

Overview

Programme Code	30900
Programme Title	Sound Technology
Awarding Institution	Liverpool John Moores University
Programme Type	Degree
Programme Leader	
Link Tutor(s)	Karl Jones

Partner Name	Partnership Type
Liverpool Institute for Performing Arts	Validated

Awards

Award Type	Award Description	Award Learning Outcomes
Alternative Exit	Bachelor of Arts - BA	Demonstrate a broad and comparative knowledge of the general scope of the subject, its different areas and applications, and its interactions with related subjects. A detailed knowledge of a defined subject or a more limited coverage of a specialist area balanced by a wider range of study. In each case, specialised study will be informed by current developments in the subject. Demonstrate a critical understanding of the essential theories, principles and concepts of the subject(s) and of the ways in which these are developed through the main methods of enquiry in the subject.
Target Award	Bachelor of Arts with Honours - BAH	See Learning Outcomes Below
Alternative Exit	Certificate of Higher Education - CHE	<p>1. Demonstrate basic competency in the operation of a range of Sound Technology equipment and systems, with predominantly analogue signal paths</p> <p>1. Demonstrate basic competency in the operation of a range of Sound Technology equipment and systems, with predominantly analogue signal paths</p> <p>2. Demonstrate a basic understanding of the scientific and physical principles underpinning relevant technologies</p> <p>2. Demonstrate a basic understanding of the scientific and physical principles underpinning relevant technologies</p> <p>3. Apply basic skills in written and oral communication, teamwork and problem solving</p> <p>3. Apply basic skills in written and oral communication, teamwork and problem solving</p> <p>4. Apply basic mathematics to support the application of audio engineering principles</p> <p>4. Apply basic mathematics to support the application of audio engineering principles</p> <p>5. Develop an awareness of the wider context of the entertainment industry</p> <p>5. Develop an awareness of the wider context of the entertainment industry</p> <p>6. Evaluate their strengths and weaknesses as a learner and develop action plans to address these</p> <p>6. Evaluate their strengths and weaknesses as a learner and develop action plans to address these</p> <p>7. Produce practical work within a range of production areas to a specific brief and with guidance</p> <p>7. Produce practical work within a range of production areas to a specific brief and with guidance</p> <p>8. Manage and apply safe systems of work</p> <p>8. Manage and apply safe systems of work</p>

Alternative Exit	Diploma of Higher Education - DHE	<p>1. Demonstrate high level skills in the operation of range of Sound Technology equipment and systems with both digital and analogue signal paths</p> <p>2. Demonstrate a developing understanding of the scientific and physical principles underpinning relevant technologies</p> <p>3. Apply mathematics to support the application of audio engineering principles including digital signal processing</p> <p>4. Demonstrate high level skills in written and oral communication, teamwork and problem-solving</p> <p>5. Display a clear grasp of the professional standards and values associated with audio production</p> <p>6. Demonstrate increasing competency in a widening spectrum of audio production disciplines and techniques</p> <p>7. Demonstrate increasing competency in scheduling, time management and administration of practical projects</p> <p>8. Evaluate their strengths and weaknesses as a practitioner and develop action plans to address these</p> <p>9. Demonstrate high level skills in creating and developing projects, working both individually and as part of a team;</p> <p>10. Identify professional and vocational pathways into employment in the audio or related industries</p> <p>11. Learn how to be more independent and reflective in their learning and to take more responsibility for their study choices</p>
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Alternate Award Names	
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External Benchmarks

Subject Benchmark Statement	UG-Communication, Media, Film and Cultural Studies (2019), UG-Engineering (2019)
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Accreditation

Programme Accredited by

PSRB Name	Type of Accreditation	Valid From Date	Valid To Date	Additional Notes
Joint Audio Media Education Services (JAMES)	Accredited by Joint Audio Media Education Services (JAMES) on behalf of Audio Technology, Music, Recording, Music Production, Games, Media and Audio Post Production Industries.			

Programme Offering(s)

Mode of Study, Mode of Delivery	Intake Month	Teaching Institution	Programme Length
Full-Time, Face to Face	September	Liverpool Institute for Performing Arts	3 Years
Full-Time, Face to Face	September	Liverpool Institute for Performing Arts	5 Years

Aims and Outcomes

Educational Aims of the Programme

The programme aims to provide a comprehensive and challenging programme of study for learners - intellectually, technically, artistically and vocationally. Specifically, it will develop: -detailed operational and technical skills in a broad range of applications of Sound Technology -an understanding of, and ability to apply in a theoretical and practical sense, the underlying theories of acoustics, physical principles, design and manufacture as appropriate to sound recording and production -an understanding of, and ability to apply appropriately, the creative and artistic considerations inherent in a sympathetic and appropriate use of technology -the capacity to analyse and articulate processes, products and the relationship between the two within the Sound Technology industry -interpersonal skills, team working methodologies and an understanding of Sound Technology within the wider framework of the entertainment industries -knowledge and skills that enable students to achieve sustained employment in the audio and wider entertainment industries

Learning Outcomes

Code	Description
PLO1	Evaluate and apply the scientific principles and methodologies which underpin audio engineering practice (UK-SPEC)
PLO2	Evaluate relevant technical and aesthetic production values from existing bodies of work, and apply these in critical analysis and production of own work and that of others
PLO3	Operate effectively and professionally a wide range of Sound Technology equipment and systems in areas including, but not limited to, recording studio applications, radio and broadcast production, live sound reinforcement, location recording, post-production for Film and Television, new media applications, music production and audio test and measurement
PLO4	Deploy effectively and professionally specialist Information and Communication Technology (ICT) for audio engineering and production applications including, but not limited to, MIDI programming, desktop recording and editing, CAD, audio processing and audio networking
PLO5	Apply advanced problem solving skills, technical knowledge and understanding to establish rigorous and creative solutions in developing complex audio systems or products (UK-SPEC)
PLO6	Produce practical work within a range of applications (recorded music, live sound reinforcement, sound design for film and television, radio production) which demonstrates an understanding of the forms, conventions and qualitative issues in each of the above areas
PLO7	Synthesise a range of approaches to achieve successful working relationships and project outcomes, and an effective professional manner or attitude (PD)

Code	Description
PLO8	Evaluate, select and apply appropriate techniques and methods for professional and effective oral and written communication (PD, UK-SPEC)
PLO9	Perform effectively within a team environment including leadership, team building, influencing and collaborative skills (PD, UK-SPEC)
PLO10	Plan self-learning and improve performance as the foundation for life-long learning (PD, UK-SPEC)
PLO11	Evaluate professional opportunities and create plans for successful personal development (PD)
PLO12	Choose relevant mathematical and statistical methods for the analysis and solution of audio engineering problems (UK-SPEC)
PLO13	Deploy established operational practice and conventions in a range of audio production and engineering environments
PLO14	Appreciate the professional, technical and formal choices which realise, develop or challenge existing practices and traditions, and of the possibilities and constraints involved in audio production processes (CMF)
PLO15	Understand the technical, aesthetic and logistical requirements of complimentary disciplines in the entertainment industries
PLO16	Reason and argue effectively drawing upon a comprehensive range of critical perspectives and evidence (Context)
PLO17	Engage in mature reasoning which acknowledges contradiction and difference in approaches and understanding in the subject area (Context)
PLO18	Research and examine information, materials (both secondary and primary sources) and experiences, formulate independent judgements, and articulate reasoned arguments through reflection, review and evaluation (Context)
PLO19	Analyse and solve technical problems using quantitative methods and relevant computer software where appropriate

Programme Structure

Programme Structure Description

The programme is divided into study units called modules. A 10 credit module typically comprises 100 hours of learning activity comprising student contact (lectures, workshops, seminars, tutorials and performance project supervision), course work preparation and private study. All students take modules to the value of 120 credits each year/credit level. The appropriate module-unit credits are awarded for the successful achievement of the learning outcomes for the module. At Levels 4 and 5 all modules are core. At level 6 students undertake 70 credits of core modules. The remaining 50 credits are option modules. Students elect to take 2 major option modules (20Cr) and 1 minor option module (10Cr)

Programme Structure - 360 credit points	
Level 4 - 120 credit points	
Level 4 Core - 120 credit points	CORE
[MODULE] 4500PD1 The Professional 1 Approved 2022.01 - 10 credit points	
[MODULE] 4520STE Core Recording Skills Approved 2022.01 - 20 credit points	
[MODULE] 4521STE Sound Technology Theory Approved 2022.01 - 20 credit points	
[MODULE] 4522STE Desktop Audio 1 Approved 2022.01 - 20 credit points	
[MODULE] 4523STE Sound Reinforcement 1 Approved 2022.01 - 20 credit points	
[MODULE] 4524STE Creative Signal Processing Approved 2022.01 - 20 credit points	
[MODULE] 4525STE The Impact of New Technology Approved 2022.01 - 10 credit points	
Level 5 - 120 credit points	
Level 5 Core - 120 credit points	CORE
[MODULE] 5530STE Advanced Studio Techniques Approved 2022.01 - 20 credit points	
[MODULE] 5531STE Digital Audio Applications Approved 2022.01 - 20 credit points	
[MODULE] 5532STE Desktop Audio 2 Approved 2022.01 - 20 credit points	
[MODULE] 5533STE Sound Reinforcement 2 Approved 2022.01 - 20 credit points	
[MODULE] 5534STE Audio Post Production Approved 2022.01 - 20 credit points	
[MODULE] 5535STE The Producer Approved 2022.01 - 10 credit points	
[MODULE] 5536STE The Professional 2 Approved 2022.01 - 10 credit points	
Level 6 - 120 credit points	
Level 6 Core - 70 credit points	CORE
[MODULE] 6534STE Research Project Approved 2022.01 - 20 credit points	
[MODULE] 6535STE Final Portfolio Approved 2022.01 - 40 credit points	
[MODULE] 6536STE The Professional 3 Approved 2022.01 - 10 credit points	
Level 6 Optional - 50 credit points	OPTIONAL
[MODULE] 6532STE Advanced Live Sound Approved 2022.01 - 20 credit points	
[MODULE] 6533STE Advanced Post-Production Approved 2022.01 - 20 credit points	
[MODULE] 6537STE Broadcast Audio Approved 2022.01 - 20 credit points	
[MODULE] 6538STE Desktop Audio 3 Approved 2022.01 - 20 credit points	
[MODULE] 6539STE Studio Design Approved 2022.01 - 20 credit points	
[MODULE] 6540STE Coding for Audio Approved 2022.01 - 10 credit points	
[MODULE] 6542STE Video Production Approved 2022.01 - 10 credit points	
[MODULE] 6543STE Game Audio Approved 2022.01 - 10 credit points	
[MODULE] 6544STE Immersive Audio Approved 2022.01 - 10 credit points	
[MODULE] 6545STE Advanced Music Production Approved 2022.01 - 20 credit points	

Module specifications may be accessed at <https://proformas.ljmu.ac.uk/Default.aspx>

Approved variance from Academic Framework Regulations

Variance

Variance to run year long modules at level 4, 5 and 6 with possible in-year referrals for the following modules:
6539STE Studio Design 6537STE Broadcast Audio 6533STE Advanced Post Production 6538STE Desktop Audio
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Teaching, Learning and Assessment

Outcomes 1 – 3 are promoted through a combination of lectures, small group teaching and workshops at Levels 4, 5 and 6. Outcome 4 is promoted through a variety of production work undertaken during all three years. Outcome 5 is formally taught through collaborative projects during Levels 4 and 6, but is inherent in production work during all three years of study. In all 3 years students are exposed to real world issues by means of a regular series of inputs from visiting practitioners and manufacturers from the Sound Technology industry. Throughout, the learner is encouraged to undertake independent reading to both supplement and consolidate what is being taught/learnt and to broaden their individual knowledge and understanding of the subject. Assessment is through a combination of unseen written examinations, essays, oral examinations, presentations and practical project work. Intellectual skills are developed throughout the programme. Each module, whatever the format of the teaching, involves discussion of key issues, practice in applying concepts both theoretically and practically, analysis and interpretation of material, and individual feedback sessions for learners on work produced. Practical work in all modules requires the development of skills associated with outcomes 7-10, and these are also formally taught through lecture and workshop sessions in some modules. All learners receive initial guidance on how to identify, locate and use material available in libraries and elsewhere. Comprehensive bibliographies are provided for each module at the outset, as are guidelines for the production of coursework essays, extended essays and dissertations. Classes and tutorials are given on research design, data collection and analysis techniques (outcomes 6 and 9). These skills are developed to the highest level through the Final Portfolio and Research Project modules at Level 6. Some modules feature an element of evaluative, analytical or contextual work in the form of written work or presentations, and regular feedback on this is given to the learner to develop not only their understanding but also their powers of expression. Outcomes 6-10 are also assessed through practical project work and seminar presentations. Skills associated with outcomes 11-14 are taught through a combination of lectures, practical workshops and student / staff led seminars at all three levels of study. Outcomes 13 and 14 are developed particularly at Level 6 during the Final Portfolio, which gives learners the opportunity to put these skills to use while working with external industry clients. Outcomes 11-14 are assessed through practical production work, practical examinations and presentations. Written work submitted alongside practical work (for example system designs / drawings and rationale) is also used to assess outcome 13. Transferable skills are developed through taught sessions, group work, tutorials, practical workshops and independent study. Assessment of transferable skills is through coursework at all levels. A variety of assessment vehicles are employed over the three years of study to allow students to develop a range of transferable skills, including presentation (oral and written), communication, collaboration, evaluation and learning independently. Outcomes 18 and 19 are specifically assessed in the Professional Development strand of modules.

Opportunities for work related learning

Industry standard facilities, hardware and software are used throughout the programme, and practical assessment briefs positioned against industry standards and processes wherever possible in order to replicate 'real world' situations. Students are also given access to a broad range of opportunities to undertake voluntary, extra-curricular work in the industry throughout the programme. Whilst there is no formal work placement module or sandwich year mode, the Final Portfolio module at Level 6 requires that a defined percentage of negotiated project work is undertaken for a named external client or clients. This ensures that parity of learning outcomes and experience is achieved, and that learners are engaged in tangible work-related projects.

Entry Requirements

Type	Description
International Baccalaureate	International Baccalaureate Acceptable on its own and with other qualifications. Welsh Baccalaureate Needs to be combined with other qualifications as it is equivalent to one A Level.
Other international requirements	We welcome applications from students with qualifications from outside of the UK. Each application is considered on an individual basis and mapped to the appropriate entry level. We value the diversity of experience that students from different backgrounds bring to the course. IELTS score of 6 is required.
A levels	<p>We are committed to accepting students on to this course who have the potential to succeed as practitioners and who will gain sustained work in the performing arts and entertainment industries. With this in mind we wish to identify through applications and interview or audition key attributes and achievements. The key attributes that we seek to identify are:</p> <ul style="list-style-type: none"> • Knowledge, ability and experience of sound technology • Commitment to the performing arts • Ability to work effectively with others • Broad interest and engagement • Self-awareness • Spirit of enterprise <p>The minimum educational standard that we are looking for is: GCSEs We normally require a minimum of five GCSEs grade C. These should include Maths, English and Physics/Dual Science Award. Plus a minimum of 112 UCAS tariff points (2017 tariff) or 280 UCAS tariff points (2016 tariff). We accept all types of equivalent qualifications, the following are the most common UK qualifications that people tend to apply to us with: A/AS Level This should be from three A Levels (i.e. grades B, B, C), excluding General Studies. Points from AS and Key Skills are not counted</p>
Alternative qualifications considered	<p>Audition or Interview Candidates are invited to audition/interview on the basis of completing the LIPA and/or UCAS application form. We look for evidence of the key attributes and an ability to achieve the qualifications standard. In exceptional cases people may be invited to audition/interview who have not met or are not on course to meet the qualifications standard. In these cases there must be substantial potential demonstrated against the other attributes. The audition or interview allows us to evaluate you as a practitioner in your area of interest. Offers of a place will follow where you demonstrate high ability and the potential to succeed. At the interview for this course, candidates take part in a group interview during which they present elements of their portfolio. They also undertake a written test. In exceptional cases an offer of a place may be made on the basis of the application form alone. Equal Opportunity LIPA is an equal opportunities organisation and aims to successfully recruit students from a wide range of different socio-economic and personal backgrounds. To ensure we provide effective equality of opportunity within the application process we carefully consider each application individually and acknowledge differences that can exist between applicants' experiences from diverse backgrounds. We regularly update our approaches to take into account changing understanding of communities and cultures and we monitor applicant/student characteristics such as age, gender and ethnicity.</p> <p>Recognition of Prior (Experiential) Learning [RP(E)L] and Credit Transfers If you can demonstrate that you have already achieved learning equivalent to a module or modules, or a level of study, in the programme then you may be eligible to be awarded credit for this learning or to have credit transferred from another UK institution. You will be required to complete an application to have your qualifications or experience approved by the Head of Discipline and the university. This requires the presentation of appropriate evidence and we will map the evidence against the programme outcomes to be certain of equivalence. If approved credit will be awarded and you will proceed on to the appropriate level of the course to complete the remaining credit for the award.</p>

BTECs	Extended Diploma (i.e. Distinction, Merit, Merit profile). BTEC Diploma (i.e. Distinction*, Distinction). Acceptable on its own and combined with other qualifications such as an A Level, in which case total needs to be 112 (2017 UCAS tariff points) or 280 (2016 UCAS tariff points) across both qualifications. 90 Credit Diploma but needs to be combined with other qualifications such as an A Level, in which case total needs to be 112 (2017 UCAS tariff points) or 280 (2016 UCAS tariff points).
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