

Course record information

Name and level of final award	<ul style="list-style-type: none"> • Master of Arts - Audio Production <p>The award is Bologna FQ-EHEA second cycle degree or diploma compatible</p>
Name and level of intermediate awards	<ul style="list-style-type: none"> • Postgraduate Diploma (Pg Dip) - Audio Production • Postgraduate Certificate (Pg Cert) - Audio Production
Awarding body/institution	University of Westminster
Teaching institution	University of Westminster
Status of awarding body/institution	Recognised Body
Location of delivery	Primary: Harrow
Language of delivery and assessment	English
QAA subject benchmarking group(s)	Music
Professional statutory or regulatory body	<p>Joint Audio Media Education Support (JAMES)</p> <p>Creative Skills Set (SKILLSET MEDIA ACADEMY)</p>
Westminster course title, mode of attendance and standard length	<ul style="list-style-type: none"> • MA Audio Production FT, Full-time, September start - 1 year standard length • MA Audio Production PT, Part-time day, September start - 2 years standard length
Valid for cohorts	From September 2016

Additional Course Information

Postgraduate Certificate (60 credits)

At PGCert level students should be able to demonstrate studies to personal values; to collect and analyse ideas and information from a range of sources and relate those to recognized categories; to contribute effectively to group work tasks such as production, or research teams; to take responsibility, with staff support, for their own learning. This also includes the ability to demonstrate a core understanding of audio production, encoding, 5:1 music surround mixing and remixing.

Postgraduate Diploma (120 credits)

Critical and independent thinking with the ability to control assemble ideas, using range of techniques with active awareness and application of associated research methodologies. During Semester 2 or, in the case of part-time students, the second year of study, students are able to control these ideas, techniques and abilities in an increasingly independent fashion, and with an awareness of contradictory methods of work and theories. They have a detailed and diverse knowledge of the subject; can use and evaluate different methods of obtaining and using information; can select appropriate data from varied sources and develop their own criteria and judgements; are able to develop working relationships of a professional nature within the disciplines of the audio and audio related industries. During the second semester, or year two, students also identify a personal approach to the ideas and techniques of the subject, and use this as the basis for the large-scale individual projects based on independent activity and research in the major project.

MA (180 credits)

Students begin this mode of study with a comprehensive knowledge of the audio industry, and its various sectors, incorporating professional standards of production, with in-depth knowledge in areas of specialisation; are able to apply abstract knowledge and concepts to specific purposes and find innovative solutions to complex problems; can demonstrate leadership and team management skills; can apply critical approaches to information and to their own work; are able to negotiate the scale and scope of the self- directed period of study in a preferred area of specialism.

Admissions requirements

There are standard minimum entry requirements for all postgraduate courses. Students are advised to check the standard requirements for the most up-to-date information. For most courses a decision will be made on the basis of your application form alone. However, for some courses the selection process may include an interview to demonstrate your strengths in addition to any formal entry requirements. More information can be found here: <https://www.westminster.ac.uk/courses/postgraduate/how-to-apply>.

Aims of the programme

- Provide the opportunity for students at postgraduate level to articulate creative ideas using relevant audio production tools, processes and related visual and interactive technologies.
- Develop specialist knowledge and ability within audio and audio-visual production as a foundation for future professional practice.
- Provide a forum for the artistic exploration of converging technologies and the changing function and meaning of audio production within the creative industries environments.
- Develop specialist knowledge of the entrepreneurial character of the audio and audio related industries and the challenges of operating both independently or as the part of team or larger business structures.
- Provide the opportunity to study, research and evaluate a specialist area within audio production through a large-scale independent and original creative project, informed by current professional standards.
- Prepare students for appropriate study at postgraduate research level.

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Employment and further study opportunities

Today's organisations need graduates with both good degrees and skills relevant to the workplace, i.e. employability skills. The University of Westminster is committed to developing employable graduates by ensuring that:

- Career development skills are embedded in all courses
- Opportunities for part-time work, placements and work-related learning activities are widely available to students
- Staff continue to widen and strengthen the University's links with employers in all sectors, involving them in curriculum design and encouraging their participation in other aspects of the University's career education and guidance provision
- Staff are provided with up-to-date data on labour market trends and employers' requirements, which will inform the service delivered to students.
- Key staff assists in the development plan using PDP initiate on the MA to ensure students fulfill their career objective through mapping individual student career trajectories.
- Students are prepared with relevant theoretical and technical competencies required to engage with employment opportunities internationally as well progress further study opportunities through HE.
- Students are presented with a learning environment that cultivates entrepreneurial intelligence which enables students to think critically and independently for more senior roles.
- Industry accreditations and long-standing recognition of the course put graduates in more favourable position with employers.
- MA Audio Production has a well-established alumni network which filters a number of work and career opportunities to current students and former graduates alike many occupying senior industry roles.
- MA Audio graduates find employment is in a variety of destinations including: Music production: Film and Television Production and Post; sound design for interactive games, media and mobile devices; AV location recording & Foley; production management for international corporations; education; new media production; film sound production; research and design, higher programmes of study include doctoral research and supplementary Masters programmes.

What will you be expected to achieve?

Course learning outcomes

Learning outcomes are statements of what successful students have achieved as the result of learning. These threshold statements of achievement and are linked to the knowledge, understanding and skills that a student will have gained on successfully completing a course.

Level 7 course learning outcomes: upon completion of Level 7 you will be able to:

- 001 Apply advanced audio recording, sound design, mixing, manipulation and post-production techniques in the process of creating original audio and/or audiovisual artworks adhering to professional release/broadcast standards; (KU PPP)
- 002 Integrate a range of digital, analogue and hybrid approaches in software and hardware, mastering contemporary industry paradigms of working in a variety of studio environments and media formats; (KU PPP)
- 003 Synthesize converging technologies and production approaches in the creation of interactive and interdisciplinary media works. (KU)
- 004 Manage and complete independently-produced and industry-focused creative projects, demonstrating a high level of artistic innovation and technical specialism during the process of a client brief; (KTS)
- 005 Articulate complex relationships between sonic art forms, technologies and audiences, identifying stylistic signatures and critically evaluating creative productions in their social context; (KTS)
- 006 Critically examine branding, marketing and project management structures in the global context of the creative industries, demonstrating effective leadership, networking and team management skills; (KU PPP)
- 007 Develop sustainable business plans with a particular emphasis on music and audio-related industries, exploring innovative revenue models and financial planning; (PPP KTS)
- 008 Research and critically examine the historical, sociological and cultural contexts surrounding audio production and the musicology of record production. (KU)

- 009 The ability to work and operate within a pressurised environment and comply with multiple deadlines through multi-tasking. (KTS)
- 010 The ability to manage time more effectively through personal diaries and digital technologies. (KTS)
- 011 The ability to assemble complex ideas creatively as well as drawing upon primary and secondary research and understanding of common creative practices within the field. (KTS)
- 012 The ability to problem solve through PBL gained from the course. (KTS)
- 013 The ability to have a more reflective approach through critical evaluation and systematic approach moving towards a becoming reflective practitioner. (KTS)
- 014 Manage and complete independently-produced and industry-focused creative projects, demonstrating a high level of artistic innovation and technical specialism during the process of a client brief. (KTS)
- 015 Apply advanced audio recording, sound design, mixing, manipulation and postproduction techniques in the process of creating original audio and/or audiovisual artworks adhering to professional release/broadcast standards. (PPP)
- 016 Integrate a range of digital, analogue and hybrid approaches in software and hardware, mastering contemporary industry paradigms of working in a variety of studio environments and media formats. (PPP)
- 017 Music Recording - Music Producing - Music Mixing - Research - Critical Analysis - Working to Client led brief - Time management - Transferable Skills (7MUPR006W Music Production and Musicology). (SS)
- 018 Location Recording - Film Sound Production & Post - Audio visual editing & Surround Sound Design and Mix - Dialogue Recording and ADR - Foley and Sound Design for Film - Radio Production - Collaboration and Independent Production Skills - Progressive Research - Innovation - Working to Client led brief (7MUPR003W Audio Visual Production and Cultural Theory) (SS)
- 019 Sound designing - Sound programming - Synthesis design - Innovation - Sonic Composition - Foley - Critical thinking, evaluation and analysis - Working to Client led brief (7MUPR008W Synthesis and Sound Design for Animation). (SS)
- 020 Interactive Design Skills - Innovation - Critical awareness - Assembly of ideas in consumer output - Programming - Critical and independent understanding - Identification of new creative technologies. (7MUPR001W Applied Innovation and Interactive Design). (SS)
- 021 Project management - Entrepreneurship skills - Business plan - Research methodologies - E business and development - Public speaking - Planning and mapping (7MUMN003W Entrepreneurship and Project Management for Creative Industries). (SS)
- 022 Project management - Planning and mapping - Large scale production - Entrepreneurship skills - Marketing plan - Research - Networking - Critical awareness (7MUPR004W Major Project). (SS)

How will you learn?

Learning methods

Learning and teaching on the course are defined to be appropriate to the needs of each module, and strategies for teaching and learning are published in every module handbook.

Specific skills and knowledge are obtained through each module.

Graduates should consequently be able to demonstrate:

- Critical and independent understanding of complex theory and practice.
- Work towards a given brief within a strict constrained time frame.
- Advanced Research methods and information gathering
- The ability to work and operate within a pressurised environment and comply with multiple deadlines through multi-tasking.
- The ability to manage time more effectively through personal diaries and digital technologies
- The ability to assemble complex ideas creatively as well as drawing upon primary and secondary research and understanding of common creative practices within the field.
- The ability to problem solve through PBL gained from the course.
- The ability to have a more reflective approach through critical evaluation and systematic approach moving towards

a becoming reflective practitioner.

Module Code	Module Title	Skills and Knowledge
7MURP006W	Music Production and Cultural Theory	<ul style="list-style-type: none"> - Music Recording - Music Producing - Music Mixing - Research - Critical Analysis - Working to Client led brief - Time management - Transferable Skills
7MURP003W	Audio Visual Production and Cultural Theory	<ul style="list-style-type: none"> - Location Recording - Film Sound Production & Post - Audio visual editing & Surround Sound Design and Mix - Dialogue Recording and ADR - Foley and Sound Design for Film - Radio Production - Collaboration and Independent Production Skills - Progressive Research - Innovation - Working to Client led brief
7MUPR008W	Programming and Sound Design for Animation	<ul style="list-style-type: none"> - Sound designing - Sound programming - Synthesis design - Innovation - Sonic Composition - Foley - Critical thinking, evaluation and analysis - Working to Client led brief
7MURP001W	Applied Innovation and Interactive Design	<p>nteractive Design Skills</p> <ul style="list-style-type: none"> - Innovation - Critical awareness - Assembly of ideas in consumer output - Programming - Critical and independent understanding - Identification of new creative technologies.

7MUMN003W	Entrepreneurship and Project Management for Creative Industries	<ul style="list-style-type: none"> - Project management - Entrepreneurship skills - Business plan - Research methodologies - E business and development - Public speaking - Planning and mapping
7MUMN003W	Entrepreneurship and Project Management for Creative Industries	<ul style="list-style-type: none"> - Project management - Entrepreneurship skills - Business plan - Research methodologies - E business and development - Public speaking - Planning and mapping
7MUPR004W	Major Project	<ul style="list-style-type: none"> - Project management - Planning and mapping - Large scale production - Entrepreneurship skills - Marketing plan - Research - Networking - Critical awareness

Teaching methods

The teaching and learning methods on the course include the following:

Lectures: to present information and act as a springboard for students' research and discussion on a given subject; to build on the assigned readings and explore and examine contextual issues, and present an opportunity to engage with the key themes of the module.

Seminars: to support students' learning on the module through small group discussions of detailed theoretical content, techniques and ideas.

Workshops: small and medium size groups of students develop work in progress tutored by specialist staff; practical demonstrations -small and medium size groups of students attend demonstrations of techniques and technologies with active student participation.

Individual projects: projects devised by students and with outcomes and criteria agreed with a tutor.

Tutorials: one to one contact between a specialist member of academic staff and a student conducting independent research; they aim to support individual research and reflection on issues that are presented through the process of module delivery, and also support practical development.

Production Group Tutorials: aimed to supporting group projects, joint research and provide regular checkpoints on progress of various stages of group productions.

Independent research: student led project work involving interviews and other external contact and research activity, leading to assessed project work.

Learning contracts: negotiated plans of learning agreed by the module leader to tailor the student's experience of a module or of specified learning outcomes.

Assessment methods

MA Audio Production students will engage in all aspects of the production process utilising team-working skills where appropriate or working individually in the production of practical works and several pieces of research. The summative assessment tasks include:

- A band recording and multi-track production, orchestral surround mix, commissioned remixes, research paper (Music Production and Musicology).
- Sound design and composition for two animation works, design of a synth patch library to industry led brief, critical analysis (Animation Sound Design and Programming).
- Recording and production of short radio drama and radio programme, AV edit and surround mix for the film trailer, location recording, audio production and post for the commissioned film, research paper (Audio Visual Production & Theory).
- Guided independent business case study and analysis, group business plan analysis and evaluation (Entrepreneurship and Project Management).
- Interactive design for web and media, sound design for new platforms and interactive digital media (Applied Sound and Interactive Design).
- Guided Independent Study major project productions and analysis (Major Project).

Assessments are carried through formative and summative feedback, which are delivered on the module through a series of assessment events as part of the teaching and learning methods. Assessment checkpoints are also integrated within the programme of study to ensure student feedback through a summative and integrated process.

Assessment events

The practical works in music, business, audio, audio-visual and the interactive productions are assessed through a process of peer group presentation - known as assessment events. These involve students individually, and /or in teams presenting their work to their tutors and peers and discussing it. This supports students' ability to present their work in public, and to develop their critical judgement in relation to their own and others' work. In addition, it promotes a culture within the course which regards the completion, and practical realisation of work within tight deadlines as normal, and acts to improve overall work standards through a benchmarking process.

Peer Review: Peer review is a particularly important part of the assessment process with students formally presenting their work to their peer group with feedback being presented by the tutor and group. This presents the student with an opportunity to defend the work under scrutiny, and assess the level of personal input and understanding.

Assessment Procedures: A module programme detailing the content of the module, learning outcomes, and coursework requirement and assessment methods. Details of the assessment methods and criteria for each part of the coursework, the schedule of coursework assignments, including methods and dates of submission, coursework return and tutor feedback deadlines are provided in a separate module document.

Course Structure

This section shows the core and option modules available as part of the course and their credit value. Full-time Postgraduate students study 180 credits per year. Additional free text information on the choices may also be included, for example where students must choose one of two modules.. Course structures can be subject to change each academic year following feedback from a variety of sources.

Modules

Level 7

Award of Masters of Art: 180 credits required

Award of Postgraduate Diploma: Minimum 120 credits required

Award of Postgraduate Certificate: Minimum 60 credits required

To enter the dissertation stage of the programme students must successfully complete all taught modules, (Music Production and Musicology 7MUPR006W, Audio Visual Production and Cultural Theory 7MUPR003W, Synthesis and Sound Design for Animation 7MUPR008W, Applied Innovation and Interactive Design 7MUPR001W, Major Project 7MUPR004W).

Module Code	Module Title	Status	PT Year (where applicable)	UK credit	ECTS
7MUPR001W	Applied Innovation and Interactive Design	Core	1	20	10
7MUMN003W	Entrepreneurship and Project Management for Creative Industries	Core	1	20	10
7MUPR006W	Music Production and Musicology	Core	1	30	15
7MUPR003W	Audio Visual Production and Cultural Theory	Core	2	30	15
7MUPR004W	Major Project	Core	2	60	30
7MUPR008W	Synthesis and Sound Design for Animation	Core	2	20	10

Please note: Not all option modules will necessarily be offered in any one year. In addition, timetabling and limited spaces may mean you cannot register for your first choice of option modules.

Professional body accreditation or other external references

MA Audio Production is the first course of its kind to be accredited by the industry in UK in recognition of its excellence and industry relevance.

MA Audio Production is accredited by following industry bodies: JAMES, (APRS) and the SKILLSET.

JAMES accredits education on behalf of the APRS (Association of Professional Recording Services), MPG (Music Producers Guild) and the UK Screen Association. SKILLSET is the industry body which supports skills and training for people and businesses to ensure the UK audio visual and publishing industries maintain their world class position.

Course management

The MA Audio Production is taught within the Creative Practice and Art Theory Postgraduate Cluster, Westminster School of Media, Arts and Design. The management structure supporting the course is as follows:

Matěj Dimlić is the Course Leader responsible for the day-to-day running and overall management of the course and development of the curriculum. Matěj can be contacted by email: M.Dimlic01@westminster.ac.uk

Jonathan Stockdale, Head of Graduate Studies, holds academic responsibility for the course and for the other postgraduate courses run within Westminster School of Media, Arts and Design.

Kerstin Mey, Dean of the School, holds overall responsibility for the course and for the other courses run by Westminster School of Media, Arts and Design.

The Course Leader will be responsible for:

- Admissions
- Approving students' programme of study
- Organising tutorials, supervisory support and pastoral care
- Co-ordinating final project supervision
- Co-ordinating marks for assessment boards
- General management of the course.

Academic regulations

The current Handbook of Academic Regulations is available at westminster.ac.uk/academic-regulations.

Course specific regulations apply to some courses.

Academic Support

Upon arrival, an induction programme will introduce you to the staff responsible for the course, the campus on which you will be studying, the Library and IT facilities, additional support available and to your Campus Registry. You will be provided with the Course Handbook, which provides detailed information about the course. Each course has a course leader or Director of Studies. All students enrolled on a full-time course and part time students registered for more than 60 credits a year have a personal tutor, who provides advice and guidance on academic matters. The University uses a Virtual Learning Environment called Blackboard where students access their course materials, and can communicate and collaborate with staff and other students. Further information on Blackboard can be found at <https://www.westminster.ac.uk/current-students/studies/your-student-journey/when-you-arrive/blackboard>

The Academic Learning Development Centre supports students in developing the skills required for higher education. As well as online resources in Blackboard, students have the opportunity to attend Study Skills workshops and one to one appointments. Further information on the Academic Learning Development Centre can be found at westminster.ac.uk/academic-learning-development.

Learning support includes four libraries, each holding a collection of resources related to the subjects taught at that site. Students can search the entire library collection online through the Library Search service to find and reserve printed books, and access electronic resources (databases, e-journals, e-books). Students can choose to study in the libraries, which have areas for silent and group study, desktop computers, laptops for loan, photocopying and printing services. They can also choose from several computer rooms at each campus where desktop computers are available with the general and specialist software that supports the courses taught in their College. Students can also securely connect their own laptops and mobile devices to the University wireless network.

Support Services

The University of Westminster Student and Academic Services department provide advice and guidance on accommodation, financial and legal matters, personal counselling, health and disability issues, careers, specialist advice for international students and the chaplaincy providing multi-faith guidance. Further information on the advice available to students can be found at <https://www.westminster.ac.uk/student-advice>

The University of Westminster Students' Union also provides a range of facilities to support students during their time at the University. Further information on UWSU can be found at <https://www.westminster.ac.uk/students-union>

How do we ensure the quality of our courses and continuous improvement?

The course was initially approved by a University Validation Panel. University Panels normally include internal peers from the University, academic(s) from another university, a representative from industry and a Student Advisor.

The course is also monitored each year by the College to ensure it is running effectively and that issues which might affect the student experience have been appropriately addressed. Staff will consider evidence about the course, including the evidence of student surveys, student progression and achievement and reports from external examiners, in order to evaluate the effectiveness of the course and make changes where necessary.

A Course revalidation takes place periodically to ensure that the curriculum is up-to-date and that the skills gained on the course continue to be relevant to employers. Students meet with revalidation panels to provide feedback on their experiences. Student feedback from previous years is also part of the evidence used to assess how the course has been running.

How do we act on student feedback?

Student feedback is important to the University and student views are taken seriously. Student feedback is gathered in a variety of ways.

- Through student engagement activities at Course/Module level, students have the opportunity to express their voice in the running of their course. Course representatives are elected to expressly represent the views of their peers. The University and the Students' Union work together to provide a full induction to the role of the course representatives.
- There are also School Representatives appointed jointly by the University and the Students' Union who meet with senior School staff to discuss wider issues affecting student experience across the School. Student representatives are also represented on key College and University committees.;
- All students are invited to complete a questionnaire before the end of each module. The feedback from this will inform the module leader on the effectiveness of the module and highlight areas that could be enhanced.
- Final year Undergraduate students will be asked to complete the National Student Survey which helps to inform the national university league tables.

This programme specification provides a concise summary of the main features of the course and the learning outcomes that a student might reasonably be expected to achieve and demonstrate, if they take full advantage of the learning opportunities that are provided. This specification is supplemented by the Course Handbook, Module proforma and Module Handbooks provided to students. Copyright in this document belongs to the University of Westminster. All rights are reserved. This document is for personal use only and may not be reproduced or used for any other purpose, either in whole or in part, without the prior written consent of the University of Westminster. All copies of this document must incorporate this Copyright Notice – 2022©