

## Overview

<b>Programme Code</b>	32551
<b>Programme Title</b>	Audio and Music Production
<b>Awarding Institution</b>	Liverpool John Moores University
<b>Programme Type</b>	Degree
<b>Language of Programme</b>	All LJMU programmes are delivered and assessed in English
<b>Programme Leader</b>	Karl Jones
<b>Link Tutor(s)</b>	

## Awards

Award Type	Award Description	Award Learning Outcomes
Target Award	Bachelor of Science with Honours - BSH	See Learning Outcomes Below
Recruitable Target	Bachelor of Science with Honours (SW) - SBSH	See Learning Outcomes Below
Alternative Exit	Bachelor of Science (SW) - SBS	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.
Alternative Exit	Certificate of Higher Education - CHE	Demonstrate a range of audio editing and production techniques to develop custom audio solutions to appropriate industry standards. Use industry standard equipment in a professional manner. Propose solutions to problematic environments and equipment. Describe and analyse the properties of industry standard audio connectivity. Recognise and define the primary components of a computer-based audio production environment. Appreciate technical specifications. Demonstrate key skills appropriate to an audio/media production specialist.
Alternative Exit	Diploma in Higher Education (SW) - SDHE	Explain the principles of studio and portable equipment and evaluate trade-offs in their selection and operation. Utilise and operate industry-standard media equipment in accordance with defined technical standards and practices. Evaluate and/or use appropriate live performance technology in a relevant situation. Create different audio soundscapes including ADR for a film production. Develop a usable audio signal chain using effects within the studio environment. Develop and present plans to manage resources, people and time to achieve enterprise goals. A student who successfully completes a placement year will be eligible for the Sandwich award and will, in addition to the above, be able to demonstrate the professional and personal skills necessary for effective employment within a professional environment.
Alternative Exit	Diploma of Higher Education - DHE	Explain the principles of studio and portable equipment and evaluate trade-offs in their selection and operation. Utilise and operate industry-standard media equipment in accordance with defined technical standards and practices. Evaluate and/or use appropriate live performance technology in a relevant situation. Create different audio soundscapes including ADR for a film production. Develop a usable audio signal chain using effects within the studio environment. Develop and present plans to manage resources, people and time to achieve enterprise goals.

Alternative Exit	Bachelor of Science - BS	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.
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<b>Alternate Award Names</b>	
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## External Benchmarks

<b>Subject Benchmark Statement</b>	UG-Communication, Media, Film and Cultural Studies (2019), UG-Engineering (2019)
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## Programme Offering(s)

Mode of Study, Mode of Delivery	Intake Month	Teaching Institution	Programme Length
Full-Time, Face to Face	September	LJMU Taught	3 Years
Sandwich Year Out, Face to Face	September	LJMU Taught	4 Years

## Aims and Outcomes

### Educational Aims of the Programme

The BSc (Hons) Audio and Music Production programme is intended to produce graduates able to critically evaluate sound & music production and to operate effectively in technical areas of live or recorded entertainment industries. The programme aims to develop knowledge and understanding in appropriate areas of sound recording, electronics, and digital recording technology, together with a range of widening activities of relevance to live or recorded entertainment in associated modes of media content creation. The objectives of the programme are that graduates should be able to: -Develop specialist knowledge, intellectual and practical skills that will enable them to analyse, investigate and develop robust solutions to problems in the context of existing and emerging sound recording technology and allied media formats - Apply appropriate practical methods to commission, operate or maintain products, equipment, processes, or services in the context of live or recorded entertainment. - Demonstrate a range of transferrable skills and attributes in the use of audio/video hardware, software packages, team working, communication, time management and problem-solving methodology that will enable them to undertake responsible roles in industry and commerce. - Demonstrate an understanding of professional standards and recognise obligations to society, the profession, and the environment. - Develop relevant study and personal skills so that students progressively take responsibility for their learning, becoming independent learners, while receiving appropriate tutoring and support. Additionally for sandwich students: The aim is to provide students with an extended period of work experience at an approved partner that will complement their programme of study at LJMU. This will give the students the opportunity to develop professional skills relevant to their programme of study, as well as attitude and behaviours necessary for employment in a diverse and changing environment.

### Learning Outcomes

Code	Description
PLO1	Use a sound theoretical approach and advanced technical knowledge to enable the introduction and exploitation of new and advancing technology within audio and related media production.
PLO2	Work effectively in a team and independently to deliver objectives on time.
PLO3	Communicate in English effectively orally and in writing for a variety of purposes.
PLO4	Undertake activities in a way that contributes to sustainable development.
PLO5	Demonstrate an awareness of the limitations of current knowledge and the changing nature of technologies, recognising the need to gain new knowledge through further study in the field of audio and music production.
PLO6	Demonstrate an understanding of the professional, ethical, and legal responsibilities of a professional in the audio/media industry.
PLO7	Design and create professional audio and allied media productions based on industry standard packages and processes, that comply to relevant audio/video codes for broadcasting/production.
PLO8	Undertake risk assessment activities and, manage and apply safe systems of work.
PLO9	Critically evaluate, select, and apply the most appropriate analytical techniques for the solution of problems in a timely and robust manner.
PLO10	Plan, organise, conduct, and report on an individual project to make an audio and/or media production showcasing mastery of a variety of technically complex operations.
PLO11	Identify problems, generate and select solutions, and plan implementation of improvements in a management and technical context, based on appropriate research strategies.

<b>Code</b>	<b>Description</b>
PLO12	Apply problem-solving techniques to technical, operational, business and management issues

## Programme Structure

### Programme Structure Description

The programme is offered on a full-time and sandwich basis. Entry to the course can be at level 4, 5 or 6 for suitably qualified candidates. The placement year will follow Level 5 and students will be enrolled on a 480 credit honours sandwich programme. Of those 480 credits, 120 will be taken via a Level 5 Sandwich Year module 5306AMP. The Level 5 mean for the final award mark will be calculated based upon the 240 credits at Level 5. Students will be offered the opportunity of study abroad at Level 5. Students not undertaking a placement year are registered on the non-sandwich version of the programme and will have the opportunity of an additional study year abroad following level 5. Students will be enrolled on a 480 credit honours with study abroad programme. Of those 480 credits, 120 will be taken via a Level 5 study abroad module 5307AMP. The modules to be studied in the host institution must be agreed in advance. The Level 5 mean for the final award mark will be calculated based upon the 240 credits at Level 5. This programme structure applies to students who join Level 4 of the programme from September 2022 onwards. Students who joined prior to this date follow the previously validated structure.

<b>Programme Structure - 360 credit points</b>	
<b>Level 4 - 120 credit points</b>	
<b>Level 4 Core - 120 credit points</b>	<b>CORE</b>
[MODULE] 4301AMP The Media Industry Approved 2022.01 - 20 credit points	
[MODULE] 4302AMP Media Production Methods Approved 2022.02 - 20 credit points	
[MODULE] 4303AMP Audio Production Technology Approved 2022.01 - 20 credit points	
[MODULE] 4304AMP Practical Audio Production Approved 2022.01 - 20 credit points	
[MODULE] 4305AMP Sound Technology Approved 2022.01 - 20 credit points	
[MODULE] 4306AMP Podcasting Approved 2022.01 - 20 credit points	
<b>Level 5 - 120 credit points</b>	
<b>Level 5 Core - 120 credit points</b>	<b>CORE</b>
[MODULE] 5300AMP Audio Recording Approved 2022.01 - 20 credit points	
[MODULE] 5301AMP Broadcast Standards Approved 2022.01 - 20 credit points	
[MODULE] 5302AMP Music Video Production Approved 2022.01 - 20 credit points	
[MODULE] 5303AMP Live Performance Operations Approved 2022.01 - 20 credit points	
[MODULE] 5304AMP Studio Operations Approved 2022.01 - 20 credit points	
[MODULE] 5305AMP Sound for TV, Film and Games Approved 2022.01 - 20 credit points	
<b>Optional placement - 120 credit points</b>	<b>OPTIONAL</b>
<b>Placement Year - 120 credit points</b>	<b>OPTIONAL</b>
[MODULE] 5306AMP Sandwich Year - Audio and Music Production Approved 2022.01 - 120 credit points	
<b>OR Study Abroad - 120 credit points</b>	<b>OPTIONAL</b>
[MODULE] 5307AMP Study Year Abroad - Audio and Music Production Approved 2022.01 - 120 credit points	
<b>Level 6 - 120 credit points</b>	
<b>Level 6 Core - 120 credit points</b>	<b>CORE</b>
[MODULE] 6300AMP The Media Entrepreneur Approved 2022.01 - 20 credit points	
[MODULE] 6301AMP Streaming, Apps and Networking Approved 2022.01 - 20 credit points	
[MODULE] 6302AMP Project Preparation Approved 2022.01 - 10 credit points	
[MODULE] 6303AMP Career Management Approved 2022.01 - 10 credit points	
[MODULE] 6304AMP Audio Restoration and Digital Enhancement Approved 2022.01 - 20 credit points	
[MODULE] 6305AMP Project Approved 2022.01 - 40 credit points	

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

## Teaching, Learning and Assessment

Core knowledge and understanding is acquired mainly through practical fieldwork, lectures, laboratories and tutorials. Web-based or other open learning resources are also used in some modules. Group work is important in some modules. Development of the student as an independent learner is achieved via the final year project, and by directed and independent learning approaches within other modules. Work based learning and graduate skills development are incorporated into the programme to provide a vocational element. Assessment is conducted through assignment and examination. Examination questions may be based on case studies to develop students' ability to apply theory to practice. Assignment includes media presentations, portfolio assessment, practical tasks (such as studio operations) and oral/written reports of work carried out (both individual and group reports). Practical work is carried out in studio, class and/or as assignment tasks. Industrial visits and guest lecturers are also used to provide additional work-based learning opportunities. In this way the relevance of theory to practice is developed to a strong extent. The final year project provides opportunity for these skills to be developed to a high level. Some modules are supported by open-learning resources etc. Key skills are developed in particular at Level 4 through professional development, and production work, further enhanced at Level 5 with production of a music video, and recording opportunities, and then at Level 6 with the final year project and entrepreneur work. However, the pervasiveness of key skills development opportunities throughout the programme is an important feature.

## Opportunities for work related learning

Industry standard hardware and software, and real life case studies are used throughout the programme. Industry processes and practices are also used and taught. There is the opportunity to carry out a final year project in industry. The industrial training year provides a work based learning opportunity for students studying the programme in sandwich mode.

## Entry Requirements

Type	Description
A levels	Typical total 112 UCAS tariff points including at least two awards giving at least 64 points at A2-level from Computing, IT, Maths, Physics, Music Technology or Media Technology.
Alternative qualifications considered	Applicants should have five GCSE (or equivalent) passes of at least grade C(*), normally including Mathematics and English (or IELTS 6.0) in addition to the other qualifications required. Level 2 or Level 3 'Application of number' and similar, is not an acceptable substitute for GCSE maths. Level 2 or Level 3 'Functional Skills in Maths' and similar, is not an acceptable substitute for GCSE maths. (*) Where the highest level of Maths qualification is GCSE, the result obtained should ideally be a grade C or a grade 5

Other international requirements	<p>The School actively supports the University Equal Opportunities policy and strategy in its underlying philosophy to value and respect individuals, and its commitment to maximize the potential of each student. The School is committed to complying with legislation, in particular the Race Relations Amendment Act 2000 and the Special Educational Needs and Disability Act 2001. Applications from students with disabilities are positively welcomed. Applications are considered on the basis of academic criteria alone. Students are invited to contact the Equal Opportunities Unit for an information pack detailing the facilities, support available and physical access to the main University buildings. Students may also visit the University to discuss support strategies with the University Disability Welfare Advisor. English Language Requirements All applicants must provide evidence of competence in English. The level of English language required should be equivalent to 6.0 for IELTS within the previous 24 months. Equivalents to this score are: 1. UK GCSE English grade C or above 2. Test of English as a Foreign Language (TOEFL) score of 550 or above. 3. Cambridge Examination Board: Advanced Certificate of English, grade C or above. Applicants who have studied and successfully achieved a UK Degree within the previous 24 months are exempt from the requirements to produce evidence of competence in English.</p>
BTECs	<p>BTEC Extended Diploma in Information Technology or Music Technology. DMM. BTEC Diploma (IT or Music Tech) D*D* Applicants with an Advanced Diploma or Progression Diploma will be considered on an individual basis.</p>

### Extra Entry Requirements