

PROGRAMME SPECIFICATION

KEY FACTS

Programme name	Music, Sound and Technology
Award	BSc(Hons) and BSc(Hons) with Study Abroad and BSc(Hons) with Integrated Professional Training
School	School of Communication & Creativity
Department or equivalent	Department of Performing Arts
UCAS Code	W3W7
Programme code	USMUST
Type of study	Full Time
Total UK credits	360
Total ECTS	180
Partner (partnership programmes only)	N/A
Type of partnership	N/A

PROGRAMME SUMMARY

The BSc in Music, Sound and Technology adopts a technological and interdisciplinary approach to the study of music and sound, drawing upon experimental, commercial and traditional forms of music creation and dissemination and a range of allied analytical perspectives. It develops a wide range of imaginative strategies in the production of creative and technical work, through experiment, speculation and rigorous investigation. The programme mobilizes music, sound, science and technology, and cultural studies in order to understand recording and studio production techniques, acoustics, electroacoustics, sound synthesis, and digital signal processing across a broad field of contemporary music and sound contexts.

The programme allows you to engage with music, sound and technology from a wide range of perspectives, and to consider the complex interrelationships between these fields. In all years the course is underpinned by intersections between theory and practice and you are encouraged to apply newfound critical and creative approaches towards the realisation of innovative projects in recording, composition, interactive music, installation and cross-disciplinary work. The programme is driven by its clear research focus and you will engage with cutting edge praxis, as well as the systematic investigation and testing of concepts, materials and sources.

The programme offers students the opportunity to develop a unique blend of skills in digital audio technologies, critical thinking, creative innovation, aesthetic awareness, and entrepreneurialism delivered in a stimulating research-led environment. The programme builds on the Department of Music's strong roots in electronic music and is closely aligned with the Department's historic research strengths in composition, music technology and cross-disciplinary practices.

A distinctive feature of the programme is an emphasis on understanding relationships formed between music, sound and other forms of digital media, such as film, games, web-based applications and new modes of performance with music technology.

Music and sound technologies are integral to the creative industries both within the UK and internationally and are at the forefront of a diverse range of commercial, experimental, educational and research developments. The programme responds to the growing demand for flexible music and audio professionals by producing graduates with a unique blend of intellectual, technical and creative understanding.

The programme is designed to prepare you for the technical, creative and intellectual demands presented by a wide range of careers in the creative industries, as well as a variety of postgraduate study options.

The programme is informed by the School of Arts Learning and Teaching Strategy, the QAA Subject Benchmark Statement for Music (March 2008) and the framework for higher education qualifications.

Programme Stage 1

You are exposed to a wide range of concepts and ideas surrounding the theory and practice of music, sound and technology. Five core modules provide comprehensive grounding in sound recording, acoustics, digital audio, media and critical theory, contextual studies and critical listening in order to form a platform for more specialist topics in Programme Stages 2 and 3.

Programme Stage 2

You develop advanced skills in recording and audio programming, while applying these skills towards the creation of innovative new work. A spread of electives across sound studies, critical and media theory, music in popular culture, western music, applied music studies and composition allows you to enhance your understanding in specialist areas and tailor your studies to particular strengths and interests.

Programme Stage 3

The final year places greater emphasis on professional audio mastering, and the role of sound and music in moving image and web applications. You will also choose from a broad range of elective modules, including many professional experience electives to develop industry-related skills and enhance employability. The major project forms a focal point for the final year of the degree, allowing you to devise and realise a large-scale individual project as the culmination of their studies.

Aims

- To provide an academically rigorous, stimulating and challenging programme of study that explores fundamental concepts and issues located at the intersection of music, sound and technology.
- To provide robust and up-to-date technical skills and develop students' abilities to apply this technical expertise in innovative and imaginative ways.

- To encourage critical inquiry into the interpretation and understanding of music and sound in a variety of cultural and interdisciplinary contexts.
- To develop students' transferable skills in the areas of written and oral communication, independent scholarship and research, and leadership.
- To produce graduates who will be well equipped to make a significant and valuable contribution to the fields of audio production, composition, media, education, research and other areas of the cultural and creative industries.
- To prepare students for professional employment through engagement with current professional practices.

WHAT WILL I BE EXPECTED TO ACHIEVE?

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

Knowledge and understanding:

- Demonstrate a broad knowledge in the sub-discipline/s of music sound and technology studied, including a detailed grasp of appropriate techniques, repertoires, texts and resources, and familiarity with associated concepts.
- Demonstrate a broad knowledge relevant to music, sound and technology, including the relationship to wider historical, philosophical, cultural and social contexts, and an understanding of the historic and current debates on such issues.
- Understand and appraise the relationship between theory and practice in music, sound and technology.
- Understand critically how music, sound and technology, relates to cognate disciplines in the arts, humanities, social and physical sciences as appropriate.
- Demonstrate an awareness of the position, function and value in contemporary society of the music, sound and technology, in relation to educational, professional, institutional or community perspectives
- Understand theories and contexts that inspire and inform music and sound practice, in areas such as analysis, aesthetics, interpretation, cultural theory, literature and computer science.
- Understand concepts, concerns and technical approaches driving current practice in music, sound and technology evidenced in repertoires, methodologies and theoretical and technical writings.
- Understand the cultural conventions and symbolic meanings associated with selected methodologies, technologies, repertoires, styles, and genres.
- Know how to apply methods and strategies relevant to creativity and interpretation, and how these can be informed by historical and pedagogical understanding.

Skills:

- Employ a wide range of imaginative strategies in the production of creative and

technical work, through experiment, speculation and rigorous investigation

- Apply contemporary techniques in the creation of new work, which may reference recording techniques, computer-based sound manipulation, performance interaction, acoustics, electroacoustics, sound synthesis and digital signal processing
- Use appropriate analytical methods in the evaluation of aural materials.
- Design and carry out a series of independent creative projects, imaginatively and expertly, using appropriate methods, opportunities and resources.
- Demonstrate the ability to identify and solve complex technical and interpretative problems with flexibility and resourcefulness.
- Demonstrate self-motivation and initiative in planning and implementing tasks, and organisation and management of a personal schedule of learning.
- Demonstrate the ability to self-evaluate and analyse critically, and exercise independence of thought.
- Demonstrate the organisation, articulation and presentation of ideas in a clear, systematic and professional manner, and the capacity to communicate these effectively both orally and in writing to both specialist and non-specialist audiences.
- Demonstrate an ability to work within a variety of independent and collaborative contexts with high standards of professionalism.
- Demonstrate the ability to work cooperatively, effectively and creatively with peers and other professionals, and develop skills of communication and persuasion.
- Demonstrate an ability to work within a variety of independent and collaborative contexts with high standards of professionalism.

Values and attitudes:

- Respect and acknowledge the work of others
- Demonstrate self-motivation, commitment and initiative
- Develop the capacity to identify and question one's own assumptions

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

HOW WILL I LEARN?

Throughout all three years a mixture of lectures, seminar presentations, workshops and tutorials is used depending on the nature of the module. Tutorial support is provided as appropriate to guide independent learning: one-to-one discussion between you and the lecturer is recognised as one of the best methods of encouraging a high standard of student work. The department is committed to small group teaching wherever possible in order to maintain a student-centred approach to teaching and to enable your participation in the learning process.

This programme will include an average of 12 contact hours per week. In addition, you will be expected to undertake 23 independent study hours per week. Some of these hours will include use of online learning tools such as Moodle.

WHAT TYPES OF ASSESSMENT AND FEEDBACK CAN I EXPECT?

Assessment and Assessment Criteria

Throughout the three years, assessment is by a combination of project-based or practical and creative work and examinations. Marks obtained in all years contribute to the final degree awarded. Project and practical work account for well over half the final mark.

Most modules contain an assignment in the form of an extended written or practical project submitted some weeks following the conclusion of the lecture series, and a written or practical coursework assignment, in the form of a seminar presentation, a short essay, or creative and technical tasks completed before the end of the lecture series. For some modules, assessment is based solely on a portfolio submission.

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 our 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 examinations or an equivalent significant task (e.g. an end of module project), feedback will normally be provided within four weeks. The timescale for feedback on final year projects or dissertations may be longer. The full policy can be found at:

https://www.city.ac.uk/_data/assets/pdf_file/0009/452565/Assessment-and-Feedback-Policy...pdf

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%. Modules normally require students to achieve the minimum mark in the different assessment components within those modules. Details can be found in the individual module specifications.

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:

https://www.city.ac.uk/_data/assets/pdf_file/0007/453652/s19.pdf

WHAT AWARD CAN I GET?

Bachelor's Degree with Honours:

Programme Stage	HE Level	Credits	Weighting (%)	Class	% required
1	4	120	10	I	70
2	5	120	30	II upper division	60

3	6	120	60		II lower division	50
					III	40

Ordinary Degree:

Programme Stage	HE Level	Credits	Weighting (%)	Class	% required
1	4	120	10	With Distinction	70
2	5	120	30	With Merit	60
3	6	60	60	Without classification	40

Diploma of Higher Education:

Programme Stage	HE Level	Credits	Weighting (%)	Class	% required
1	4	120	10	With Distinction	70
2	5	120	90	With Merit	60
				Without classification	40

Certificate of Higher Education:

Programme Stage	HE Level	Credits	Weighting (%)	Class	% required
1	4	120	100	With Distinction	70
				With Merit	60
				Without classification	40

WHAT WILL I STUDY?*

Programme Stage 1

You take five core modules (Critical Listening, Sound Design, Sound Recording and Studio Techniques 1, Music, Sound and Technology, and *either* Introduction to Musicianship *or* Practical Musicianship 1) totalling 120 credits.

Module Title	SITS Code	Module Credits	Core/ Elective	Compensation Yes/No	Level
Introduction to Musicianship	MU1400	15	CE	Y	4
Practical Musicianship 1	MU1300	15	CE	Y	4
Critical Listening	MU1071	15	C	Y	4

Sound Design	MU1072	30	C	N	4
Sound Recording and Studio Techniques 1	MU1073	30	C	N	4
Music, Sound and Technology	MU1074	30	C	N	4

Programme Stage 2

You take the core modules: Sound Recording and Studio Techniques 2, Interactivity for Music and Sound, plus *either* Ensemble Performance *or* Practical Musicianship 2, totalling 75 credits. You will choose a further 45 credits from a range of elective modules, offered biennially (some annually). Up to 30 of the 45 elective credits may be chosen from modules at HE Level 4.

Core modules:

Module Title	SITS Code	Module Credits	Core/ Elective	Compensation Yes/No	Level
Ensemble Performance	MU2301	15	CE	Y	5
Practical Musicianship 2	MU2300	15	CE	Y	5
Sound Recording and Studio Techniques 2	MU2073	30	C	N	5
Interactivity for Music and Sound	MU2075	30	C	N	5

The following elective modules are normally offered annually:

Module Title	SITS Code	Module Credits	Core/ Elective	Compensation Yes/No	Level
Composition: Studio	MU2143	15	E	Y	5
Composition: Instrumental and Vocal	MU2144	15	E	Y	5
Composition: Moving Images	MU2145	15	E	Y	5
Performance 2A	MU2056	15	E	Y	5
Global Perspectives: London's Musical Communities	MU2105	15	E	Y	5
Fifty Shades of Red. Russia in the Twentieth Century	HI2003	15	E	Y	5
The American Century	HI2006	15	E	Y	5
Digital Storytelling	EN2008	15	E	Y	5
Creative Writing Workshop	EN2003	15	E	Y	5
Micro-Placements†	CO2000	15	E	Y	5

†Completing the Micro-Placements module at Level 5 (CO2000) will preclude you from having the option to take the Micro-Placements module at Level 6 (CO3000).

Language modules					
Any Language breadth module at level 1 (beginner level)	LA1XXX	15	E	Y	4
Any Language for specific purposes module at level 1 (beginner level)	LA1XXX	15	E	Y	4
Any Language breadth module at Level 2 (intermediate level)	LA2XXX	15	E	Y	5
Any Language for specific purposes module at Level 2 (intermediate level)	LA2XXX	15	E	Y	5
Any Language breadth module at Level 3 (upper intermediate level or higher)	LA3XXX	15	E	Y	5
Any Language for specific purposes module at Level 3 (upper intermediate level or higher)	LA3XXX	15	E	Y	5
Any Language for specific purposes module at Level 4 (advanced)	LA4XXX	15	E	Y	6

Language for Specific Purposes: The language is taught in the context of your main subject in Media/Politics/Society and Culture. French, German, Spanish, and Russian are studied in this format.

Language Breadth Modules: The language is taught for general purposes. Arabic and Mandarin are studied in this format.

The following elective modules are normally offered biennially. They will usually run in the following academic years (2023/24, 2025/26 etc):

Module Title	SITS Code	Module Credits	Core/ Elective	Compensation Yes/No	Level
Global Popular Musics	MU2054	15	E	Y	5
Sound, Music and the Moving Image	MU2123	15	E	Y	5
Electronic Dance Music	MU2201	15	E	Y	5
Rhythm	MU2203	15	E	Y	5
Sound, Art and Technoculture	MU2122	15	E	Y	5
Orchestral and Instrumental Studies	MU2114	15	E	Y	5
Jazz	MU2208	15	E	Y	5
Music in East Asia	MU2209	15	E	Y	5
Nineteenth-Century Opera	MU2131	15	E	Y	5
Video Game Music	MU2210	15	E	Y	5

The Classical Style: Music, Aesthetics, Society	MU2139	15	E	Y	5
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The following elective modules are normally offered biennially. They will usually run in the following academic years (2022/23, 2024/25 etc):

Module Title	SITS Code	Module Credits	Core/ Elective	Compensation Yes/No	Level
Popular Music Now!	MU2116	15	E	Y	5
Music, Sound and the Environment	MU2134	15	E	Y	5
Computer Programming for Musicians	MU2400	15	E	Y	5
Music, Fascism, Communism	MU2129	15	E	Y	5
Musical Theatre	MU2140	15	E	Y	5
Music Therapy	MU2111	15	E	Y	5
Writing about Music	MU2206	15	E	Y	5

The following elective modules may be offered again in future years:

Module Title	SITS Code	Module Credits	Core/ Elective	Compensation Yes/No	Level
Interdisciplinarity and Collaborative Process	MU2077	15	E	Y	5
Performance Practice	MU2128	15	E	Y	5
Lieder	MU2147	15	E	Y	5
Principles of Music Education	MU2148	15	E	Y	5
Debussy	MU2053	15	E	Y	5
Indonesian Music Studies	MU2107	15	E	Y	5
Music Traditions of the Middle East	MU2113	15	E	Y	5
Orientalism and Exoticism in Music	MU2076	15	E	Y	5
Music Traditions of the Far East	MU2112	15	E	Y	5
Romantic Virtuosi	MU2132	15	E	Y	5
Stravinsky	MU2137	15	E	Y	5
Music Business	MU2109	15	E	Y	5
Sensing Music	MU2202	15	E	Y	5

Programme Stage 3

You take the core modules Sound and Image Interaction, and Mastering, for a total of 30 credits. In addition, students will complete a Major Project for 30 credits. They will then choose a further 60 credits from a range of electives, offered biennially (some annually).

Core/Core-elective modules:

Module Title	SITS Code	Module Credits	Core/ Elective	Compensation Yes/No	Level
Major Project: Music, Sound and Technology	MU3070	30	CE	N	6
Major Project: Dissertation	MU3143	30	CE	N	6
Major Project: Composition	MU3103	30	CE	N	6
Sound and Image Interaction	MU3072	15	C	N	6
Mastering	MU3073	15	C	N	6

The following elective modules are normally offered annually:

Module Title	SITS Code	Module Credits	Core/ Elective	Compensation Yes/No	Level
Ensemble Performance	MU3151	15	E	Y	6
Composition (Studio)	MU3243	15	E	Y	6
Composition (Instrumental)	MU3144	15	E	Y	6
Composition (Moving Images)	MU3245	15	E	Y	6
Global Perspectives: London's Musical Communities	MU3105	15	E	Y	6
Performance 3A	MU3204	15	E	Y	6
Visual Storytelling	EN3015	15	E	Y	6
Disruptive Divas, Riot Grrrls and Bad Sistas: A History of Women in Popular Music	HI3009	15	E	Y	6
Micro-Placements	CO3000	15	E	Y	6
Industry Projects	CO3100	15	E	Y	6
Integrated Professional Training	CO3300	15	E	Y	6
Mentoring and Coaching for Leadership	BM3106	15	E	Y	6
Freelancing and Entrepreneurship in CCI	CO3400	15	E	Y	6

Language modules					
Any Language breadth module at Level 2 (intermediate level)	LA2XXX	15	E	Y	5
Any Language for specific purposes module at Level 2 (intermediate level)	LA2XXX	15	E	Y	5
Any Language breadth module at Level 3 (upper intermediate level or higher)	LA3XXX	15	E	Y	5
Any Language for specific purposes module at Level 3 (upper intermediate level or higher)	LA3XXX	15	E	Y	5
Any Language for specific purposes module at Level 4 (advanced)	LA4XXX	15	E	Y	6

Language for Specific Purposes: The language is taught in the context of your main subject in Media/Politics/Society and Culture. French, German, Spanish, and Russian are studied in this format.

Language Breadth Modules: The language is taught for general purposes. Arabic and Mandarin are studied in this format.

The following elective modules are normally offered biennially. They will usually run in the following academic years (2023/24, 2025/26 etc):

Module Title	SITS Code	Module Credits	Core/ Elective	Compensation Yes/No	Level
Sound, Art and Technoculture	MU3122	15	E	Y	6
Global Popular Musics	MU3054	15	E	Y	6
Sound, Music and the Moving Image	MU3123	15	E	Y	6
Electronic Dance Music	MU3201	15	E	Y	6
Rhythm	MU3203	15	E	Y	6
Romantic Aesthetics	MU3211	15	E	Y	6
Video Game Music	MU3210	15	E	Y	6
Nineteenth-Century Opera	MU3131	15	E	Y	6
The Classical Style: Music, Aesthetics, Society	MU3139	15	E	Y	6
Jazz	MU3208	15	E	Y	6
Music in East Asia	MU3209	15	E	Y	6

The following elective modules are normally offered biennially. They will usually run in the following academic years (2022/23, 2024/25 etc):

Module Title	SITS Code	Module Credits	Core/ Elective	Compensation Yes/No	Level
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
Music, Fascism, Communism	MU3129	15	E	Y	6
Musical Theatre	MU3140	15	E	Y	6
Music Therapy	MU3111	15	E	Y	6
Writing about Music	MU3206	15	E	Y	6
Interdisciplinarity and Collaborative Process	MU3077	15	E	Y	6

The following elective modules may be offered again in future years:

Module Title	SITS Code	Module Credits	Core/ Elective	Compensation Yes/No	Level
Lieder	MU3147	15	E	Y	6
Orchestral and Instrumental Studies	MU3114	15	E	Y	6
Performance Practice	MU3128	15	E	Y	6
Principles of Music Education	MU3148	15	E	Y	6
Sensing Music	MU3202	15	E	Y	6
Indonesian Music Studies	MU3107	15	E	Y	6
Music Traditions of the Middle East	MU3113	15	E	Y	6
Debussy	MU3053	15	E	Y	6
Musical Theatre	MU3140	15	E	Y	6
Orientalism and Exoticism in Music	MU3076	15	E	Y	6
Music Traditions of the Far East	MU3112	15	E	Y	6
Romantic Virtuosi	MU3132	15	E	Y	6
Stravinsky	MU3137	15	E	Y	6
Music Business	MU3109	15	E	Y	6

**Please note that this is an indicative list. These modules are subject to change depending on staff availability, student demand and some are offered on a biennial basis. There is no guarantee that every elective module listed above will run.*

TO WHAT KIND OF CAREER MIGHT I GO ON?

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.

If you would like more information on the Careers support available at City, please go to: <http://www.city.ac.uk/careers/for-students-and-recent-graduates>.

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 SASS 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 SASS 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 SASS Exchanges Team (SASS.Exchanges@city.ac.uk).

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 SASS Placements Team (SASS.Placements@city.ac.uk).

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)

HOW DO I ENTER THE PROGRAMME?

All applicants should have passes in at least two appropriate subjects at A-level, which should include Music Technology, or Music (Practical Music or Theoretical Music). Applicants should have achieved at least a Grade C in GCSE Mathematics, and it would be desirable for applicants to have completed Maths or Physics at A-Level.

Although offers may vary according to individual circumstances, applicants will be expected to obtain grades in the region of 128 UCAS tariff points. This may typically be met by achieving ABB-BBB at A-level, but we are pleased to consider a range of other qualifications included in the UCAS Tariff point system.

Grades 6, 7, and 8 of the practical music examinations offered by examination boards such as ABRSM will qualify for UCAS tariff points and may be considered as part of an offer where there is no duplication of points awarded in other qualifications.

Applicants without an A-level in an acceptable music subject, or those offering alternative qualifications (e.g. Advanced GNVQ, BTEC, SCE (H), IB, etc.) will be considered on their individual merits.

Applicants whose mother tongue is not English must supply evidence of their proficiency in English, including for example an IELTS score of at least 6.0. Full details of acceptable qualifications are given in the Undergraduate Prospectus.

Applicants who are considered promising will be invited to attend an Interview and be given an opportunity to view the Department's and City's facilities.

RPL/RPEL Requirements

Mature applicants (aged 21 years or over) who do not possess conventional qualifications need to provide evidence of their abilities. Each mature applicant will be considered on their individual merits.

Applications from students who have achieved 120 HE Level 4 credits from another institution will be considered on their individual merits.

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Version date: Feb 2023

For use from: 2023-24