



PROGRAMME SPECIFICATION KEY FACTS

Programme name	BSc Music, Sound and Technology
Award	BSc (Hons)
Exit Awards	Diploma of Higher Education Certificate of Higher Education
School	School of Creativity and Communications
Department or equivalent	Department of Performing Arts
UCAS Code	W3W7
Programme code	USMUST
Type of study	Full-time
Mode of Learning	In-Person
Total UK credits	360
Total ECTS	180

PROGRAMME SUMMARY

The BSc in Music, Sound and Technology degree at City, University of London offers a future-focused curriculum in the heart of central London. The aim of the degree is to equip you with specialist skills in readiness for a successful career in the music industry. You will have access to outstanding facilities for studio recording and mixing, and multiple creative opportunities as part of an established and high-achieving Music community that values collaboration and nurtures individuality. Practice-based learning is underpinned with current thinking in music delivered to you by tutors who are internationally recognised. City Music graduates are known for sparking and leading change in whichever musical environments they transition into. This is our ambition for you too.

Aims

- To immerse you in the practice and study of music and studio production at the highest possible level.
- To provide knowledge and experience that enables you to succeed as a music professional.
- To develop, nurture and challenge your individual 'voice' in whichever creative and practical contexts this may sit.
- To develop in you not only a broad range of practical studio skills, but also the intellectual capacity to articulate and confidently present your ideas in written and verbal forms.
- To give you the tools and strategies to collaborate successfully across musical and technical teams.
- To provide appropriate employability-focused learning and opportunity that supports sustainable freelance careers in music.

Content

This programme is designed around core pathways that provide coherence as you progress through each year. Your studies will span contemporary music genres and styles, including pop, electronic music, global musics, and classical.

Core pathways focus on studio recording and audio engineering, critical listening, mixing and mastering, sound design, audio post-production, creative composition, interactivity, independent music creation, critical engagement with socio-cultural trends in music, and innovation, entrepreneurship and industry skills. On completion of the degree, you will be equipped with industry-ready skills in all of these areas.

An eclectic array of elective modules in the second and third years of the programme provide an opportunity to pursue your individual interests and acquire specialist skills in areas including songwriting, studio and moving images composition, the music business, group performance, audio-visual applications, and computer programming. Employability-focussed modules such as The Music Business, Producing an Event and Freelancing & Entrepreneurship will set you up with the knowledge and skills to succeed as a music professional.

WHAT WILL I BE EXPECTED TO ACHIEVE?

Learning Outcomes

On successful completion of this programme, you will be expected to be able to:

Knowledge

- Devise and adopt critically informed interpretative strategies across your creative pursuits, including audio engineering, production, sound design, and songwriting/composition
- Identify and appraise the contexts of contemporary music and sound production across a wide range of genres, cultures and traditions
- Identify your strengths as an emerging audio professional and understand areas for further development
- Identify key topics, concepts, and technical approaches driving current practice in the music industry
- Specify your future career goals based on analysis of your skills and professional experience

Skills

- Demonstrate imagination, originality and creativity in your practice as an audio engineer, producer, sound designer, and/or songwriter/composer
- Apply research skills to the investigation of key issues and questions relating to the contexts of music and studio production
- Develop ideas and construct arguments, presenting these in clear and accessible written and verbal forms
- Plan and manage studio recording and mixing sessions
- Apply critical listening skills to audio engineering, studio production, and songwriting/composition
- Use professional experience as a platform to develop your project management and employability skills

Values and attitudes

- Work independently, showing discipline and self-reliance
- Respect and acknowledge the ideas and work of others
- Commit to regular independent practice as an audio engineer and producer
- Reflect critically and constructively on your developing creative and technical practice
- Respond thoughtfully and effectively to feedback on your work and develop the ability to construct feedback for others
- Communicate and collaborate effectively with artists and producers
- Nurture curiosity, an enquiring attitude, and willingness to explore the applications of your learning in professional contexts
- Act as an independent and proactive learner who goes beyond the academic curriculum to engage with developing your employability

This programme has been developed in accordance with the QAA Subject Benchmark for Music.

WHAT WILL I STUDY?

Programme Stage 1

You take eight core modules totalling 120 credits.

Programme stage 1 modules

Module Title	SITS Code	Module Credits	Core/ Elective	Compensation Yes/No	Level
Studio Recording 1 — Recording Techniques	MU1507	15	C	Y	4
Studio Recording 2 — Tracking, Mixing & Producing	MU1503	15	C	Y	4
Sound Design 1 – Creative Digital Audio	MU1508	15	C	Y	4
Sound Design 2 – Professional Applications	MU1509	15	C	Y	4
Critical Listening	MU1071	15	C	Y	4
Creative Composition	MU1504	15	C	Y	4
Music Today 1 – Being Creative	MU1075	15	C	Y	4
Music Today 2 – Audiences & Media	MU1076	15	C	Y	4

Programme Stage 2

In Year 2, you take core modules totaling 75 credits, and choose a further 45 credits from a range of elective modules. If you elect to take Group Performance 2 you will be required to interview and/or audition to ensure that you have the requisite performance skills.

Programme stage 2 modules

Module Title	SITS Code	Module Credits	Core/ Elective	Compensation Yes/No	Level
Studio Recording 3 – Advanced Mixing & Signal Processing	MU2503	15	C	Y	5
Audio Post-Production	MU2504	15	C	Y	5
Interactivity for Music and Sound	MU2505	15	C	Y	5
Creative Studio Production	MU2506	15	C	Y	5
Music Today 3 – Global Cultures	MU2105	15	C	Y	5
Global Popular Musics	MU2054	15	E	Y	5
Electronic Dance Music	MU2201	15	E	Y	5
Songwriting	MU2500	15	E	Y	5
Composition: Studio	MU2143	15	E	Y	5
Composition: Moving Images	MU2145	15	E	Y	5
The Music Business	MU2501	15	E	Y	5
Technology & The Voice	MU2502	15	E	Y	5
Writing About Music	MU2206	15	E	Y	5
Group Performance 2	MU2301	15	E	Y	5

Programme Stage 3

In Year 3, you take core and core-elective modules-totaling 75 credits and choose a further 45 credits from a range of elective modules. Core-elective modules include one Employability-focused module (from BM3106, MC3400, CO3000, CO3100, CO3300) and a Major Project option worth 30 credits from: Recording & Production (MU3070), Composition (MU3103), or Dissertation (MU3143). If you elect to take Group Performance 3 you will be required to interview and/or audition to ensure that you have the requisite performance skills.

Programme stage 3 modules

Module Title	SITS Code	Module Credits	Core/ Elective	Compensation Yes/No	Level
Music Today 4 – Shaping the Music Industries	MU3500	15	C	Y	6
Mastering	MU3073	15	C	Y	6
Major Project - Composition	MU3103	30	CE	N	6
Major Project - Dissertation	MU3143	30	CE	N	6
Major Project - Recording and Production	MU3503	30	CE	N	6
Mentoring and Coaching for Leadership	BM3106	15	CE	Y	6
Entrepreneurship in the Media and Creative Industries	MC3400	15	CE	Y	6
Micro-Placements	CO3000	15	CE	Y	6
Industry Projects	CO3100	15	CE	Y	6

Integrated Professional Training	CO3300	15	CE	Y	6
Rhythm	MU3203	15	E	Y	6
Video Game Music	MU3210	15	E	Y	6
Popular Music Now!	MU3116	15	E	Y	6
Music, Sound and the Environment	MU3134	15	E	Y	6
Computer Programming for Musicians	MU3400	15	E	Y	6
Sound and Image Interaction	MU3504	15	E	Y	6
Producing an Event	MU3501	15	E	Y	6
Group Performance 3	MU3502	15	E	Y	6

HOW WILL I LEARN?

You will learn through varied forms of teaching and assessment with an emphasis on practical exercises that replicate the professional world.

The department is committed to a student-centred approach to learning and to facilitate your participation in the learning process. Modules are delivered using a combinations of lectures, seminars and practical workshops, supported by individual and small group tutorials.

Lectures provide commentary and explanation on key subjects areas, while seminars provide an opportunity to engage in discussion and debate. Practical workshops support hands-on learning guided by industry experts in studio recording, sound design, mixing, audio post-production, mastering, and composition.

Throughout your studies you will be required to undertake reading and independent research in order to understand the topics covered in lectures and seminars, and to broaden and deepen your knowledge. Your self-directed learning will be supported in a variety of ways, including Moodle, group work, external visits, extensive use of online resources, and showcases of creative work.

Music as a discipline demands commitment including daily practice to hone existing skills and techniques and to advance those skills levels to allow you to succeed across the range of your studies. Applying a consistently high work ethic to your studies will help you achieve your full potential and prepare you for the demands that you will encounter as a music industry professional.

WHAT TYPES OF ASSESSMENT AND FEEDBACK CAN I EXPECT?

Assessment and Assessment Criteria

Throughout your course your learning is assessed through a combination of practical, creative, project and written tasks. Marks obtained in all years contribute to the final degree awarded. Practical and project work can account for the majority of your marks, depending on elective choices. Many of the assessments that you undertake throughout your course are closely linked to the project briefs you would undertake as an audio professional.

Most modules include a final assignment in the form of a practical or written task. Many modules include a smaller assignment in addition to the final assignment, in the form of a seminar presentation, a practical examination, a short essay, or a written commentary. Many modules also include regular formative assignments: tasks aimed at incrementally building the practical and creative skills required for final assignments. In group performance modules the final assessment takes the form of a concert or gig.

You are provided with assessment support throughout the programme in various forms, including individual and small group tutorials, on-going feedback on formative assignments, structured seminar exercises, and consultations with academic staff during weekly drop-in hours.

In Group Performance 2 and 3 you will be assessed through performance in end-of-Module assessments and through ongoing participation and engagement in classwork. It is a programme level requirement that you must attend 80% of the timetabled contact teaching sessions throughout the programme unless there are extenuating circumstances. This is a pass/fail module component, it will be monitored, and you must pass this component in order to pass the module. If not achieved, you will be eligible for a resit (pass/fail); further details will be provided by the module tutor. This component will be zero-weighted in the module mark calculation.

Assessment Criteria are descriptions, based on the intended learning outcomes, of the skills, knowledge or attitudes that you need to demonstrate in order to complete an assessment successfully, providing a mechanism by which the quality of an assessment can be measured. Grade- Related Criteria are descriptions of the level of skills, knowledge or attributes that you need to demonstrate in order to achieve a certain grade or mark in an assessment, providing a mechanism by which the quality of an assessment can be measured and placed within the overall set of marks. Assessment Criteria and Grade-related Criteria will be made available to you to support you in completing assessments. These may be provided in programme handbooks, module specifications, on the virtual learning environment or attached to a specific assessment task.

Feedback on assessment

Feedback will be provided in line with institutional Assessment and Feedback Policy. In particular, you will normally be provided with feedback within three weeks of the submission deadline or assessment date. This would normally include a provisional grade or mark. For end of module assessments feedback will normally be provided within four weeks. The timescale for feedback on final year Major Projects may be longer. The full policy can be found at:

[Assessment | City, University of London](#)

Assessment Regulations

In order to pass your Programme, you should complete successfully or be exempted from the relevant modules and assessments and will therefore acquire the required number of credits. You also need to pass each Programme Stage of your Programme in order to progress to the following Programme Stage. The weighting for each Programme Stage of your Programme is given in the below table.

The Pass mark for each module is 40%. You may be required to achieve a minimum mark in different assessment components within individual modules. See the relevant module specifications for further information.

If you fail an assessment component or a module, the following will apply:

1. Compensation: where you fail up to 30 credits or one sixth of the total credits within a Programme Stage, whichever is greater, you may be allowed compensation if:
 - Compensation is permitted for the module involved (see the What will I Study section of the programme specification), and
 - It can be demonstrated that you have satisfied all the Learning Outcomes of the modules in the Programme Stage, and
 - A minimum overall mark of no more than 10% below the module pass mark has been achieved in the module to be compensated, and
 - An aggregate mark of 40% has been achieved for the Programme Stage, and
 - The total volume of credits compensated over the entire degree does not exceed 45 credits.

Where you are eligible for compensation at the first attempt, this will be applied in the first instance rather than offering a resit opportunity.

If you receive a compensated pass in a module you will be awarded the credit for that module. The original component marks will be retained in the record of marks and your original module mark will be used for the purpose of your Award calculation.

2. Resit: where you are not eligible for compensation at the first attempt, you will be offered one resit attempt.

If you are successful in the resit, you will be awarded the credit for that module. The mark for each assessment component that is subject to a resit will be capped at the pass mark for the module. This capped mark will be used in the calculation of the final module mark together with the original marks for the components that you passed at first attempt.

If you do not meet the pass requirements for a module and do not complete your resit by the date specified you will not progress to the next Programme Stage and the Assessment Board will require you to be withdrawn from the Programme.

If you fail to meet the requirements for a particular Programme Stage or the Programme, the Assessment Board will consider whether you are eligible for an Exit Award as per the table below.

If you would like to know more about the way in which assessment works at City, please see the full version of the Assessment Regulations at: [Senate-Regulation-19-Assessment-Regulations-2022-23-v2.5.pdf \(city.ac.uk\)](#)

WHAT AWARD CAN I GET?

Bachelor of Science (Hons) in Music, Sound and Technology:

For all of you completing the BSc (Hons) in Music, Sound and Technology, you will consolidate your skills in audio mastering and the socio-cultural study of music. You will develop a coherent and detailed knowledge of your specialist area through an individually supervised Major Project in Recording & Production, Composition, or Dissertation. You will also consolidate professional skills through modules that focus on careers and employability. Elective modules provide the opportunity to further develop detailed knowledge and practical skills in subjects including computer programming, rhythm, video game music, and sound/image interaction.

Programme stage level, credits and weighting

Programme Stage	HE Level	Credits	Weighting (%)
1	4	120	10
2	5	120	30
3	6	120	60

Classification requirements

Class	% required
I	70
II upper division	60
II lower division	50
III	40

Bachelor of Science (Hons) in Music, Sound and Technology with Study Abroad:

Successful completion of the requirements for the Degree and a 'sandwich' year of study abroad at an approved partner institution will lead you to the award of BSc (Hons) with Study Abroad.

Bachelor of Science (Hons) in Music, Sound and Technology with Integrated Professional Training:

Successful completion of the requirements for the Degree plus a sandwich year of working in an approved placement will lead to the award of BSc (Hons) with Integrated Professional Training.

Bachelor of Science (Hons) in Music, Sound and Technology with Integrated Professional Training and Study Abroad:

Successful completion of the requirements for the Degree plus one term working in an approved placement and one term Study Abroad will lead to the award of BSc (Hons) with Integrated Professional Training and Study Abroad.

Bachelor of Science in Music, Sound and Technology:

For all of you completing the BSc in Music, Sound and Technology, you will consolidate your skills in audio mastering and the socio-cultural study of music. You will also consolidate professional skills through modules that focus on careers and employability. Elective modules provide the opportunity to further develop detailed knowledge and practical skills in subjects including computer programming, rhythm, video game music, and sound/image interaction.

Programme stage level, credits and weighting

Programme Stage	HE Level	Credits	Weighting (%)
1	4	120	
2	5	120	
3	6	60	

Class requirements

Class	% required
With Distinction	70
With Merit	60
Without classification	40

Diploma of Education in Music, Sound and Technology:

For all of you completing the Diploma of Education in Music, Sound and Technology, you will extend your skills and experience in studio recording, mixing, production, and post-production as you develop your individual musical identity. You will develop skills of enquiry in the socio-cultural study of music applying these to the interpretation of music in its global contexts. A range of elective modules provides you with the opportunity to develop specialised expertise in areas including songwriting, studio composition, composition for moving images, the music business, global popular musics, and electronic dance music.

Programme stage level, credits and weighting

Programme Stage	HE Level	Credits	Weighting (%)
1	4	120	10
2	5	120	90

Class requirements

Class	% required
With Distinction	70
With Merit	60
Without classification	40

Certificate of Higher Education in Music, Sound and Technology:

For all of you completing the Certificate of Higher Education in Music, Sound and Technology, you will develop skills in studio recording and mixing, sound design, critical listening, and creative composition. You will also be able to discuss underlying concepts and principles associated with the socio-cultural contexts of music and interpret these within the context of your practice.

Programme stage level, credits and weighting

Programme Stage	HE Level	Credits	Weighting (%)
1	4	120	100%

Class requirements

Class	% required
With Distinction	70
With Merit	60
Without classification	40

EMPLOYABILITY AT CITY

WHAT KIND OF CAREER MIGHT I GO ONTO?

Graduates of the BSc programme include: audio engineers (pop, classical, film, post-production, mastering and broadcast), studio managers, sound designers, web and app designers, film, TV and videogames composers, dubbing mixers, manufacturers of professional and consumer audio equipment, audio research and development, live sound operation for music and theatre, technical support for the recording industry.

For more information on the Careers support available at City, please go to: <https://www.city.ac.uk/careers/your-career>

WHAT PLACEMENT OPPORTUNITIES ARE AVAILABLE?

As an Undergraduate student you can undertake a one year work placement whilst completing the programme. This is possible through joining the Integrated Professional Training Programme, which is a sandwich year that is taken between completing Programme Stage 2 and entering Programme Stage 3, extending the degree to four years.

The resulting degree title awarded would be: BSc Music, Sound and Technology with Integrated Professional Training.

In identifying relevant placement opportunities you should consider your long-term plans for employment; whether the work placement proposed is relevant to final year modules; whether it might provide experience on which a project could be based.

Information and support for this programme is provided by the SCC Placements Team. Full details can be found in the City Student Placements Policy: [Placement-Policy.pdf](#).

- 1) You should discuss your plans with the relevant Department Placement Officer at the earliest opportunity, preferably during the autumn term of their second year.
- 2) The work placement must extend over a minimum of 9 months and a maximum of 12 months (including holidays allowed by the employing body). The Placement should normally run between the 1st September and the 31st August in the following year.
- 3) The placement must be approved by City as providing suitable supervision and training.
- 4) Participant students are required to pay an administrative charge to cover the School's costs associated with the work placement. This will be in the form of a reduced tuition fee for the placement year, which will cover continued enrolment with City and access to all of its facilities.

WILL I GET ANY PROFESSIONAL RECOGNITION?

The BSc is accredited by [JAMES](#) (Joint Audio Media Education Support)

WHAT STUDY ABROAD OPTIONS ARE AVAILABLE?

As an Undergraduate student you can undertake a period of study abroad whilst completing the programme. This is possible through the SCC Exchange Programme, a year of study at one of our European and/or international partner universities via a sandwich year, which is undertaken between completing Programme Stage 2 and entering Programme Stage 3, extending the degree to four years.

The resulting degree title awarded would be: BSc Music, Sound and Technology with Study Abroad.

Participation in the SCC Exchange Programme is through an application process. You are encouraged to investigate the opportunities available to you within your Department in your first year at City.

Information and support for this programme is provided by the SCC Exchanges Team (SPGA-SCC-outgoing@city.ac.uk).

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Information is provided subject to Terms and Conditions for study at City, University of London.