
- Media Composer

You will be able to pursue PG studies in different areas such as Production, Film Scoring, Contemporary Music Composition, Entrepreneurship.

## Section G - Enhancing the Quality of Learning and Teaching

The course is subject to the University's rigorous quality assurance procedures which involve subject specialist and internal peer review of the course at periodic intervals, normally of 5 years. This process ensures that the course engages with the applicable national Subject Benchmarks and references the Framework for Higher Education Qualifications.

All courses are monitored on an annual basis where consideration is given to:

- External Examiner's Reports
- Key statistics including data on retention and achievement
- Results of the Student Satisfaction Surveys
- Feedback from Student Course Representatives

LCCM also details below a list of markers that ensure the enhancement of teaching and learning on the course:

- All tutors working in current Industry-this ensures the course remains current and relevant to the specific fields taught
- Tutor training Days
- Programme Committee meetings of all course the Subject leaders and Student Reps
- Peer observations where one tutor observes another's lesson and gives feedback. A summary of all observations is discussed at the Programme Committee and shared with all tutor's and then fed into the Annual feedback cycle
- Tutor Report Forms – Individual report forms sent to the Programme leader. A summary of all reports is discussed at the Programme Committee and shared with all tutor's and then fed into the annual feedback cycle.
- External Examiner reports
- Internal Surveys
- NSS Surveys
- QAA Reviews
- QAA Benchmark Statements
- Student Committee to gather student feedback. Reps have representation across different bodies in the College such as Academic Boards, SMTs, ASECs and Programme Committees.

## Module Map

BMus (Hons) Commercial Music Technology							Contributing towards the Learning Outcomes Taught (T), Practised (P) and/or Assessed (A)							
Module Code	Level	Module Name	Credits	Study Block 1, 2 or 3	Compulsory (C) or Option (O)	Assessment methods*	KU1	KU2	CS1	CS2	PS1	PS2	KS1	KS2
							Culture	Industry	Evaluation	Analyse	Research	Communicate	Professionalis m	Plan
	4	Practical Theory	20	1	C	EX, PC	TP		TP		TPA			
	4	Instrumental Studio	20	1	C	PO, EX		TP		TP		TPA	TP	
	4	Studio & Production 1	10	1	C	PC			TPA	TPA				TP
	4	Music Programming 1	10	1	C	OT			TPA	TPA				
	4	Mix Concepts	20	2	C	PO, PR	TPA				TPA		TPA	
	4	Audio Technology, <i>Then, now and next</i>	20	2	C	PO		TPA	TPA			TPA		
	4	Studio & Production 2	20	2	C	PO	TPA		TPA				TPA	
	4	Music Programming 2	10	2	C	OT	TPA			TP	TP		TPA	

BMus (Hons) Commercial Music Technology							Contributing towards the Learning Outcomes Taught (T), Practised (P) and/or Assessed (A)							
Module Code	Level	Module Name	Credits	Study Block 1, 2 or 3	Compulsory (C) or Option (O)	Assessment methods*	KU1	KU2	CS1	CS2	PS1	PS2	KS1	KS2
							Culture	Industry	Evaluation	Analyse	Research	Communicate	Professionalis m	Plan
	5	Music Programming 3- Sound Design	15	1	C	PO	TPA	TPA	TPA					
	5	Audio Mastering	15	1	C	PO				TPA	TPA			TPA
	5	Spatial Audio	30	1	C	PO		TPA			TPA		TPA	
	5	Live Sound	15	2	C	PC, RE		TPA				TPA	TPA	
	5	Music Programming 4- Contemporary Electronica	15	2	C	PO, RE		TPA	TPA			TPA		
	5	Industry Placement	15	2	O				TPA				TPA	
	5	Practical Theory 2	15	2	O				TPA	TPA				
	5	Studio & Production 4	15	2	O	PO, RE	TPA		TPA					TPA

BMus (Hons) Commercial Music Technology							Contributing towards the Learning Outcomes Taught (T), Practised (P) and/or Assessed (A)							
Module Code	Level	Module Name	Credits	Study Block 1, 2 or 3	Compulsory (C) or Option (O)	Assessment methods*	KU1	KU2	CS1	CS2	PS1	PS2	KS1	KS2
							Culture	Industry	Evaluation	Analyse	Research	Communicate	Professionalis m	Plan
	6	Advanced Sound Engineering	40	1	C	PO	TPA			TPA		TPA	TPA	
	6	Composing for Media 5 (Broadcast)	20	1	C	PO			TPA	TPA				TPA
	6	Working in The Music Industry	20	2	C	PR, OT		TPA				TPA		TPA
	6	Professional Portfolio	40	2	C	PO, RE		TPA		TPA	TPA		TPA	

*The following codes for assessment methods apply (Additional codes can be proposed through this process, if necessary): -			
AR	Artefact	LR	Literature Review
CB	Computer-based	OR	Oral
CE	Critical evaluation	PC	Practical
CS	Case study	PF	Performance
DI	Dissertation or project	PL	Placement
ES	Essay	PO	Portfolio
EX	Exam	PR	Presentation
GR	Group Report	RE	Individual report
IT	In-module Test	SP	Studio Practice
JL	Journal / Logbook	OT	Other