



Programme Handbook

Bachelor of Arts in Music Production and Audio Design

Level 6 of the MQF/EQF



accredited by

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Content

1. Structure by Semesters B.A. in Music Production and Audio Design	1
2. Standardised grading scale for assessments	2
3. Overall Course Description	3
4. The Programme Structure	8
5. Module Descriptions	10
Electronic Beat Design	10
Sample & Loop Design	13
Music Fundamentals	16
Audio Recording Technology	19
Applied Recording Techniques	22
Composition Basics	25
Electronic Music Design	28
Sound Design	31
Audio Mixing Technology	34
Applied Mixing Techniques	37
Audio Mastering Technology	40
Applied Mastering Techniques	43
Media & Digital Technology	46
Sound Design & Postproduction	49
Mastering for Music, Film & TV	52
Music Analysis	55
Production Project	58

1. Structure by Semesters B.A. in Music Production and Audio Design

Module Name	Semester						ECTS
	1	2	3	4	5	6	
Electronic Beat Design	10						
Audio Recording Technology	10						
Music Fundamentals	10						
Sample & Loop Design		10					
Applied Recording Techniques		10					
Composition Basics		10					
Electronic Music Design			10				
Sound Design			10				
Audio Mixing Technology			10				
Applied Mixing Techniques				10			
Audio Mastering Technology				10			
Applied Mastering Techniques				10			
Media & Digital Technology					10		
Sound Design & Postproduction					10		
Mastering for Music, Film & TV					10		
Music Analysis						10	
Production Project						20	
Total	30	30	30	30	30	30	180

2. Standardised grading scale for assessments

Descriptor	Mark Range	Grade
Exceptional - work displaying exceptional quality and performance, showing comprehensive and critical understanding, and application of the subject matter with evidence of extensive additional reading/research/work.	90%-100%	A+
Outstanding - work displaying comprehensive and critical understanding of the subject matter with evidence of considerable additional reading/research/work.	80% - 89%	A
Excellent - work displaying comprehensive understanding and very good working knowledge of the subject matter with evidence of a moderate amount of additional reading/research/work.	75% - 79%	B+
Very good - work displaying substantial understanding, above-average performance, a working knowledge of the subject matter with evidence of some additional reading/research/work.	70% - 74%	B
Good - work displaying sound understanding, average performance with evidence of little additional reading/research/work.	60% - 69%	C+
Satisfactory - work displaying satisfactory understanding, adequate performance with no evidence of additional reading/research/work.	55% - 59%	C
Acceptable - work displaying satisfactory understanding with shortcomings, adequate but inconsistent performance with no evidence of additional reading/research/work.	50% - 54%	D+
Basic - work displaying basic understanding, marginal performance, satisfying minimum criteria (pass mark).	45% - 49%	D
Not Sufficient - work displaying inadequate understanding to varying degrees. Unjustified absence for an assessment when a valid reason for absence is required, or failure to hand in assigned work on time shall also be marked "F".	0% - 44%	F
The following grade when assigned to modules shall not be taken into consideration for computation purposes but form part of the student's academic record: Pass - when assessment is based on a Pass/Fail basis only.		P

3. Overall Course Description

Title of the Qualification/ Award	Bachelor of Arts in Music Production and Audio Design	
Proposed MQF Level	Level 6	
Hours of Total Learning <u>1 ECTS is equivalent to 25 total hours of learning</u> , inclusive of contact hours, supervised placement and practice hours, self-study hours and assessment hours. Minimum 20% (5 hours for every ECTS) <u>must be contact hours</u> or as otherwise established from time to time by MFHEA.	Total Contact Hours <input type="text" value="936"/> (Contact Hours are hours invested In learning new content under the Direction of a tutor/lecturer (e.g. lectures, participation in online forums, video-lectures)	Supervised Placement and Practice Hours <input type="text" value="0"/> (During these hours the learner is supervised, coached, or mentored. Tutorial hours may be included here)
	Self-Study Hours <input type="text" value="1658"/> (Estimated workload of research and study)	Assessment Hours <input type="text" value="1906"/> (Examinations/ presentations/ group work/ projects, etc.)
Total Learning Hours	4500 Hours	
Total Number of ECTS for Programme Completion	180 ECTS	
Mode of Attendance	Full-Time <input checked="" type="checkbox"/>	Part-Time <input type="checkbox"/>
	<i>(Double click on the box and mark checked under Default Value)</i>	
Programme Duration	Full- Time: 3 Years	Part-time: _____ Weeks Part-time: _____ Months Part time: _____ Years <i>(choose as applicable)</i>

Language/s of Instruction of Programmes	German and English
Target Group	<p>The target audience for the programme are students aged 19-30, with a strong interest and background in music, which might include playing an instrument, DJing or singing. The programme provides an opportunity for the target group of students to learn more about and build skills and competencies in the areas of sound engineering and music producing. The target audience is not confined to a particular locality and the programme is aiming to recruit qualified candidates, i.e. those that meet the minimum admission requirements, from any part of the world.</p> <p>Considering the online nature of the programme it welcomes working practitioners. Candidates with backgrounds and interests in music or related area but without certified qualification are provided with an opportunity to undertake the programme if they meet other requirements and compensate for educational qualifications through provision of portfolio of work.</p>
Relationship to Occupation/s	<ul style="list-style-type: none"> a) Sound Engineer b) Mixing Engineer c) Mastering Engineer d) Sound Editor e) Foley Artist f) Sound Designer g) Music producer
Entry Requirements	<p>Applicants are eligible for admission by meeting the following requirements:</p> <p>A] Evidence of::</p> <ul style="list-style-type: none"> a) Age requirement: <ul style="list-style-type: none"> • At least 18 years of age by the beginning of studies b) Previous education requirement: <ul style="list-style-type: none"> • A-levels or a Matriculation Certificate from Malta or a Pre-tertiary certificate from Malta or German Abitur or a Foundation Certificate from a UK higher educational institution or any other international equivalent that is at level 4 of the MQF with evidence of studying music or related subject • Candidates with backgrounds and interests in music but without certified qualification are encouraged to apply and required to provide a portfolio of work c) Language requirements for programme taught in German: <ul style="list-style-type: none"> • A certificate that proves their mastery of the German language at the level of B2 of CEFR OR • A secondary school certificate for a German medium of instruction school d) Language requirements for programme taught in English: <ul style="list-style-type: none"> • A certificate that proves their mastery of the English language at the level of B2 of CEFR OR • A secondary school certificate for an English medium of instruction school <p>B] applicants must be able to confirm that they have:</p>

	<p>a) Equipment for online lectures and use of the VLE</p> <ul style="list-style-type: none"> • Stable internet access via a personal computer (a tablet computer can also work, a mobile phone will not suffice) <p>b) Equipment for practice and coursework</p> <ul style="list-style-type: none"> • DAW Software (e.g. Avid ProTools, Steinberg Cubase, Apple Logic, Ableton Live, Presonus Studio One) • Personal Computer with minimum system requirements for the DAW • Backup medium (e.g. USB Thumbdrive min. 128GB) • Two-channel USB Audio Interface (e.g. Focusrite Scarlett 2i2) • Two microphones (e.g. Shure SM58) • Headphones (e.g. AKG K-271) • USB Keyboard with 49 keys (e.g. M-Audio Keystation 49) • Word processing software (e.g. Microsoft Word, Open Office etc.) • PDF reader and printer software • <i>If specialised software is necessary, to compensate e.g. for seeing or hearing impairment, students need to provide for that themselves!</i> <p>c) Digital Competency</p> <ul style="list-style-type: none"> • Basic computer operating skills such as installing software, storing, retrieving and backing up data • Basic internet skills such as searching for information, setting up accounts, down- and uploading files online • Word processing skills using e.g. Microsoft Word, Open Office etc. • Printing to PDF <p>Advanced Entry via RPL</p> <p>In addition to the above standard admission criteria for initial entry to the programme, candidates where appropriate can be considered for advanced entry via the UIS RPL Policy and Procedure.</p>
<p>Overall Programme Description</p>	<p>The programme is composed of 17 core modules, which comprise 180 ECTS credits. Throughout their studies students will learn about audio design and technology as well gain practical skills of working with computer software and musical instruments to boost their skills and competencies and prepare for their professional career. In addition to audio, the programme provides in depth knowledge and develops a range of practical skills for working with video streaming, vlogs, videos, and films.</p> <p>Each module on the programme is designed to contribute to the overarching programme level learning outcomes and develop the students holistically to build competencies required for the profession. In terms of the knowledge component students will be able to define and explain main concepts of music and audio production, recall theoretical aspects of sound engineering, identify appropriate technologies to be used in the given contexts. The skills developed by the end of the programme will allow graduates to appropriately use technology to work with</p>

	<p>sound, apply recording, mixing and mastering techniques given the context, work individually and as part of a team to produce high quality products and implement projects in the area of music and audio design.</p> <p>All modules on the programme are core and their sequences allows for gradual build up of knowledge, skills, and abilities. Those in turn contribute to the development of competencies, thus forming a holistic vision on the subject matter and supplying the students with all the required tools needed for audio design.</p>
<p>Learning Outcomes for Knowledge obtained at the end of the programme</p>	<p>The learner will be able to:</p> <ol style="list-style-type: none"> a) recall theoretical knowledge in different areas of expertise in audio engineering and music production b) identify appropriate recording, mixing and mastering techniques for given sound and music projects c) describe workflows in different areas of audio engineering and music production depending on the professional environment d) critically reflect on and explain the cultural influences and direction of their creative practice e) explain the fundamentals of electrical engineering and room acoustics in relation to sound recording and production f) define professional standards for film sound production, distribution and broadcasting
<p>Learning Outcomes for Skills obtained at the end of the programme</p>	<p>The learner will be able to:</p> <ol style="list-style-type: none"> a) provide objective evidence that a comprehensive range of appropriate, contemporary production techniques and methods have been evaluated and implemented b) demonstrate their ability to work in different areas of audio engineering and apply professional audio recording, mixing and mastering techniques c) demonstrate their ability to manage and organise a range of people who may be necessary in the production of complex audio and/or visual artefacts d) conceive, design, and execute a viable brief to a high professional standard and deliver in an appropriate professional format e) explain the fundamentals of electrical engineering and room acoustics in relation to sound recording and production f) define professional standards for film sound production, distribution and broadcasting
<p>Selection Criteria for Tutors/Lecturers for this programme:</p>	<p>The minimum requirements for the course leader to include:</p> <ul style="list-style-type: none"> • Bachelor’s degree and minimum 5 years of professional experience • Minimum of 1 year experience as lecturer or tutor, preferably online, and/or basic paedagogical qualification such as trainer certificate from an education provider • Minimum 1 year experience of managing a course <p>The minimum requirements for the tutors/lecturers to include:</p> <ul style="list-style-type: none"> - Bachelor’s degree in the field or 3+ years of professional experience in the field

	<ul style="list-style-type: none"> - Minimum of 1 year experience as lecturer or tutor, preferably online, and/or basic paedagogical qualification such as trainer certificate from an education provider <p>Candidates have to confirm that they agree to</p> <ul style="list-style-type: none"> - attend UIS induction programme which covers UIS policies, processes, and procedures as well as a professional approach to online teaching and learning - and undergo continuous development of professional expertise in digital strategies and process for online teaching and learning.
<p>General Assessment Methods</p>	<p>The assessment in the programme takes two forms: summative and formative. All modules have formative activities to support student learning through feedback. Assessment is primarily through coursework to maintain a practical component, and is often based on critical review and discussion with tutors and peers.</p> <p>A variety of other assessment methods is demonstrated through the methods employed, including:</p> <ul style="list-style-type: none"> a) Essays b) Reports c) Proposals d) Critical analyses and reviews of work e) Presentations – group and individual f) Written examinations g) Music pieces h) Sound productions <p>Students receive feedback on their assessment at the end of the semester. This is usually a detailed breakdown of the assessment criteria achieved as well as written feedback in the form of comments and advice for future work. In situations where individual feedback is not appropriate for summative assessment (e.g. in the case of an examination), module leaders will write a summary of the student's overall performance.</p> <p>Assessment can be group or individual. Such an approach allows for inclusion of various types of learners and provides them with several ways to demonstrate their learning. Moreover, assessments are designed in a way that supports development of student competencies to demonstrate autonomy and responsibility.</p> <p>Assessment is communicated to students in due time and in accordance with the assessment schedule following the standard templates for setting assessment. Before the assessment is communicated to students it goes through a process of moderation. Moderation of assessment is an important quality assurance mechanism, which ensures that assessment is prepared and communicated to students on time, free of grammatical and spelling errors, follows the approved templates, aligned to the learning outcomes it sets to assess, criteria is appropriate, fair, and transparent.</p> <p>The pass mark for the entire programme is 45%.</p>

4. The Programme Structure

Module/Unit Title	Compulsory (C) or Elective (E)	ECTS (Figures must be whole integers and with a value of at least 1 ECTS)	MQF Level of each module	Mode of Teaching (Lectures, workshop, placement, asynchronous, forums, VLE, etc.)	Mode of Assessment (Examination, assignment, project, blog, etc.)
Electronic Beat Design	C	10	5	Video lectures, tutorials, workshops, VLE	Written Report, Presentation
Sample & Loop Design	C	10	5	Video lectures, tutorials, workshops, VLE	Written Report, Practical work
Music Fundamentals	C	10	5	Video lectures, tutorials, workshops, VLE	Presentation, Written Report, Practical work
Audio Recording Technology	C	10	5	Video lectures, tutorials, workshops, VLE	Written Report, Presentation
Applied Recording Techniques	C	10	5	Video lectures, tutorials, workshops, VLE	Written Report, Practical Work
Composition Basics	C	10	5	Video lectures, tutorials, workshops, VLE	Written Work, Presentation
Electronic Music Design	C	10	5	Video lectures, tutorials, workshops, VLE	Written Analysis, Presentation
Electronic Sound Design	C	10	5	Video lectures, tutorials, workshops, VLE	Written Report, Practical work
Audio Mixing Technology	C	10	5	Video lectures, tutorials, workshops, VLE	Written Analysis, Presentation
Applied Mixing Techniques	C	10	5	Video lectures, tutorials, workshops, VLE	Written Report, Practical Work

Audio Mastering Technology	C	10	5	Video lectures, tutorials, workshops, VLE	Written Analysis, Presentation
Applied Mastering Techniques	C	10	5	Video lectures, tutorials, workshops, VLE	Written Report, Practical Work
Media & Digital Technology	C	10	6	Video lectures, tutorials, workshops, VLE	Written proposal, Group presentation, Written group work
Sound Design & Postproduction	C	10	6	Video lectures, tutorials, workshops, VLE	Written Proposal, Practical Work, Project Documentation
Mastering for Music, Film & TV	C	10	6	Video lectures, tutorials, workshops, VLE	Presentation, Practical Work, Written Report
Music Analysis	C	10	6	Video lectures, tutorials, workshops, VLE	Written proposal, Written Report, Practical Work
Production Project	C	20	6	Video lectures, one-on-one consultation, VLE	Written Proposal, Presentation, Practical Work, Project Documentation
Total ECTS for Programme Completion		180 ECTS			
Exit Awards/Qualifications		Exit Award: Undergraduate Higher Diploma in Audio Design MQF Level: 5 ECTS: 120 Modules: all modules from semesters 1-4 Duration: 4 Semesters			

5. Module Descriptions

Title of the Module/Unit	Electronic Beat Design
Module/Unit Description	<p>The module content focuses on sound design, mixing, fundamentals of harmony, arranging techniques, artistic development, and genre studies. In the duration of the module, students learn the basic knowledge of electronic music making with the most important core contexts in the following areas:</p> <ul style="list-style-type: none"> a) fundamentals of electronic music making b) overview of different digital audio workstations c) MIDI fundamentals d) understanding sampling e) understanding synthesizer f) fundamentals of music composition g) fundamentals of signal routing and sequencing
Learning Outcomes	<p>Competences:</p> <p>At the end of the module/unit the learner will have acquired the responsibility and autonomy to:</p> <ul style="list-style-type: none"> a) produce electronic music to the given task, fulfilling the set requirements b) be responsible for preparing and giving a presentation c) be responsible for the assigned tasks and apply methods of electronic music production and independent research in real life contexts <p>Knowledge:</p> <p>At the end of the module/unit the learner will have been exposed to the following:</p> <ul style="list-style-type: none"> a) explain and detail the main theories, concepts, and definitions in electronic music production b) classify complex processes and problems in processing audio material with a digital audio workstation c) describe the content of this module in appropriate manner and language <p>Skills:</p> <p>At the end of the module/unit the learner will have acquired the following skills:</p> <ul style="list-style-type: none"> a) demonstrate effective and professional behaviour, take responsibility to achieve a given goal b) plan and individually implement the assignments given in the module c) research an electronic beat design topic and write its detailed critical analysis in a formal style, citing all sources correctly

	<p>Module-Specific Learner Skills</p> <p><i>(Over and above those mentioned in Section B)</i></p> <p>At the end of the module/unit the learner will be able to:</p> <ul style="list-style-type: none"> a) apply knowledge for positioning oneself as an artist b) apply music genres, artist concepts and genre-specific production and arrangement techniques in music performances c) apply fundamentals of harmony and composition in music production <hr/> <p>Module-Specific Digital Skills and Competences</p> <p><i>(Over and above those mentioned in Section B)</i></p> <p>At the end of the module/unit, the learner will be able to:</p> <ul style="list-style-type: none"> a) use basic software for electronic music making 	
<p>Hours of Total Learning for this Module/Unit</p> <p>1 ECTS is equivalent to 25 total hours of learning, inclusive of contact hours, supervised placement and practice hours, self-study hours and assessment hours. Minimum 20% (5 hours for every ECTS) must be <u>contact hours</u> or as otherwise established from time to time by MFHEA.</p>	<p>Total Contact Hours ¹ <input style="width: 50px; text-align: center;" type="text" value="53"/></p> <p>(Contact Hours are hours invested in learning new content under the Direction of a tutor/lecturer (e.g. lectures participation in online forums, video-lectures)</p>	<p>Supervised Placement and Practice Hours <input style="width: 50px; text-align: center;" type="text" value="0"/></p> <p>(During these hours the learner is supervised, coached or mentored)</p>
	<p>Self-Study Hours <input style="width: 50px; text-align: center;" type="text" value="99"/></p> <p>(Estimated workload of research and study)</p>	<p>Assessment Hours <input style="width: 50px; text-align: center;" type="text" value="98"/></p> <p>(Examinations/ presentations/ group work/ projects etc.)</p>
<p>Total Learning Hours of this Module</p>	<p>250 Hours</p>	
<p>Mode of Delivery</p> <p>Kindly tick a box, as applicable</p>	<p>Fully Face-to-Face Learning <input type="checkbox"/></p>	<p>Blended Learning <input type="checkbox"/></p>
	<p>Fully Online Learning <input checked="" type="checkbox"/></p>	<p>Work Based Learning <input type="checkbox"/></p>

¹ In the case of online learning, synchronous and asynchronous learning activities under the direction and control of an instructor are considered as contact hours.

<p>Total Number of ECTS of this Module/Unit</p>	<p>10</p>
<p>Explain how this module/unit will be taught</p>	<p>The module is delivered online and supported by the module tutor who undertakes induction and provides support through weekly tutorials. The induction session introduces students to the requirements and demands of the module, assists them in the diagnosis of their abilities, and helps them set individual learning objectives. This is to encourage an appreciation of the effort required to invest to succeed in the module.</p> <p>Delivery of this module involves weekly online lectures, practical workshops, online discussions, individual tutorials and practical exercises.</p> <p>Students will take part in individual presentations to showcase and discuss their work and receive feedback. Students will also engage with independent asynchronous learning using interactive web-based training material produced by UIS and selected LinkedIn Learning materials.</p>
<p>Explain how this particular module/unit will be assessed</p>	<p>The assessment matrix corresponds to a grid from 0 to 100 percentage points. The student must achieve at least 45% of the total grade to pass this module.</p> <p>This module presents 2 tasks with the following weighting:</p> <ul style="list-style-type: none"> a) Practical Work, 70% the final mark b) Presentation, 30% of the final mark

Title of the Module/Unit	Sample & Loop Design
Module/Unit Description	<p>The aim of this module is to realise students’ musical sound ideas as a finished piece of music ready for release. Students will learn to compose, realise, and mix pieces of music independently. The module teaches this on a general level that students can use with any digital audio workstation (DAW). In the duration of the module, students learn the basic knowledge of electronic music making with the most important core contexts in the following areas:</p> <ul style="list-style-type: none"> a) fundamentals of electronic music making b) overview of different digital audio workstation c) MIDI fundamentals d) understanding sampling e) understanding synthesizer f) fundamentals of music composition g) fundamentals of signal routing and sequencing
Learning Outcomes	<p>Competences:</p> <p>At the end of the module/unit the learner will have acquired the responsibility and autonomy to:</p> <ul style="list-style-type: none"> a) carry out a given task of the module, meeting the set requirements b) work individually and achieve practical goals of music design c) take responsibility for electronic music production tasks and apply methods and independent research to music production <p>Knowledge:</p> <p>At the end of the module/unit the learner will have been exposed to the following:</p> <ul style="list-style-type: none"> a) explain and detail the main concepts and definitions in loop design b) identify of complex procedures and problems of sampled audio material c) describe the procedure of sampling and working with synthesizers <p>Skills:</p> <p>At the end of the module/unit the learner will have acquired the following skills:</p> <ul style="list-style-type: none"> a) demonstrate effective and professional behaviour, take responsibility to achieve a given goal in the module b) plan and implement the assignments given in the module c) research a beat design topic and write its a detailed and critical analysis in a formal style, citing all sources correctly

Applying	<p>Module-Specific Learner Skills</p> <p><i>(Over and above those mentioned in Section B)</i></p> <p>At the end of the module/unit the learner will be able to:</p> <ul style="list-style-type: none"> a) create, modify and design sounds professionally using synthesizers and samplers b) demonstrate an independently composed record, edit or a mix c) apply a finish producing pieces of music in a DAW at a professional level 	
	<p>Module-Specific Digital Skills and Competences</p> <p><i>(Over and above those mentioned in Section B)</i></p> <p>At the end of the module/unit, the learner will be able to:</p> <ul style="list-style-type: none"> a) operate software for sounds medication and design b) show understanding of a DAW functionality 	
<p>Hours of Total Learning for this Module/Unit</p> <p>1 ECTS is equivalent to 25 total hours of learning, inclusive of contact hours, supervised placement and practice hours, self-study hours and assessment hours. Minimum 20% (5 hours for every ECTS) must be <u>contact hours</u> or as otherwise established from time to time by MFHEA.</p>	<p>Total Contact Hours ² <input style="width: 50px; text-align: center;" type="text" value="53"/></p> <p>(Contact Hours are hours invested</p> <p>In learning new content under the Direction of a tutor/lecturer (e.g. lectures participation in online forums, video-lectures)</p>	<p>Supervised Placement and Practice Hours <input style="width: 50px; text-align: center;" type="text" value="0"/></p> <p>(During these hours the learner is supervised, coached or mentored)</p>
	<p>Self-Study Hours <input style="width: 50px; text-align: center;" type="text" value="99"/></p> <p>(Estimated workload of research and study)</p>	<p>Assessment Hours <input style="width: 50px; text-align: center;" type="text" value="98"/></p> <p>(Examinations/ presentations/ group work/ projects etc.)</p>
Total Learning Hours of this Module	250 Hours	
<p>Mode of Delivery</p> <p>Kindly tick a box, as applicable</p>	<p>Fully Face-to-Face Learning <input type="checkbox"/></p>	<p>Blended Learning <input type="checkbox"/></p>
	<p>Fully Online Learning <input checked="" type="checkbox"/></p>	<p>Work Based Learning <input type="checkbox"/></p>

² In the case of online learning, synchronous and asynchronous learning activities under the direction and control of an instructor are considered as contact hours.

<p>Total Number of ECTS of this Module/Unit</p>	<p>10</p>
<p>Explain how this module/unit will be taught</p>	<p>The module is delivered online and supported by the module tutor who undertakes induction and provides support through weekly tutorials. The induction session introduces students to the requirements and demands of the module, assists them in the diagnosis of their abilities, and helps them set individual learning objectives. This is to encourage an appreciation of the effort required to invest to succeed in the module.</p> <p>Delivery of this module involves weekly online lectures, practical workshops, online discussions, individual tutorials and practical exercises.</p> <p>For this module students will focus on the production of practical work for their portfolio. Students will also engage with independent asynchronous learning using interactive web-based training material produced by UIS and selected LinkedIn Learning materials.</p>
<p>Explain how this particular module/unit will be assessed</p>	<p>The assessment matrix corresponds to a grid from 0 to 100 percentage points. The student must achieve at least 45% of the total grade to pass this module.</p> <p>This module presents 2 tasks with the following weighting:</p> <ul style="list-style-type: none"> a) Written Report, 2.000 words, 40% of the final mark b) Practical work, 60% of the final mark

Title of the Module/Unit	Music Fundamentals
Module/Unit Description	<p>This module teaches indispensable fundamentals in the most important areas of harmony, rhythm, notation, the formation of chords and chord progressions, the creation of melodies and the composition of first own songs. Starting with the area of rhythm, this module first explains the note values based on binary division. In the duration of the module, students learn the basic knowledge of music composing with the most important core contexts in the following areas:</p> <ul style="list-style-type: none"> a) the principles of ternary division b) dotted note values c) the main time signatures d) rhythmic notation e) the principle of complementary intervals f) the principles of tonality in major and minor keys g) the fundamentals of cadence formation
Learning Outcomes	<p>Competences:</p> <p>At the end of the module/unit the learner will have acquired the responsibility and autonomy to:</p> <ul style="list-style-type: none"> a) deal with the requirements of the notation by learning and performing the given tasks b) be responsible for working individually and aiming to carry out practically the fundamentals of musical composition c) take responsibility for assigned tasks and apply learned methods and independent research <p>Knowledge:</p> <p>At the end of the module/unit the learner will have been exposed to the following:</p> <ul style="list-style-type: none"> a) explain principle of complementary intervals b) identify complex procedures and problems related to writing music c) to describe the notation of music and rhythms <p>Skills:</p> <p>At the end of the module/unit the learner will have acquired the following skills:</p> <ul style="list-style-type: none"> a) demonstrate effective and professional behaviour, take responsibility to achieve a given goal in the area of music production b) plan and implement the assignments given in the module c) research a topic of music fundamentals and write its detailed and critical analysis in a formal style, citing all sources correctly

Applying	<p>Module-Specific Learner Skills (Over and above those mentioned in Section B)</p> <p>At the end of the module/unit the learner will be able to:</p> <p>a) create, modify and design music demonstrating a professional approach b) demonstrate and independently compose, record, edit and mix music samples to create new forms of music c) apply a finish to pieces of music in a DAW at a professional level</p>	
	<p>Module-Specific Digital Skills and Competences (Over and above those mentioned in Section B)</p>	
<p>Hours of Total Learning for this Module/Unit</p> <p>1 ECTS is equivalent to 25 total hours of learning, inclusive of contact hours, supervised placement and practice hours, self-study hours and assessment hours. Minimum 20% (5 hours for every ECTS) must be <u>contact hours</u> or as otherwise established from time to time by MFHEA.</p>	<p>Total Contact Hours³ <input style="width: 50px; text-align: center;" type="text" value="53"/></p> <p>(Contact Hours are hours invested in learning new content under the Direction of a tutor/lecturer (e.g. lectures participation in online forums, video-lectures)</p>	<p>Supervised Placement and Practice Hours <input style="width: 50px; text-align: center;" type="text" value="0"/></p> <p>(During these hours the learner is supervised, coached or mentored)</p>
	<p>Self-Study Hours <input style="width: 50px; text-align: center;" type="text" value="99"/></p> <p>(Estimated workload of research and study)</p>	<p>Assessment Hours <input style="width: 50px; text-align: center;" type="text" value="98"/></p> <p>(Examinations/ presentations/ group work/ projects etc.)</p>
Total Learning Hours of this Module	250 Hours	
<p>Mode of Delivery</p> <p>Kindly tick a box, as applicable</p>	<p>Fully Face-to-Face Learning <input type="checkbox"/></p>	<p>Blended Learning <input type="checkbox"/></p>
	<p>Fully Online Learning <input checked="" type="checkbox"/></p>	<p>Work Based Learning <input type="checkbox"/></p>

³ In the case of online learning, synchronous and asynchronous learning activities under the direction and control of an instructor are considered as contact hours.

<p>Total Number of ECTS of this Module/Unit</p>	<p>10</p>
<p>Explain how this module/unit will be taught</p>	<p>The module is delivered online and supported by the module tutor who undertakes induction and provides support through weekly tutorials. The induction session introduces students to the requirements and demands of the module, assists them in the diagnosis of their abilities, and helps them set individual learning objectives. This is to encourage an appreciation of the effort required to invest to succeed in the module.</p> <p>Delivery of this module involves weekly online lectures, practical workshops, online discussions, individual tutorials and practical exercises.</p> <p>Students will take part in individual presentations to showcase and discuss their composition work and receive feedback. Students will also engage with independent asynchronous learning using interactive web-based training material produced by UIS and selected LinkedIn Learning materials.</p>
<p>Explain how this particular module/unit will be assessed</p>	<p>The assessment matrix corresponds to a grid from 0 to 100 percentage points. The student must achieve at least 45% of the total grade to pass this module.</p> <p>This module presents 2 tasks with the following weighting:</p> <ul style="list-style-type: none"> a) Presentation, 10 minutes, with written presentation handout, 750 words, 40% of the final mark b) Practical work, 60% of the final mark

<p>Title of the Module/Unit</p>	<p>Audio Recording Technology</p>
<p>Module/Unit Description</p>	<p>This module is about acquiring fundamental knowledge of physics, as well as the basic application and knowledge of sound equipment. It is particularly about the behaviour of sound in different rooms and how this can be modulated. In addition, basic electrotechnical knowledge is imparted so that not only the use of the devices but also their respective functionality is clarified.</p> <p>In the duration of the module, students learn the basic knowledge of physics, as well as the basic application and knowledge of sound engineering and with the most important core contexts in the following areas:</p> <ul style="list-style-type: none"> a) fundamentals of sound b) sound behaviour in space c) calculating wavelengths d) understanding superposition e) understanding room modes f) fundamentals of electrical engineering g) fundamentals of microphone technology
<p>Learning Outcomes</p>	<p>Competences:</p> <p>At the end of the module/unit the learner will have acquired the responsibility and autonomy to:</p> <ul style="list-style-type: none"> a) carry out a given task of the module, fulfilling the set requirements b) work individually to create an audio technology project c) take responsibility for assigned tasks and apply learned methods and independent research <p>Knowledge:</p> <p>At the end of the module/unit the learner will have been exposed to the following:</p> <ul style="list-style-type: none"> a) be able to explain sound behaviour in space b) identify complex procedures and problems of finalisation of audio material c) describe the fundamentals of electrical engineering and microphone technology <p>Skills:</p> <p>At the end of the module/unit the learner will have acquired the following skills:</p> <ul style="list-style-type: none"> a) demonstrate effective and professional behaviour, take responsibility to achieve a given goal in handling an audio technology related topic b) plan and implement the assignments given in the module c) research a recording technology topic and write its detailed critical analysis in a formal style, citing all sources correctly

Applying	<p>Module-Specific Learner Skills</p> <p><i>(Over and above those mentioned in Section B)</i></p> <p>At the end of the module/unit the learner will be able to:</p> <ul style="list-style-type: none"> a) use the knowledge of perception as well as the propagation of sound with fundamental physical knowledge b) apply the fundamentals of electrical engineering in relation to sound technology c) use the room acoustics of any space as well as be able to enhance acoustics of performance spaces and use them accordingly 	
	<p>Module-Specific Digital Skills and Competences</p> <p><i>(Over and above those mentioned in Section B)</i></p>	
<p>Hours of Total Learning for this Module/Unit</p> <p>1 ECTS is equivalent to 25 total hours of learning, inclusive of contact hours, supervised placement and practice hours, self-study hours and assessment hours. Minimum 20% (5 hours for every ECTS) must be <u>contact hours</u> or as otherwise established from time to time by MFHEA.</p>	<p>Total Contact Hours ⁴ <input type="text" value="53"/></p> <p>(Contact Hours are hours invested</p> <p>In learning new content under the Direction of a tutor/lecturer (e.g. lectures participation in online forums, video-lectures)</p>	<p>Supervised Placement and Practice Hours <input type="text" value="0"/></p> <p>(During these hours the learner is supervised, coached or mentored)</p>
	<p>Self-Study Hours <input type="text" value="99"/></p> <p>(Estimated workload of research and study)</p>	<p>Assessment Hours <input type="text" value="98"/></p> <p>(Examinations/ presentations/ group work/ projects etc.)</p>
Total Learning Hours of this Module	250 Hours	
<p>Mode of Delivery</p> <p>Kindly tick a box, as applicable</p>	<p>Fully Face-to-Face Learning <input type="checkbox"/></p>	<p>Blended Learning <input type="checkbox"/></p>
	<p>Fully Online Learning <input checked="" type="checkbox"/></p>	<p>Work Based Learning <input type="checkbox"/></p>
Total Number of ECTS of this Module/Unit	10	

⁴ In the case of online learning, synchronous and asynchronous learning activities under the direction and control of an instructor are considered as contact hours.

<p>Explain how this module/unit will be taught</p>	<p>The module is delivered online and supported by the module tutor who undertakes induction and provides support through weekly tutorials. The induction session introduces students to the requirements and demands of the module, assists them in the diagnosis of their abilities, and helps them set individual learning objectives. This is to encourage an appreciation of the effort required to invest to succeed in the module.</p> <p>Delivery of this module involves weekly online lectures, practical workshops, online discussions, individual tutorials and practical exercises.</p> <p>The focus of the assessment on this module will allow students to demonstrate and communicate their knowledge of acoustics and electrical engineering principals. Students will also engage with independent asynchronous learning using interactive web-based training material produced by UIS and selected LinkedIn Learning materials.</p>
<p>Explain how this particular module/unit will be assessed</p>	<p>The assessment matrix corresponds to a grid from 0 to 100 percentage points. The student must achieve at least 45% of the total grade to pass this module.</p> <p>This module presents 2 tasks with the following weighting:</p> <ul style="list-style-type: none"> a) Written Report, 2.000 words, 60% of the final mark b) Presentation, 40% of the final mark

Title of the Module/Unit	Applied Recording Techniques
Module/Unit Description	<p>This module mainly deals with the use and function of microphones, as well as the professional miking of various instruments and the associated recording techniques. In addition, students will learn how a recording studio works, how the signal flow is in a recording studio with patch bays, and what must be considered when safely switching on and off.</p> <p>The following topics will be covered:</p> <ul style="list-style-type: none"> a) basics of microphone technology b) construction methods of microphones c) directional characteristics of microphones d) differences in diaphragm sizes e) use of microphones f) construction of a recording studio g) understanding patch bays
Learning Outcomes	<p>Competences:</p> <p>At the end of the module/unit the learner will have acquired the responsibility and autonomy to:</p> <ul style="list-style-type: none"> a) carry out a given audio recording task while meeting the set requirements b) work individually to create audio recordings c) take responsibility for assigned tasks and apply learned methods and independent research <p>Knowledge:</p> <p>At the end of the module/unit the learner will have been exposed to the following:</p> <ul style="list-style-type: none"> a) Select suitable microphone techniques for complex recording situations. b) identify complex procedures and problems of finalisation of audio material c) describe the construction of a recording studio <p>Skills:</p>

Applying	<p>At the end of the module/unit the learner will have acquired the following skills:</p> <ul style="list-style-type: none"> a) demonstrate effective and professional behaviour, take responsibility to achieve a given goal in applied recording techniques b) plan and implement the assignments given in the module c) research applied recording techniques topic and write its detailed critical analysis in a formal style, citing all sources correctly 	
	<p>Module-Specific Learner Skills</p> <p><i>(Over and above those mentioned in Section B)</i></p> <p>At the end of the module/unit the learner will be able to:</p> <ul style="list-style-type: none"> a) design and implement the signal flow and working methods in a recording studio in a professional manner b) apply tools both sonically and technically c) record both familiar and unfamiliar instruments and their sounds in a professional manner 	
	<p>Module-Specific Digital Skills and Competences</p> <p><i>(Over and above those mentioned in Section B)</i></p> <p>At the end of the module/unit the learner will be able to:</p> <ul style="list-style-type: none"> a) be able to demonstrate basic operation of audio recording software 	
<p>Hours of Total Learning for this Module/Unit</p> <p>1 ECTS is equivalent to 25 total hours of learning, inclusive of contact hours, supervised placement and practice hours, self-study hours and assessment hours. Minimum 20% (5 hours for every ECTS) must be <u>contact hours</u> or as otherwise established from time to time by MFHEA.</p>	<p>Total Contact Hours ⁵ <input style="width: 50px; text-align: center;" type="text" value="53"/></p> <p>(Contact Hours are hours invested in learning new content under the Direction of a tutor/lecturer (e.g. lectures participation in online forums, video-lectures)</p>	<p>Supervised Placement and Practice Hours <input style="width: 50px; text-align: center;" type="text" value="0"/></p> <p>(During these hours the learner is supervised, coached or mentored)</p>
	<p>Self-Study Hours <input style="width: 50px; text-align: center;" type="text" value="99"/></p> <p>(Estimated workload of research and study)</p>	<p>Assessment Hours <input style="width: 50px; text-align: center;" type="text" value="98"/></p> <p>(Examinations/ presentations/ group work/ projects etc.)</p>
<p>Total Learning Hours of this Module</p>	<p>250 Hours</p>	
	<p>Fully Face-to-Face Learning <input style="width: 50px;" type="text"/></p>	<p>Blended Learning <input style="width: 50px;" type="text"/></p>

⁵ In the case of online learning, synchronous and asynchronous learning activities under the direction and control of an instructor are considered as contact hours.

<p>Mode of Delivery</p> <p>Kindly tick a box, as applicable</p>	<p>Fully Online Learning <input checked="" type="checkbox"/></p>	<p>Work Based Learning <input type="checkbox"/></p>
<p>Total Number of ECTS of this Module/Unit</p>	<p>10</p>	
<p>Explain how this module/unit will be taught</p>	<p>The module is delivered online and supported by the module tutor who undertakes induction and provides support through weekly tutorials. The induction session introduces students to the requirements and demands of the module, assists them in the diagnosis of their abilities, and helps them set individual learning objectives. This is to encourage an appreciation of the effort required to invest to succeed in the module.</p> <p>Delivery of this module involves weekly online lectures, practical workshops, online discussions, individual tutorials and practical exercises.</p> <p>For this module students will focus on the production of practical work for their recording project. Students will also engage with independent asynchronous learning using interactive web-based training material produced by UIS and selected LinkedIn Learning materials.</p>	
<p>Explain how this particular module/unit will be assessed</p>	<p>The assessment matrix corresponds to a grid from 0 to 100 percentage points. The student must achieve at least 45% of the total grade to pass this module.</p> <p>This module presents 2 tasks with the following weighting:</p> <ul style="list-style-type: none"> a) Written Report, 2,000 words, 40% of the final mark b) Recording Project, 60% of the final mark 	

<p>Title of the Module/Unit</p>	<p>Composition Basics</p>
<p>Module/Unit Description</p>	<p>Common forms as well as possible notation types are dealt with, and the notation form of the lead sheet required for the project work is discussed in more detail. Treatment of the various repeat signs is also included.</p> <p>The following topics are covered:</p> <ul style="list-style-type: none"> a) approach to the composition of chord progressions b) correct notation c) creation of a typical pop song in the broadest sense d) independently creating bass lines e) independently creating drum groove f) use of harmony and melody instruments g) shaping the most important instruments of the rhythm section
<p>Learning Outcomes</p>	<p>Competences:</p> <p>At the end of the module/unit the learner will have acquired the responsibility and autonomy to:</p> <ul style="list-style-type: none"> a) carry out the given tasks of musical notation, learning and execution while fulfilling the set requirements b) work individually and aim to deepen the expression of the musical composition c) take responsibility for assigned module tasks and apply learned methods and independent research <p>Knowledge:</p> <p>At the end of the module/unit the learner will have been exposed to the following:</p> <ul style="list-style-type: none"> a) describe the composition of chord progressions b) identify complex procedures and problems of finalisation of music composition c) describe the content of harmony and melody instruments <p>Skills:</p> <p>At the end of the module/unit the learner will have acquired the following skills:</p> <ul style="list-style-type: none"> a) demonstrate effective and professional behaviour, take responsibility to achieve a given music composition goal b) plan and implement the assignments given in the module c) research a music composition topic and write its detailed critical analysis in a formal style, citing all sources correctly

Applying	<p>Module-Specific Learner Skills</p> <p><i>(Over and above those mentioned in Section B)</i></p> <p>At the end of the module/unit the learner will be able to:</p> <ul style="list-style-type: none"> a) create melodies that are clearly related to the harmonic level b) create a whole form from different parts of music c) create a good arrangement of the bass and percussion in addition to the harmonic and melodic levels 	
	<p>Module-Specific Digital Skills and Competences</p> <p><i>(Over and above those mentioned in Section B)</i></p> <p>At the end of the module/unit the learner will be able to:</p> <ul style="list-style-type: none"> a) use software for music creation, including bass lines and drum groov creation 	
<p>Hours of Total Learning for this Module/Unit</p> <p>1 ECTS is equivalent to 25 total hours of learning, inclusive of contact hours, supervised placement and practice hours, self-study hours and assessment hours. Minimum 20% (5 hours for every ECTS) must be <u>contact hours</u> or as otherwise established from time to time by MFHEA.</p>	<p>Total Contact Hours ⁶ <input type="text" value="53"/></p> <p>(Contact Hours are hours invested</p> <p>In learning new content under the Direction of a tutor/lecturer (e.g. lectures participation in online forums, video-lectures)</p>	<p>Supervised Placement and Practice Hours <input type="text" value="0"/></p> <p>(During these hours the learner is supervised, coached or mentored)</p>
	<p>Self-Study Hours <input type="text" value="99"/></p> <p>(Estimated workload of research and study)</p>	<p>Assessment Hours <input type="text" value="98"/></p> <p>(Examinations/ presentations/ group work/ projects etc.)</p>
Total Learning Hours of this Module	250 Hours	
<p>Mode of Delivery</p> <p>Kindly tick a box, as applicable</p>	<p>Fully Face-to-Face Learning <input type="checkbox"/></p>	<p>Blended Learning <input type="checkbox"/></p>
	<p>Fully Online Learning <input checked="" type="checkbox"/></p>	<p>Work Based Learning <input type="checkbox"/></p>
Total Number of ECTS of this Module/Unit	10	

⁶ In the case of online learning, synchronous and asynchronous learning activities under the direction and control of an instructor are considered as contact hours.

Explain how this module/unit will be taught	<p>The module is delivered online and supported by the module tutor who undertakes induction and provides support through weekly tutorials. The induction session introduces students to the requirements and demands of the module, assists them in the diagnosis of their abilities, and helps them set individual learning objectives. This is to encourage an appreciation of the effort required to invest to succeed in the module.</p> <p>Delivery of this module involves weekly online lectures, practical workshops, online discussions, individual tutorials and practical exercises.</p> <p>Students will take part in individual presentations to showcase and discuss their composition work and receive feedback from the tutor and peers. Students will also engage with independent asynchronous learning using interactive web-based training material produced by UIS and selected LinkedIn Learning materials.</p>
Explain how this particular module/unit will be assessed	<p>The assessment matrix corresponds to a grid from 0 to 100 percentage points. The student must achieve at least 45% of the total grade to pass this module.</p> <p>This module presents 2 tasks with the following weighting:</p> <ul style="list-style-type: none">a) Written essay 2,500 words, 70% of the final markb) Presentation, 30% of the final mark

Title of the Module/Unit	Electronic Music Design
Module/Unit Description	<p>This module focuses on professional electronic music production. Music designers will gain detailed and broad expertise on various relevant topics such as frequency modulation (FM), additive, wavetable synthesis, advanced sampling, mixing various genres, composing original tracks and remixes. It also specifically looks at the design of electronic sounds, timbre as a compositional tool, advanced sampling, and advanced forms of synthesis. In the duration of the module, students learn the basic knowledge of electronic music making with the most important core contexts in the following areas:</p> <ul style="list-style-type: none"> a) FM synthesis b) additive synthesis c) different genres d) remixes e) sound as compositional tool f) software synthesizer g) modular synthesis
Learning Outcomes	<p>Competences:</p> <p>At the end of the module/unit the learner will have acquired the responsibility and autonomy to:</p> <ul style="list-style-type: none"> a) comply with the requirements of electronic music production to create sounds synthetically b) be responsible for preparing and giving a presentation on a topic related to electronic music production c) take responsibility for the assigned tasks and apply taught methods as well as self-directed research <p>Knowledge:</p> <p>At the end of the module/unit the learner will have been exposed to the following:</p> <ul style="list-style-type: none"> a) recite the main definitions of FM and additive synthesis b) identify complex procedures and problems related to creation of sounds with a digital audio workstation c) Describe different musical genres and what constitutes a remix. <p>Skills:</p> <p>At the end of the module/unit the learner will have acquired the following skills:</p> <ul style="list-style-type: none"> a) demonstrate effective and professional behaviour, take responsibility to achieve a given goal b) plan and implement the assignments given in the module c) research a topic and write its detailed critical analysis in a formal style, citing all sources correctly

Applying	<p>Module-Specific Learner Skills</p> <p><i>(Over and above those mentioned in Section B)</i></p> <p>At the end of the module/unit the learner will be able to:</p> <ul style="list-style-type: none"> a) position oneself as an artist b) apply music genres, artist concepts and genre-specific production and arrangement techniques c) apply fundamentals of harmony and composition in electronic music design 	
	<p>Module-Specific Digital Skills and Competences</p> <p><i>(Over and above those mentioned in Section B)</i></p> <p>At the end of the module/unit the learner will be able to:</p> <ul style="list-style-type: none"> a) operate a software synthesizer b) use software for advanced sampling c) use software for remixes creation 	
<p>Hours of Total Learning for this Module/Unit</p> <p>1 ECTS is equivalent to 25 total hours of learning, inclusive of contact hours, supervised placement and practice hours, self-study hours and assessment hours. Minimum 20% (5 hours for every ECTS) must be <u>contact hours</u> or as otherwise established from time to time by MFHEA.</p>	<p>Total Contact Hours ⁷ <input type="text" value="53"/></p> <p>(Contact Hours are hours invested</p> <p>In learning new content under the Direction of a tutor/lecturer (e.g. lectures participation in online forums, video-lectures)</p>	<p>Supervised Placement and Practice Hours <input type="text" value="0"/></p> <p>(During these hours the learner is supervised, coached or mentored)</p>
	<p>Self-Study Hours <input type="text" value="95"/></p> <p>(Estimated workload of research and study)</p>	<p>Assessment Hours <input type="text" value="102"/></p> <p>(Examinations/ presentations/ group work/ projects etc.)</p>
Total Learning Hours of this Module	250 Hours	
<p>Mode of Delivery</p> <p>Kindly tick a box, as applicable</p>	<p>Fully Face-to-Face Learning <input type="checkbox"/></p>	<p>Blended Learning <input type="checkbox"/></p>
	<p>Fully Online Learning <input checked="" type="checkbox"/></p>	<p>Work Based Learning <input type="checkbox"/></p>

⁷ In the case of online learning, synchronous and asynchronous learning activities under the direction and control of an instructor are considered as contact hours.

<p>Total Number of ECTS of this Module/Unit</p>	<p>10</p>
<p>Explain how this module/unit will be taught</p>	<p>The module is delivered online and supported by the module tutor who undertakes induction and provides support through weekly tutorials. The induction session introduces students to the requirements and demands of the module, assists them in the diagnosis of their abilities, and helps them set individual learning objectives. This is to encourage an appreciation of the effort required to invest to succeed in the module.</p> <p>Delivery of this module involves weekly online lectures, practical workshops, online discussions, individual tutorials and practical exercises.</p> <p>The focus of the assessment will allow students to demonstrate their knowledge of electronic music production techniques and concepts. Students will investigate an area of production and through the presentation communicate their findings. Students will also engage with independent asynchronous learning using interactive web-based training material produced by UIS and selected LinkedIn Learning materials.</p>
<p>Explain how this particular module/unit will be assessed</p>	<p>The assessment matrix corresponds to a grid from 0 to 100 percentage points. The student must achieve at least 45% of the total grade to pass this module.</p> <p>This module presents 2 tasks with the following weighting:</p> <ul style="list-style-type: none"> a) Written Analysis, 2,500 words, 70% of the final mark b) Presentation, 30% of the total mark

Title of the Module/Unit	Sound Design
Module/Unit Description	<p>Students will undertake a series of experiments in this module, using and exploring some of the techniques covered in the online lectures and production workshops. This will take the form of electronic audio artefacts presenting these experiments. In addition to the written essay, students will also create a short video explaining or demonstrating some aspect of what they have learned in this module and how they have applied it in their technique. In the duration of the module, students learn the basic knowledge of electronic music making with the most important core contexts in the following areas:</p> <ul style="list-style-type: none"> a) exploring electronic music making b) understanding different digital audio workstations c) working with MIDI d) creating sampler sounds e) creating synthesizer sounds f) creating a composition g) understanding signal routing and sequencing
Learning Outcomes	Competences:
	<p>At the end of the module/unit the learner will have acquired the responsibility and autonomy to:</p> <ul style="list-style-type: none"> a) comply with the requirements of electronic sound design to create one's own sounds synthetically b) work individually and create electronic sound production c) take responsibility for the tasks set and to apply learned methods as well as independent research
	Knowledge:
	<p>At the end of the module/unit the learner will have been exposed to the following:</p> <ul style="list-style-type: none"> a) be able to recall the main definitions and concepts of electronic music making b) identify complex procedures and problems of sampled electronic audio material c) describe how to create sounds with sampler and synthesizer.
	Skills:
Applying	<p>At the end of the module/unit the learner will have acquired the following skills:</p> <ul style="list-style-type: none"> a) demonstrate effective and professional behaviour, take responsibility to achieve a given goal b) plan and implement the assignments given in the module c) research a topic of electronic sound design and write its detailed critical analysis in a formal style, citing all sources correctly

	<p>Module-Specific Learner Skills (Over and above those mentioned in Section B)</p> <p>At the end of the module/unit the learner will be able to:</p> <ul style="list-style-type: none"> a) create, modify, and design sounds professionally using synthesizers and samplers b) demonstrate and independently compose, record, edit and mix electronic sounds c) apply and finish production pieces of music in a DAW at a professional level <p>Module-Specific Digital Skills and Competences (Over and above those mentioned in Section B)</p> <p>At the end of the module/unit the learner will be able to:</p> <ul style="list-style-type: none"> a) demonstrate knowledge of electronic synthesizers and samplers b) compose electronic sounds using software 	
<p>Hours of Total Learning for this Module/Unit</p> <p>1 ECTS is equivalent to 25 total hours of learning, inclusive of contact hours, supervised placement and practice hours, self-study hours and assessment hours. Minimum 20% (5 hours for every ECTS) must be <u>contact hours</u> or as otherwise established from time to time by MFHEA.</p>	<p>Total Contact Hours ⁸ <input type="text" value="53"/></p> <p>(Contact Hours are hours invested in learning new content under the Direction of a tutor/lecturer (e.g. lectures participation in online forums, video-lectures)</p>	<p>Supervised Placement and Practice Hours <input type="text" value="0"/></p> <p>(During these hours the learner is supervised, coached or mentored)</p>
	<p>Self-Study Hours <input type="text" value="95"/></p> <p>(Estimated workload of research and study)</p>	<p>Assessment Hours <input type="text" value="102"/></p> <p>(Examinations/ presentations/ group work/ projects etc.)</p>
<p>Total Learning Hours of this Module</p>	<p>250 Hours</p>	
<p>Mode of Delivery</p> <p>Kindly tick a box, as applicable</p>	<p>Fully Face-to-Face Learning <input type="checkbox"/></p>	<p>Blended Learning <input type="checkbox"/></p>
	<p>Fully Online Learning <input checked="" type="checkbox"/></p>	<p>Work Based Learning <input type="checkbox"/></p>

⁸ In the case of online learning, synchronous and asynchronous learning activities under the direction and control of an instructor are considered as contact hours.

<p>Total Number of ECTS of this Module/Unit</p>	<p>10</p>
<p>Explain how this module/unit will be taught</p>	<p>The module is delivered online and supported by the module tutor who undertakes induction and provides support through weekly tutorials. The induction session introduces students to the requirements and demands of the module, assists them in the diagnosis of their abilities, and helps them set individual learning objectives. This is to encourage an appreciation of the effort required to invest to succeed in the module.</p> <p>Delivery of this module involves weekly online lectures, practical workshops, online discussions, individual tutorials and practical exercises.</p> <p>For this module students will focus on the production of creative practical work for their portfolio. Students will also engage with independent asynchronous learning using interactive web-based training material produced by UIS and selected LinkedIn Learning materials.</p>
<p>Explain how this particular module/unit will be assessed</p>	<p>The assessment matrix corresponds to a grid from 0 to 100 percentage points. The student must achieve at least 45% of the total grade to pass this module.</p> <p>This module presents 2 tasks with the following weighting:</p> <ul style="list-style-type: none"> a) Written Report, 2,000 words, 40% of the final mark b) Practical work, 60% of the final mark

Title of the Module/Unit	Audio Mixing Technology
Module/Unit Description	<p>This module is about gaining advanced knowledge of the use of sound equipment. The focus is on the process of mixing and associated digital equipment. Examples of analogue equipment are also discussed. Devices such as equalizers, compressors and noise gates are examined in their technical mode of operation. In the duration of the module, students will learn the basic knowledge of the required equipment for a mixdown with the most important core connections in the following areas:</p> <ul style="list-style-type: none"> a) advanced microphone technology b) equalizer setup and use c) reverberation devices setup and use d) compressor, gate, limiter, expander design and use e) special compressors f) dynamics g) level calculation
Learning Outcomes	Competences:
	<p>At the end of the module/unit the learner will have acquired the responsibility and autonomy to:</p> <ul style="list-style-type: none"> a) comply with the requirements of the audio mixing processes to create mixes b) work individually and deal with mixing techniques c) take responsibility for the tasks set and to apply learned methods as well as independent research
	Knowledge:
	<p>At the end of the module/unit the learner will have been exposed to the following:</p> <ul style="list-style-type: none"> a) explain the main concepts of equalizer, reverberation, compressor, gate, limiter, expander design and use b) identify complex procedures and problems of finalisation of audio mixes c) describe the content of advanced microphone technology
Skills:	

Applying	<p>At the end of the module/unit the learner will have acquired the following skills:</p> <ul style="list-style-type: none"> a) demonstrate effective and professional behaviour, take responsibility to achieve a given goal b) plan and implement the assignments given here in the module c) research an audio mixing technology topic and write its detailed critical analysis in a formal style, citing all sources correctly 	
	<p>Module-Specific Learner Skills</p> <p><i>(Over and above those mentioned in Section B)</i></p> <p>At the end of the module/unit the learner will be able to:</p> <ul style="list-style-type: none"> a) use voltage control amplifiers and effects devices in the recording studio in a professional manner b) use common and special stereophonic techniques c) apply the functional principle of different loudspeakers and headphones to enhance sound perception 	
	<p>Module-Specific Digital Skills and Competences</p> <p><i>(Over and above those mentioned in Section B)</i></p> <p>At the end of the module/unit the learner will be able to:</p> <ul style="list-style-type: none"> a) demonstrate basic knowledge of using audio mixing software 	
<p>Hours of Total Learning for this Module/Unit</p> <p>1 ECTS is equivalent to 25 total hours of learning, inclusive of contact hours, supervised placement and practice hours, self-study hours and assessment hours. Minimum 20% (5 hours for every ECTS) must be <u>contact hours</u> or as otherwise established from time to time by MFHEA.</p>	<p>Total Contact Hours ⁹ <input style="width: 50px; text-align: center;" type="text" value="53"/></p> <p>(Contact Hours are hours invested</p> <p>In learning new content under the Direction of a tutor/lecturer (e.g. lectures participation in online forums, video-lectures)</p>	<p>Supervised Placement and Practice Hours <input style="width: 50px; text-align: center;" type="text" value="0"/></p> <p>(During these hours the learner is supervised, coached or mentored)</p>
	<p>Self-Study Hours <input style="width: 50px; text-align: center;" type="text" value="95"/></p> <p>(Estimated workload of research and study)</p>	<p>Assessment Hours <input style="width: 50px; text-align: center;" type="text" value="102"/></p> <p>(Examinations/ presentations/ group work/ projects etc.)</p>
<p>Total Learning Hours of this Module</p>	<p>250 Hours</p>	
	<p>Fully Face-to-Face Learning <input style="width: 50px;" type="text"/></p>	<p>Blended Learning <input style="width: 50px;" type="text"/></p>

⁹ In the case of online learning, synchronous and asynchronous learning activities under the direction and control of an instructor are considered as contact hours.

<p>Mode of Delivery</p> <p>Kindly tick a box, as applicable</p>	<p>Fully Online Learning <input checked="" type="checkbox"/></p>	<p>Work Based Learning <input type="checkbox"/></p>
<p>Total Number of ECTS of this Module/Unit</p>	<p>10</p>	
<p>Explain how this module/unit will be taught</p>	<p>The module is delivered online and supported by the module tutor who undertakes induction and provides support through weekly tutorials. The induction session introduces students to the requirements and demands of the module, assists them in the diagnosis of their abilities, and helps them set individual learning objectives. This is to encourage an appreciation of the effort required to invest to succeed in the module.</p> <p>Delivery of this module involves weekly online lectures, practical workshops, online discussions, individual tutorials and practical exercises.</p> <p>Students will take part in individual presentations to discuss their research and receive feedback. Students will also engage with independent asynchronous learning using interactive web-based training material produced by UIS and selected LinkedIn Learning materials.</p>	
<p>Explain how this particular module/unit will be assessed</p>	<p>The assessment matrix corresponds to a grid from 0 to 100 percentage points. The student must achieve at least 45% of the total grade to pass this module.</p> <p>This module presents 2 tasks with the following weighting:</p> <ul style="list-style-type: none"> a) Written Analysis, 2,500 words, 70% of the final mark b) Presentation, 10 minutes, 30% of the final mark 	

Title of the Module/Unit	Applied Mixing Techniques
Module/Unit Description	<p>This module is about the practical implementation of the mixing process. There are also special tips and tricks as well as workflow advice for professional production. In the duration of the module, students will learn the basic knowledge of a mixdown with the most important core connections in the following areas:</p> <ul style="list-style-type: none"> a) practical use of equalisers b) practical use of reverberators c) practical use of compressor, expander d) practical use of gate, limiter e) practical use of special control amplifiers f) signal flow during mixing g) use of auxiliaries and busses during mixing
Learning Outcomes	Competences:
	<p>At the end of the module/unit the learner will have acquired the responsibility and autonomy to:</p> <ul style="list-style-type: none"> a) carry out the requirements of audio mixing processes in depth to create mixes b) work individually and monitoring used mixing techniques c) take responsibility for the tasks set and to apply learned methods as well as independent research
	Knowledge:
	<p>At the end of the module/unit the learner will have been exposed to the following:</p> <ul style="list-style-type: none"> a) recite, explain, and detail the main concepts of audio mixing tools b) identify complex procedures and problems of finalisation of audio mixes c) Describe signal flow concepts during the mixing process
Applying	Skills:
	<p>At the end of the module/unit the learner will have acquired the following skills:</p> <ul style="list-style-type: none"> a) demonstrate effective and professional behaviour, take responsibility to achieve a given goal in applied mixing techniques b) plan and implement the assignments given in the module c) research applied mixing techniques topic and write its detailed and critical analysis in a formal style, citing all sources correctly

	<p>Module-Specific Learner Skills (Over and above those mentioned in Section B)</p> <p>At the end of the module/unit the learner will be able to:</p> <ul style="list-style-type: none"> a) mix recordings professionally b) transfer a professional workflow in the studio to the live area c) use a large part of the digital technology in the audio industry <p>Module-Specific Digital Skills and Competences (Over and above those mentioned in Section B)</p> <p>At the end of the module/unit the learner will be able to:</p> <ul style="list-style-type: none"> a) demonstrate good knowledge of using audio mixing software 	
<p>Hours of Total Learning for this Module/Unit</p> <p>1 ECTS is equivalent to 25 total hours of learning, inclusive of contact hours, supervised placement and practice hours, self-study hours and assessment hours. Minimum 20% (5 hours for every ECTS) must be <u>contact hours</u> or as otherwise established from time to time by MFHEA.</p>	<p>Total Contact Hours ¹⁰ <input type="text" value="53"/></p> <p>(Contact Hours are hours invested in learning new content under the Direction of a tutor/lecturer (e.g. lectures participation in online forums, video-lectures)</p>	<p>Supervised Placement and Practice Hours <input type="text" value="0"/></p> <p>(During these hours the learner is supervised, coached or mentored)</p>
	<p>Self-Study Hours <input type="text" value="95"/></p> <p>(Estimated workload of research and study)</p>	<p>Assessment Hours <input type="text" value="102"/></p> <p>(Examinations/ presentations/ group work/ projects etc.)</p>
<p>Total Learning Hours of this Module</p>	<p>250 Hours</p>	
<p>Mode of Delivery</p> <p>Kindly tick a box, as applicable</p>	<p>Fully Face-to-Face Learning <input type="checkbox"/></p>	<p>Blended Learning <input type="checkbox"/></p>
	<p>Fully Online Learning <input checked="" type="checkbox"/></p>	<p>Work Based Learning <input type="checkbox"/></p>
<p>Total Number of ECTS of this Module/Unit</p>	<p>10</p>	

¹⁰ In the case of online learning, synchronous and asynchronous learning activities under the direction and control of an instructor are considered as contact hours.

<p>Explain how this module/unit will be taught</p>	<p>The module is delivered online and supported by the module tutor who undertakes induction and provides support through weekly tutorials. The induction session introduces students to the requirements and demands of the module, assists them in the diagnosis of their abilities, and helps them set individual learning objectives. This is to encourage an appreciation of the effort required to invest to succeed in the module.</p> <p>Delivery of this module involves weekly online lectures, practical workshops, online discussions, individual tutorials and practical exercises.</p> <p>For this module students will focus on the production of practical work for their portfolio and extend their knowledge of studio production techniques. Students will also engage with independent asynchronous learning using interactive web-based training material produced by UIS and selected LinkedIn Learning materials.</p>
<p>Explain how this particular module/unit will be assessed</p>	<p>The assessment matrix corresponds to a grid from 0 to 100 percentage points. The student must achieve at least 45% of the total grade to pass this module.</p> <p>This module presents 2 tasks with the following weighting:</p> <ul style="list-style-type: none"> a) Written Report, 2,500 words, 40% of the final mark b) Practical work, 60% of the final mark

<p>Title of the Module/Unit</p>	<p>Audio Mastering Technology</p>
<p>Module/Unit Description</p>	<p>This module looks at audio engineering fields in music, film, and television. Theoretical focal points include collecting societies, television and radio standards, tape machines, synchronisation, and mastering processes. In the duration of the module, students will learn the fundamental knowledge of the required equipment for the whole process with the most important core connections in the following areas:</p> <ul style="list-style-type: none"> a) music management fundamentals b) analogue multitrack recording and synchronisation c) sound for television and radio d) production of radio programmes e) communication circuits f) mastering fundamentals g) fundamentals of pre-mastering
<p>Learning Outcomes</p>	<p>Competences:</p> <p>At the end of the module/unit the learner will have acquired the responsibility and autonomy to:</p> <ul style="list-style-type: none"> a) carry out the requirements of the audio mastering process to create their own masters b) work individually and create mastering techniques c) take responsibility for the tasks set and to apply learned methods as well as independent research <p>Knowledge:</p> <p>At the end of the module/unit the learner will have been exposed to the following:</p> <ul style="list-style-type: none"> a) explain the essence of the audio mastering process b) identify complex procedures and problems of finalisation of audio mastering c) describe the content of how to create a master <p>Skills:</p>

Applying	<p>At the end of the module/unit the learner will have acquired the following skills:</p> <ul style="list-style-type: none"> a) demonstrate effective and professional behaviour, take responsibility to achieve a given goal in audio mastering techniques b) plan and implement the assignments given in the module c) research audio mastering techniques topic and write its detailed critical analysis in a formal style, citing all sources correctly 	
	<p>Module-Specific Learner Skills</p> <p><i>(Over and above those mentioned in Section B)</i></p> <p>At the end of the module/unit the learner will be able to:</p> <ul style="list-style-type: none"> a) identify the fundamentals of music management b) recognise the fundamentals of audio mastering and the possibilities of the master engineering c) use understanding of the background of analogue and digital broadcasting technology to work with audio mastering technology 	
	<p>Module-Specific Digital Skills and Competences</p> <p><i>(Over and above those mentioned in Section B)</i></p> <p>At the end of the module/unit the learner will be able to:</p> <ul style="list-style-type: none"> a) demonstrate basic knowledge of digital broadcasting technology b) use audio mastering technology 	
<p>Hours of Total Learning for this Module/Unit</p> <p>1 ECTS is equivalent to 25 total hours of learning, inclusive of contact hours, supervised placement and practice hours, self-study hours and assessment hours. Minimum 20% (5 hours for every ECTS) must be <u>contact hours</u> or as otherwise established from time to time by MFHEA.</p>	<p>Total Contact Hours ¹¹ <input style="width: 50px; text-align: center;" type="text" value="53"/></p> <p>(Contact Hours are hours invested</p> <p>In learning new content under the Direction of a tutor/lecturer (e.g. lectures participation in online forums, video-lectures)</p>	<p>Supervised Placement and Practice Hours <input style="width: 50px; text-align: center;" type="text" value="0"/></p> <p>(During these hours the learner is supervised, coached or mentored)</p>
	<p>Self-Study Hours <input style="width: 50px; text-align: center;" type="text" value="95"/></p> <p>(Estimated workload of research and study)</p>	<p>Assessment Hours <input style="width: 50px; text-align: center;" type="text" value="102"/></p> <p>(Examinations/ presentations/ group work/ projects etc.)</p>
Total Learning Hours of this Module	250 Hours	
	<p>Fully Face-to-Face Learning <input style="width: 50px;" type="text"/></p>	<p>Blended Learning <input style="width: 50px;" type="text"/></p>

¹¹ In the case of online learning, synchronous and asynchronous learning activities under the direction and control of an instructor are considered as contact hours.

<p>Mode of Delivery</p> <p>Kindly tick a box, as applicable</p>	<p>Fully Online Learning <input checked="" type="checkbox"/></p>	<p>Work Based Learning <input type="checkbox"/></p>
<p>Total Number of ECTS of this Module/Unit</p>	<p>10</p>	
<p>Explain how this module/unit will be taught</p>	<p>The module is delivered online and supported by the module tutor who undertakes induction and provides support through weekly tutorials. The induction session introduces students to the requirements and demands of the module, assists them in the diagnosis of their abilities, and helps them set individual learning objectives. This is to encourage an appreciation of the effort required to invest to succeed in the module.</p> <p>Delivery of this module involves weekly online lectures, practical workshops, online discussions, individual tutorials and practical exercises.</p> <p>The focus of the assessment will allow students to demonstrate their knowledge of audio mastering techniques and concepts. Students will investigate an area of production and through the presentation communicate their findings. Students will also engage with independent asynchronous learning using interactive web-based training material produced by UIS and selected LinkedIn Learning materials.</p>	
<p>Explain how this particular module/unit will be assessed</p>	<p>The assessment matrix corresponds to a grid from 0 to 100 percentage points. The student must achieve at least 45% of the total grade to pass this module.</p> <p>This module presents 2 tasks with the following weighting:</p> <ul style="list-style-type: none"> a) Written Analysis, 2,500 words, 70% of the final mark b) Presentation, 30% of the final mark 	

Title of the Module/Unit	Applied Mastering Techniques
Module/Unit Description	<p>This module mainly deals with the topic of mastering. The fundamentals are taught here, as well as the history and the technology. During the duration of the module, students learn the basic knowledge of the equipment required for mastering with the most important core contexts in the following areas:</p> <ul style="list-style-type: none"> a) the history of mastering b) mastering fundamentals c) the mastering devices d) the order of the technical devices in a signal chain e) loudness standards f) DDP creation g) final check of the files
Learning Outcomes	<p>Competences:</p> <p>At the end of the module/unit the learner will have acquired the responsibility and autonomy to:</p> <ul style="list-style-type: none"> a) carry out the requirements of the audio mastering process in depth to create masters b) work individually and monitoring used mastering techniques c) take responsibility for the tasks set and to apply learned methods as well as independent research <p>Knowledge:</p> <p>At the end of the module/unit the learner will have been exposed to the following:</p> <ul style="list-style-type: none"> a) be able to explain the main functions of typical mastering devices b) identify complex procedures and problems of finalisation of audio mastering c) to describe how to accurately monitor audio during mastering. <p>Skills:</p> <p>At the end of the module/unit the learner will have acquired the following skills:</p> <ul style="list-style-type: none"> a) demonstrate effective and professional behaviour, take responsibility to achieve a given goal in applied mastering techniques b) plan and implement the assignments given in the module c) research an applied mastering techniques topic and write its detailed and critical analysis in a formal style, citing all sources correctly

Applying	<p>Module-Specific Learner Skills</p> <p><i>(Over and above those mentioned in Section B)</i></p> <p>At the end of the module/unit the learner will be able to:</p> <ul style="list-style-type: none"> a) realise complex audio mixes b) plan a complete digital music production c) create a technically proper master and a DDP 	
	<p>Module-Specific Digital Skills and Competences</p> <p><i>(Over and above those mentioned in Section B)</i></p> <p>At the end of the module/unit the learner will be able to:</p> <ul style="list-style-type: none"> a) create a DDP using software b) operate mastering software 	
<p>Hours of Total Learning for this Module/Unit</p> <p>1 ECTS is equivalent to 25 total hours of learning, inclusive of contact hours, supervised placement and practice hours, self-study hours and assessment hours. Minimum 20% (5 hours for every ECTS) must be <u>contact hours</u> or as otherwise established from time to time by MFHEA.</p>	<p>Total Contact Hours ¹² <input type="text" value="53"/></p> <p>(Contact Hours are hours invested</p> <p>In learning new content under the Direction of a tutor/lecturer (e.g. lectures participation in online forums, video-lectures)</p>	<p>Supervised Placement and Practice Hours <input type="text" value="0"/></p> <p>(During these hours the learner is supervised, coached or mentored)</p>
	<p>Self-Study Hours <input type="text" value="95"/></p> <p>(Estimated workload of research and study)</p>	<p>Assessment Hours <input type="text" value="102"/></p> <p>(Examinations/ presentations/ group work/ projects etc.)</p>
Total Learning Hours of this Module	250 Hours	
<p>Mode of Delivery</p> <p>Kindly tick a box, as applicable</p>	<p>Fully Face-to-Face Learning <input type="checkbox"/></p>	<p>Blended Learning <input type="checkbox"/></p>
	<p>Fully Online Learning <input checked="" type="checkbox"/></p>	<p>Work Based Learning <input type="checkbox"/></p>
Total Number of ECTS of this Module/Unit	10	

¹² In the case of online learning, synchronous and asynchronous learning activities under the direction and control of an instructor are considered as contact hours.

Explain how this module/unit will be taught	<p>The module is delivered online and supported by the module tutor who undertakes induction and provides support through weekly tutorials. The induction session introduces students to the requirements and demands of the module, assists them in the diagnosis of their abilities, and helps them set individual learning objectives. This is to encourage an appreciation of the effort required to invest to succeed in the module.</p> <p>Delivery of this module involves weekly online lectures, practical workshops, online discussions, individual tutorials and practical exercises.</p> <p>For this module students will focus on the production of practical work for their portfolio and extend their knowledge of mastering techniques. Students will also engage with independent asynchronous learning using interactive web-based training material produced by UIS and selected LinkedIn Learning materials.</p>
Explain how this particular module/unit will be assessed	<p>The assessment matrix corresponds to a grid from 0 to 100 percentage points. The student must achieve at least 40% of the total grade to pass this module.</p> <p>This module presents 2 tasks with the following weighting:</p> <ol style="list-style-type: none">1. Written Report, 2,500 words, 40% of the final mark2. Practical Work, 60% of the final mark

Title of the Module/Unit	Media & Digital Technology
Module/Unit Description	<p>The technologies used to produce, broadcast, and distribute "new digital media" are changing and evolving at a rapid pace. It is incredibly important in today's creative industry to have a realistic overview of how these technologies work and what is coming. The module has been developed to provide students with opportunities to study the full range of this subject and to explore a few selected areas of their choice in more depth.</p> <p>It is mainly a theoretical module intended to help students develop their awareness and understanding of the myriad of new digital technologies. They will explore the basic scientific principles of how these technologies and systems work and how they evolve and intersect.</p> <p>This module does not aim to turn students into scientists, but it will provide students with appropriate language so that they can communicate with others in the industry and confidently evaluate the emerging technologies of the future. The module will also explore how broadcasters and equipment manufacturers are developing convergent digital technologies to deliver new services to the public.</p> <p>In the duration of the module, students learn the fundamentals of digital audio and video technology and concept creation for applications. They deal with the essential terms of computer science and with the most important core contexts in the following areas:</p> <ul style="list-style-type: none"> a) historical background b) co-existence of different media formats and systems c) broadcast technology d) streaming technology e) digital media f) marketing g) organisation
Learning Outcomes	<p>Competences:</p> <p>At the end of the module/unit the learner will have acquired the responsibility and autonomy to:</p> <ul style="list-style-type: none"> a) carry out a given task in different media and meet the requirements b) identify objectives and main features of the module c) take responsibility for assigned tasks and apply learned methods and independent research <p>Knowledge:</p> <p>At the end of the module/unit the learner will have been exposed to the following:</p> <ul style="list-style-type: none"> a) explain the main concepts and definitions in streaming technology b) identify complex procedures and problems of distributing of audio and visual material h) to describe the co-existence of different media formats and systems

Applying	Skills:	
	<p>At the end of the module/unit the learner will have acquired the following skills:</p> <ul style="list-style-type: none"> a) show an effective and professional relationship while cooperating with others in a group to achieve a mutual goal b) plan and implement the tasks individually and in a group related to achievement of module-specific learning outcomes c) research a topic independently and write a detailed and critical analysis in a formal style, correctly citing all sources 	
	<p>Module-Specific Learner Skills (Over and above those mentioned in Section B)</p> <p>At the end of the module/unit the learner will be able to:</p> <ul style="list-style-type: none"> a) use the scientific principles that underpin a wide range of digital broadcasting and streaming systems b) apply knowledge of how a wide range of digital broadcasting and communication systems are used to work with media and digital technology c) identify and articulate key market trends in digital media and consumer electronics and draw conclusions regarding their future development 	
<p>Module-Specific Digital Skills and Competences (Over and above those mentioned in Section B)</p> <p>At the end of the module/unit, the learner will be able to:</p> <ul style="list-style-type: none"> a) take responsibility for promoting application of digital technology b) manage and advise on introduction of digital technology and devices c) design and conceptualise streaming technology 		
<p>Hours of Total Learning for this Module/Unit</p> <p>1 ECTS is equivalent to 25 total hours of learning, inclusive of contact hours, supervised placement and practice hours, self-study hours and assessment hours. Minimum 20% (5 hours for every ECTS) must be <u>contact hours</u> or as otherwise established from time to time by MFHEA.</p>	<p>Total Contact Hours ¹³ 50</p> <p>(Contact Hours are hours invested</p> <p>In learning new content under the Direction of a tutor/lecturer (e.g. lectures participation in online forums, video-lectures)</p>	<p>Supervised Placement and Practice Hours 0</p> <p>(During these hours the learner is supervised, coached or mentored)</p>
	<p>Self-Study Hours 80</p> <p>(Estimated workload of research</p>	<p>Assessment Hours 120</p> <p>(Examinations/ presentations/ group work/ projects etc.)</p>

¹³ In the case of online learning, synchronous and asynchronous learning activities under the direction and control of an instructor are considered as contact hours.

	and study)	
Total Learning Hours of this Module	250 Hours	
Mode of Delivery Kindly tick a box, as applicable	Fully Face-to-Face Learning <input type="checkbox"/>	Blended Learning <input type="checkbox"/>
	Fully Online Learning <input checked="" type="checkbox"/>	Work Based Learning <input type="checkbox"/>
Total Number of ECTS of this Module/Unit	10	
Explain how this module/unit will be taught	<p>The module is delivered online and supported by the module tutor who undertakes induction and provides support through weekly tutorials. The induction session introduces students to the requirements and demands of the module, assists them in the diagnosis of their abilities, and helps them set individual learning objectives. This is to encourage an appreciation of the effort required to invest to succeed in the module.</p> <p>Delivery of this module involves weekly online lectures, online discussions, individual and group tutorials.</p> <p>This module will focus on a group research project simulating real world working situations. Students will take part in a group presentation to communicate their research findings and pitch their idea.</p>	
Explain how this particular module/unit will be assessed	<p>The assessment matrix corresponds to a grid from 0 to 100 percentage points. The student must achieve at least 45% of the total grade to pass this module.</p> <p>This module presents 3 tasks with the following weighting:</p> <ul style="list-style-type: none"> a) Written Proposal, 1000 words, 25% of the final mark b) Written Group Work, 2,000 words each, 50% of the final mark c) Group Presentation, 25% of the final mark 	

<p>Title of the Module/Unit</p>	<p>Sound Design & Postproduction</p>
<p>Module/Unit Description</p>	<p>This module provides students with a practical knowledge and understanding of the concepts of sound design and film sound. The module is both practical and theoretical and is designed to enable students to explore and develop creative techniques to produce sound for a range of post-production requirements. Students will explore software suitable for sound design and postproduction.</p> <p>As well as providing a broad introduction to the subject, this module is an important part of the curriculum for students as it allows them to apply their current skills and knowledge to a new area. Through the project assessment process, students can practise and refine a wide range of fundamental skills whilst developing a presentation package that meets the needs of industry.</p> <p>In the duration of the module, students learn the fundamentals of how to work in video production in the field of audio engineering. They deal with the essential terms of production and with the most important core contexts in the following areas:</p> <ul style="list-style-type: none"> a) historical background b) production techniques c) new data standards d) new distribution platforms e) digital media f) marketing g) organisation
<p>Learning Outcomes</p>	<p>Competences:</p> <p>At the end of the module/unit the learner will have acquired the responsibility and autonomy to:</p> <ul style="list-style-type: none"> a) carry out a given task while meeting the requirements of film dubbing b) work individually and in a group to achieve a common goal of film dubbing c) take responsibility for assigned tasks and apply learned methods and independent research d) <p>Knowledge:</p> <p>At the end of the module/unit the learner will have been exposed to the following:</p> <ul style="list-style-type: none"> h) explain the concepts of film sound production techniques a) identify complex procedures and problems in finalising audio in filmmaking b) describe the new film data standards and distribution platforms

Applying	Skills:	
	<p>At the end of the module/unit the learner will have acquired the following skills:</p> <ul style="list-style-type: none"> a) demonstrate effective and professional behaviour, take responsibility to achieve a given goal b) plan and implement the assignments given in the module c) research a sound design and post production topic and write its detailed critical analysis in a formal style, citing all sources correctly 	
	<p>Module-Specific Learner Skills</p> <p><i>(Over and above those mentioned in Section B)</i></p> <p>At the end of the module/unit the learner will be able to:</p> <ul style="list-style-type: none"> a) demonstrate skills in creating sound effects at a professional level b) demonstrate the creative use of sound recording, editing and mixing systems and related technologies such as sound editing, file management and archiving c) demonstrate strategies for efficient time and resource management d) give appropriate consideration to existing theories, concepts and methods 	
<p>Module-Specific Digital Skills and Competences</p> <p><i>(Over and above those mentioned in Section B)</i></p> <p>At the end of the module/unit, the learner will be able to:</p> <ul style="list-style-type: none"> a) use professional software in sound design and postproduction b) use of sound design and film sound creatively c) demonstrate strategies for efficient data resource management 		
<p>Hours of Total Learning for this Module/Unit</p> <p>1 ECTS is equivalent to 25 total hours of learning, inclusive of contact hours, supervised placement and practice hours, self-study hours and assessment hours. Minimum 20% (5 hours for every ECTS) must be <u>contact hours</u> or as otherwise established from time to time by MFHEA.</p>	<p>Total Contact Hours ¹⁴ 50</p> <p>(Contact Hours are hours invested</p> <p>In learning new content under the Direction of a tutor/lecturer (e.g. lectures participation in online forums, video-lectures)</p>	<p>Supervised Placement and Practice Hours 0</p> <p>(During these hours the learner is supervised, coached or mentored)</p>
	<p>Self-Study Hours 80</p> <p>(Estimated workload of research and study)</p>	<p>Assessment Hours 120</p> <p>(Examinations/ presentations/ group work/ projects etc.)</p>

¹⁴ In the case of online learning, synchronous and asynchronous learning activities under the direction and control of an instructor are considered as contact hours.

Total Learning Hours of this Module	250 Hours	
Mode of Delivery Kindly tick a box, as applicable	Fully Face-to-Face Learning <input type="checkbox"/>	Blended Learning <input type="checkbox"/>
	Fully Online Learning <input checked="" type="checkbox"/>	Work Based Learning <input type="checkbox"/>
Total Number of ECTS of this Module/Unit	10	
Explain how this module/unit will be taught	<p>The module is delivered online and supported by the module tutor who undertakes induction and provides support through weekly tutorials. The induction session introduces students to the requirements and demands of the module, assists them in the diagnosis of their abilities, and helps them set individual learning objectives. This is to encourage an appreciation of the effort required to invest to succeed in the module.</p> <p>Delivery of this module involves weekly online lectures, practical workshops and exercises, online discussions, individual and group tutorials.</p> <p>This module will focus on a group post-production project simulating real world working situations. Students will take part in a group presentation to describe their project and the creative decisions they have made.</p>	
Explain how this particular module/unit will be assessed	<p>The assessment matrix corresponds to a grid from 0 to 100 percentage points. The student must achieve at least 45% of the total grade to pass this module.</p> <p>This module presents 3 tasks with the following weighting:</p> <ul style="list-style-type: none"> a) Presentation, 5 minutes, 20% of the final mark b) Practical Work, 50% of the final mark c) Project Documentation, 2,000 words, 30% of the final mark 	

<p>Title of the Module/Unit</p>	<p>Mastering for Music, Film & TV</p>
<p>Module/Unit Description</p>	<p>The module provides an insight into the editing tools commonly used in the mastering process. The module looks at a range of editing categories, examining specific tools and their impact on the audio material. Through a combination of listening, measurement and design analysis, this module will provide students with the knowledge they need to make the most of the wide range of editing tools available to the modern audio engineer.</p> <p>As well as providing an insight into the techniques used in mastering, the module focuses on why we do mastering, the differences in the media areas such as music, films, or TV broadcasts. Sound enhancements and meeting the genre-specific needs of clients will be the focus of the module, with listening sessions and practical exercises throughout the module.</p> <p>In the duration of the module, students learn the extended fundamentals of mastering, deal with the essential concepts of the techniques and with the most important core interrelationships in the following areas:</p> <ul style="list-style-type: none"> a) request for different media systems b) requirement and expectations of customers c) broadcasting, distribution, and production of products d) organisation e) new data standards f) new loudness regulations g) quality management
<p>Learning Outcomes</p>	<p>Competences:</p> <p>At the end of the module/unit the learner will have acquired the responsibility and autonomy to:</p> <ul style="list-style-type: none"> a) perform a given mastering task while meeting the set requirements b) work individually and achieve goals to understand mastering in its entirety c) take responsibility for assigned tasks and apply learned methods and independent research <p>Knowledge:</p> <p>At the end of the module/unit the learner will have been exposed to the following:</p> <ul style="list-style-type: none"> a) explain and detail the main concepts and definitions of mastering in music, film, and TV b) identify complex procedures and problems of finalisation of audio mastering c) describe the content of broadcasting, distribution, and production of audio products

Applying	Skills:	
	<p>At the end of the module/unit the learner will have acquired the following skills:</p> <ul style="list-style-type: none"> a) demonstrate effective and professional behaviour, take responsibility to achieve a given goal b) plan and implement the assignments given in the module c) research a music, film and TV topic and write its detailed critical analysis in a formal style, citing all sources correctly 	
	<p>Module-Specific Learner Skills</p> <p><i>(Over and above those mentioned in Section B)</i></p> <p>At the end of the module/unit the learner will be able to:</p> <ul style="list-style-type: none"> a) appraise mixed music from the context of a mastering engineer b) critically evaluate mastering spaces and workflows c) construct a portfolio demonstrating mastering skills 	
<p>Module-Specific Digital Skills and Competences</p> <p><i>(Over and above those mentioned in Section B)</i></p> <p>At the end of the module/unit the learner will be able to:</p> <ul style="list-style-type: none"> a) evaluate the core digital tools employed by mastering engineers 		
<p>Hours of Total Learning for this Module/Unit</p> <p>1 ECTS is equivalent to 25 total hours of learning, inclusive of contact hours, supervised placement and practice hours, self-study hours and assessment hours. Minimum 20% (5 hours for every ECTS) must be <u>contact hours</u> or as otherwise established from time to time by MFHEA.</p>	<p>Total Contact Hours ¹⁵ <input style="width: 50px; text-align: center;" type="text" value="50"/></p> <p>(Contact Hours are hours invested in learning new content under the Direction of a tutor/lecturer (e.g. lectures participation in online forums, video-lectures)</p>	<p>Supervised Placement and Practice Hours <input style="width: 50px; text-align: center;" type="text" value="0"/></p> <p>(During these hours the learner is supervised, coached or mentored)</p>
	<p>Self-Study Hours <input style="width: 50px; text-align: center;" type="text" value="80"/></p> <p>(Estimated workload of research and study)</p>	<p>Assessment Hours <input style="width: 50px; text-align: center;" type="text" value="120"/></p> <p>(Examinations/ presentations/ group work/ projects etc.)</p>
Total Learning Hours of this Module	250 Hours	
	Fully Face-to-Face Learning <input style="width: 50px;" type="text"/>	Blended Learning <input style="width: 50px;" type="text"/>

¹⁵ In the case of online learning, synchronous and asynchronous learning activities under the direction and control of an instructor are considered as contact hours.

<p>Mode of Delivery</p> <p>Kindly tick a box, as applicable</p>	<p>Fully Online Learning <input checked="" type="checkbox"/></p>	<p>Work Based Learning <input type="checkbox"/></p>
<p>Total Number of ECTS of this Module/Unit</p>	<p>10</p>	
<p>Explain how this module/unit will be taught</p>	<p>The module is delivered online and supported by the module tutor who undertakes induction and provides support through weekly tutorials. The induction session introduces students to the requirements and demands of the module, assists them in the diagnosis of their abilities, and helps them set individual learning objectives. This is to encourage an appreciation of the effort required to invest to succeed in the module.</p> <p>Delivery of this module involves weekly online lectures, practical workshops, online discussions, individual tutorials and practical exercises.</p> <p>Students will take part in individual presentation to pitch their ideas for their practical project to the tutor and peers. The main focus of the module will be on the production of practical work and demonstrating advanced knowledge of mastering techniques.</p>	
<p>Explain how this particular module/unit will be assessed</p>	<p>The assessment matrix corresponds to a grid from 0 to 100 percentage points. The student must achieve at least 45% of the total grade to pass this module.</p> <p>This module presents 3 tasks with the following weighting:</p> <ul style="list-style-type: none"> a) Presentation, 5 minutes, 20% of the final mark b) Practical Work, 50% of the final mark c) Written Report, 2,000 words, 30% of the final mark 	

<p>Title of the Module/Unit</p>	<p>Music Analysis</p>
<p>Module/Unit Description</p>	<p>The module provides an insight into the musical approaches taken by a range of sound engineers across a range of genres, with particular focus on the production or song being recorded and mixed. The module looks at the ways in which sound engineers respond to musical content by extending the impact of the performance and enhancing gestures and emotions within the music.</p> <p>This is mainly a theoretical module designed to help students develop their awareness and understanding of the myriad of music production techniques.</p> <p>In the duration of the module, students analyse the fundamentals of music production and deal with the essential terms of the different styles and genres in the following areas:</p> <ul style="list-style-type: none"> a) history of music b) production techniques of the time c) political significance of music d) social influence e) marketing f) organisation g) quality management
<p>Learning Outcomes</p>	<p>Competences:</p> <p>At the end of the module/unit the learner will have acquired the responsibility and autonomy to:</p> <ul style="list-style-type: none"> a) carry out a given task, analysing music that has already been published b) work individually and achieve goals to understand the process of music creation in its entirety c) take responsibility for assigned tasks and apply learned methods and independent research <p>Knowledge:</p> <p>At the end of the module/unit the learner will have been exposed to the following:</p> <ul style="list-style-type: none"> a) define the concepts related to music analysis b) identify complex procedures and problems of analysing music c) describe the political significance and social influence of music <p>Skills:</p> <p>At the end of the module/unit the learner will have acquired the following skills:</p> <ul style="list-style-type: none"> a) appraise music using appropriate musical language b) assess music across a range of genres c) evaluate the influence of work flow and technology employed in music d) compare music approaches and apply results to enhance music analysis

Applying	<p>Module-Specific Learner Skills</p> <p><i>(Over and above those mentioned in Section B)</i></p> <p>At the end of the module/unit the learner will be able to:</p> <ul style="list-style-type: none"> a) analyse and independently solve simple music production and cross-functional problems b) place the idea of social relevance in current situations and decisions c) identify the importance of artists' social responsibility and critically question their actions in this context d) provide objective evidence that a comprehensive range of appropriate contemporary production techniques and methods have been evaluated and applied e) present and justify the project work in an evaluative and reflective context and in a wider context 	
	<p>Module-Specific Digital Skills and Competences</p> <p><i>(Over and above those mentioned in Section B)</i></p> <p>At the end of the module/unit, the learner will be able to:</p> <ul style="list-style-type: none"> a) arrange and use the digital tools to successfully complete the project 	
<p>Hours of Total Learning for this Module/Unit</p> <p>1 ECTS is equivalent to 25 total hours of learning, inclusive of contact hours, supervised placement and practice hours, self-study hours and assessment hours. Minimum 20% (5 hours for every ECTS) must be <u>contact hours</u> or as otherwise established from time to time by MFHEA.</p>	<p>Total Contact Hours ¹⁶ <input style="width: 50px; text-align: center;" type="text" value="50"/></p> <p>(Contact Hours are hours invested</p> <p>In learning new content under the Direction of a tutor/lecturer (e.g. lectures participation in online forums, video-lectures)</p>	<p>Supervised Placement and Practice Hours <input style="width: 50px; text-align: center;" type="text" value="0"/></p> <p>(During these hours the learner is supervised, coached or mentored)</p>
	<p>Self-Study Hours <input style="width: 50px; text-align: center;" type="text" value="80"/></p> <p>(Estimated workload of research and study)</p>	<p>Assessment Hours <input style="width: 50px; text-align: center;" type="text" value="120"/></p> <p>(Examinations/ presentations/ group work/ projects etc.)</p>
Total Learning Hours of this Module	250 Hours	
<p>Mode of Delivery</p> <p>Kindly tick a box, as applicable</p>	<p>Fully Face-to-Face Learning <input type="checkbox"/></p>	<p>Blended Learning <input type="checkbox"/></p>
	<p>Fully Online Learning <input checked="" type="checkbox"/></p>	<p>Work Based Learning <input type="checkbox"/></p>

¹⁶ In the case of online learning, synchronous and asynchronous learning activities under the direction and control of an instructor are considered as contact hours.

<p>Total Number of ECTS of this Module/Unit</p>	<p>10</p>
<p>Explain how this module/unit will be taught</p>	<p>The module is delivered online and supported by the module tutor who undertakes induction and provides support through weekly tutorials. The induction session introduces students to the requirements and demands of the module, assists them in the diagnosis of their abilities, and helps them set individual learning objectives. This is to encourage an appreciation of the effort required to invest to succeed in the module.</p> <p>Delivery of this module involves weekly online lectures, practical workshops, online discussions and individual tutorials.</p> <p>The focus of this module will be on individual research. Students will communicate their ideas and evidence this through a presentation to their tutor and peers. The written essay will demonstrate a comprehensive knowledge of this field of research and its associated theoretical approaches.</p>
<p>Explain how this particular module/unit will be assessed</p>	<p>The assessment matrix corresponds to a grid from 0 to 100 percentage points. The student must achieve at least 45% of the total grade to pass this module.</p> <p>This module presents 3 tasks with the following weighting:</p> <ul style="list-style-type: none"> a) Written Proposal, 20% of the final mark b) Presentation, 5 minutes, 30% of the final mark c) Written essay, 2,500 words, 50% of the final mark

<p>Title of the Module/Unit</p>	<p>Production Project</p>
<p>Module/Unit Description</p>	<p>The Production Project is an individually negotiated and self-directed module. It offers students the opportunity to demonstrate their audio engineering skills and explore an area of study related to the degree programme that may be of great professional interest.</p> <p>The module includes a series of lectures that focus on the key aspects necessary for successful project delivery, namely project concept development, organisational skills, resource management, research, and professional practice but also advanced audio production techniques. After a project proposal, students will be expected to meet with their lecturer online to update them on progress and discuss the status of their work.</p> <p>In the duration of the module, students learn the fundamentals of digital audio and video production. They deal with the essential terms of production and with the most important core contexts in the following areas:</p> <ul style="list-style-type: none"> a) historical background b) production techniques c) new data standards d) new distribution platforms e) digital media f) marketing g) organisation
<p>Learning Outcomes</p>	<p>Competences:</p> <p>At the end of the module/unit the learner will have acquired the responsibility and autonomy to:</p> <ul style="list-style-type: none"> a) carry out a given task while implementing the project of the module b) work individually and achieve objectives to complete the project in its entirety c) take responsibility for assigned tasks and apply learned methods and independent research <p>Knowledge:</p> <p>At the end of the module/unit the learner will have been exposed to the following:</p> <ul style="list-style-type: none"> a) confidently describe the process associated with audio productions b) identify complex procedures and problems of finalisation of audio material c) Outline the organisational skills required when producing and marketing audio productions.

Applying	Skills:	
	<p>At the end of the module/unit the learner will have acquired the following skills:</p> <ul style="list-style-type: none"> a) demonstrate effective and professional behaviour while taking responsibility to achieve a given goal in production project b) plan and implement the assignments given in the module c) research a production topic and write its detailed critical analysis in a formal style, citing all sources correctly 	
	<p>Module-Specific Learner Skills</p> <p><i>(Over and above those mentioned in Section B)</i></p> <p>At the end of the module/unit the learner will be able to:</p> <ul style="list-style-type: none"> a) take responsibility to identify a suitable project that matches personal development and interests, drawn from the subject areas of the course and created with the lecturer to mutually agreed objectives b) design and create an innovative artefact to 'professional' standards, paying attention to high production values and using the unique features of the medium to its advantage c) use and demonstrate a wide range of skills developed on the programme in a focused way d) provide objective evidence that a comprehensive range of appropriate, contemporary production techniques and methods have been evaluated and applied e) present and justify the project work in an evaluative and reflective context as well as in a wider context 	
<p>Module-Specific Digital Skills and Competences</p> <p><i>(Over and above those mentioned in Section B)</i></p> <p>At the end of the module/unit, the learner will be able to:</p> <ul style="list-style-type: none"> a) arrange and use the digital tools to successfully complete the project 		
<p>Hours of Total Learning for this Module/Unit</p> <p>1 ECTS is equivalent to 25 total hours of learning, inclusive of contact hours, supervised placement and practice hours, self-study hours and assessment hours. Minimum 20% (5 hours for every ECTS) must be <u>contact</u></p>	<p>Total Contact Hours ¹⁷ 100</p> <p>(Contact Hours are hours invested in learning new content under the Direction of a tutor/lecturer (e.g. lectures participation in online forums, video-lectures)</p>	<p>Supervised Placement and Practice Hours 0</p> <p>(During these hours the learner is supervised, coached or mentored)</p>

¹⁷ In the case of online learning, synchronous and asynchronous learning activities under the direction and control of an instructor are considered as contact hours.

<p>hours or as otherwise established from time to time by MFHEA.</p>	<p>Self-Study Hours</p> <p>(Estimated workload of research and study)</p> <p style="text-align: right;">174</p>	<p>Assessment Hours</p> <p>(Examinations/ presentations/ group work/ projects etc.)</p> <p style="text-align: right;">226</p>
<p>Total Learning Hours of this Module</p>	<p>500 Hours</p>	
<p>Mode of Delivery</p> <p>Kindly tick a box, as applicable</p>	<p>Fully Face-to-Face Learning <input type="checkbox"/></p>	<p>Blended Learning <input type="checkbox"/></p>
	<p>Fully Online Learning <input checked="" type="checkbox"/></p>	<p>Work Based Learning <input type="checkbox"/></p>
<p>Total Number of ECTS of this Module/Unit</p>	<p>20</p>	
<p>Explain how this module/unit will be taught</p>	<p>The module is delivered online and supported by the module tutor who undertakes induction and provides support through weekly tutorials. The induction session introduces students to the requirements and demands of the module, assists them in the diagnosis of their abilities, and helps them set individual learning objectives. This is to encourage an appreciation of the effort required to invest to succeed in the module.</p> <p>Delivery of this module involves some online lectures and workshops, but the focus will be on individual tutorials with a project supervisor.</p> <p>Students will work independently on the production of their chosen project. This will form a major part of their final portfolio and will be linked to their planned area of employment within the industry.</p>	
<p>Explain how this particular module/unit will be assessed</p>	<p>The assessment matrix corresponds to a grid from 0 to 100 percentage points. The student must achieve at least 45% of the total grade to pass this module.</p> <p>This module presents 4 tasks with the following weighting:</p> <ul style="list-style-type: none"> a) Written Proposal, 1,500 words, 10% of the final mark b) Presentation, 10 minutes, 10% of the final mark c) Project Work, 50% of the final mark d) Project Documentation, 3,000 words, 30% of the final mark 	