

Programme Specification

Foundation Degree (Science) in Sound Engineering and Design

| | | | |
|---|--|-----------------------|---------------------|
| Awarding Institution: | The University of Bolton | | |
| Teaching Institution: | The University of Bolton and School of Sound Recording, Manchester | | |
| Division and/or Faculty/Institute: | Arts and Media Technologies | | |
| Professional accreditation | Professional body | Professional body URL | Status of graduates |
| | N/A | N/A | N/A |
| Final award(s): | Foundation Degree in Science | | |
| Interim award(s) | N/A | | |
| Exit or Fallback award(s) | Cert HE in Sound Engineering and Design | | |
| Programme title(s) | Sound Engineering and Design | | |
| UCAS Code | W371 | | |
| JACS Code | J930 | | |
| University Course Code(s) | Full time - CRT0025 Part time – CRT5016 | | |
| QAA Benchmark Statement(s) | Computing 2007 | | |
| Other internal and external reference points | QAA Academic Infrastructure, including the Framework for Higher Education Qualifications and the Code of Practice UK Quality Code for Higher Education University of Bolton awards framework | | |
| Language of study | English | | |
| Mode of study and normal period of study | Full time – 2 years Part time – 3 years | | |

Admissions criteria

Two A/AS levels with at least one A/AS level in a science / computing area, or, National Diploma (or equivalent) in a Computing or related area.

You should also have five GCSEs at grade C or above (or equivalent) including English and Mathematics.

If English is not your first language you will also need IELTS 6.0 (or equivalent)

Additional admissions matters

Applicants who do not have the above qualifications but do have related industrial experience will be considered for admission to the course subject to interview and assessment.

Fitness to practise declaration

Not applicable

Aims of the programme

The principal aims of the programme are to:

1. Enable you to acquire knowledge and understanding, and develop personal attributes and master essential technical and transferable skills to enable you work in commercial and sound engineering and design or other related areas.
2. Prepare you for study at Degree level and expand your experiences and outlook in relation to the sound engineering and design and creative industries.
3. Produce practitioners with a strong academic and vocational background and who are competent in applying problem solving and decision making to meet the needs of various types of organisations within the creative industries
4. Enable you to demonstrate a positive disposition towards, and the skills for, life-long learning and Personal Development Planning
5. Establish key values in your skill set including the areas of entrepreneurialism, internationalisation, sustainability and social, public and ethical responsibility.

Distinctive features of the programme

Sound Engineering and Design at the University of Bolton has been designed in collaboration with the School of Sound Recording (SSR). Through key developments in knowledge, research, professional tutelage and self-development students are offered choice and diversity in a supportive, market-aware environment. The programme provides a broad range of learning and teaching opportunities in sound engineering and design practice including conceptual, technical and commercial areas.

SSR is one of the UK's leading private educators in Music Production, Studio Engineering, Live Engineering and Post Production. SSR has been working with the creative industries since its formation in the 1980's, and now has an international reputation with campuses in London and Jakarta. SSR was the first audio engineering school in the UK and first AVID Pro School in Europe, and in recent years has formed creative partnerships with the BBC, Wigwam Acoustics, STS Touring, and many venues in the Northwest. The facilities at SSR reflect real-world professional environments that provide world-class training experiences, enabling students to progress easily into employment. The purpose-built school offers over twenty-five separate learning environments, including recording studios, post production & editing facilities, a live sound venue, DJ booths, computer suites and lecture rooms. The link between the university and SSR is an exceptional example of Higher education working with industry practitioners to provide up-to-date skills, techniques and education in Sound Engineering.

There are many opportunities to work with the latest equipment through extensive practical activities using state-of-the-art, purpose-built recording studios, booths and live performance equipment. In addition to that there is a work-based assessed and supported placement

module where you will find yourself working within the industry where you will get to apply the skills you have learned, interact with industry professionals and use the latest equipment in the field.

Extensive practical activities using state-of-the-art, purpose-built recording studios, booths and live performance equipment.

Additional tutorial supports are provided to the Foundation Degree students to the BSc students.

Finally, it will equip you with a broad range of professional and educative knowledge and understanding, appropriate to the needs of industry, honour degree level or self-initiated practice (commercial or conceptual).

Programme learning outcomes

K. Knowledge and understanding

On completion of the programme you will be able to demonstrate systematic knowledge and understanding of:

1. Contextualised historical knowledge and evaluations of sound engineering
2. Current Computer-based/ electronic production techniques using a range of software and hardware options
3. Familiarisation of types and applications of sound processing and MIDI software
4. Musical and compositional evaluation and implementation
5. Marketing and promotional techniques

C. Cognitive, intellectual or thinking skills

On completion of the programme you will be able to demonstrate the ability to:

1. Assist in the evaluation of a given set of creative requirements within a set of applications
2. Interpret a specification
3. Analyse and evaluate the characteristics of the range of equipment and setups
4. Identify and solve technical problems associated with the implementation of studio design and sound production
5. Relate the knowledge and skills obtained during the placement to new subject areas and disciplines

P. Practical, professional or subject-specific skills

On completion of the programme you will be able to demonstrate the ability to:

1. Demonstrate knowledge and understanding of the physical and engineering basis of synthesis and sampling methods
2. Demonstrate practical abilities with synthesizers, MIDI protocols and sampling techniques
3. Demonstrate procedures and techniques for post production
4. Demonstrate competence in the utilisation of sound processing software appropriate to a range of multimedia applications
5. Appreciate the needs and aspirations of management, colleagues, the work force, members of the public, customers and representatives of other companies

T. Transferable, key or personal skills

On completion of the programme you will be able to demonstrate the ability to:

1. Demonstrate a clear ability to work independently in the planning, management, production of work and reflection in relation to complex projects.
2. Demonstrate interpersonal skills and particularly the ability to interact effectively and collaborate with others.
3. Communicate ideas orally, visually and in written form to others.
4. Develop research skills linked to: source identification; information retrieval and manipulation; the development of appropriate investigative procedures; and analysis of the resulting outcomes.
5. Identify personal strengths, weaknesses and development needs.

Programme structure

The Foundation Degree in Sound Engineering and Design programme is 2 years full-time and up to 3 years part-time. You take 12 core modules as outlined in the table below. Overall, the number and level of credits for this qualification are 120 credits at Level HE4, 120 credits at HE5, making 240 credits.

| Module Code | Module title | Core/Option/ Elective (C/O/E) | Credits | Length (1, 2 or 3 periods) |
|-------------|--|-------------------------------------|---------|-------------------------------|
| SED4000 | Scholarship | C | 20 | 1 |
| SED4101 | Studio Recording Techniques | C | 20 | 1 |
| SED4102 | Sound Engineering Principles | C | 20 | 1 |
| SED4103 | Introduction to Digital Audio workstations | C | 20 | 1 |
| SED4104 | Studio Mixing Techniques | C | 20 | 1 |
| SED4105 | Sound Production for visual media | C | 20 | 1 |

| | | | | |
|---------|--|---|----|---|
| SED5104 | Audio Post production Techniques | C | 20 | 1 |
| SED5102 | Advanced Studio Techniques | C | 20 | 1 |
| SED5105 | Live Sound Engineering | C | 20 | 1 |
| SED5101 | Synthesis and Audio Manipulation | C | 20 | 1 |
| SED5103 | Acoustics of Sound Production for Visual Media | C | 20 | 1 |
| SED5106 | Work-based Learning | C | 20 | 1 |

Learning and teaching strategies

Learning and teaching methods apply a blended style. This may include lectures, seminars, tutorials and critiques, self-directed learning, e-learning and laboratory/workshop sessions. Practical skills are acquired through technical introduction and support, workshop sessions, demonstrations and activity-based assignments. Active learning is promoted with a strong project theme. The programme does not include formal examinations but may include in-class tests within module learning and teaching.

Learning activities (KIS entry)

| | Course Year | |
|--|-------------|-----|
| | HE4 | HE5 |
| Scheduled learning and teaching activities | 50% | 48% |
| Guided independent study | 50% | 45% |
| Placement/study abroad | | 7% |

Assessment strategy

Assessment is carried out at key points during teaching. Formative assessment with either verbal and/or written feedback is offered during each module. Written feedback is provided following summative assessment.

Assessment tasks are linked to the objectives of each module and are normally completed by the end of each module. Types of assessment evidence can include: assignments, projects, case studies, in-class tests, interviews and presentations.

Assessment methods (KIS entry)

| | Course Year | |
|-----------------|-------------|------|
| | 1 | 2 |
| Written exams | 0% | 0% |
| Coursework | 100% | 100% |
| Practical exams | 0 | 0 |

Assessment regulations

- Assessment Regulations for Undergraduate Modular Programmes

Grade Bands and Grading

| Grade Description | Mark % | Overall Grade |
|------------------------------|-----------|------------------|
| Work of exceptional quality | 70+ | Distinction |
| Work of very good quality | 60-69 | Merit |
| Work of good quality | 50-59 | Pass |
| Work of satisfactory quality | 40-49 | Pass |
| Borderline fail | 35-39 | |
| Fail | Below 35 | |

Grading

The award of Foundation Degree with Distinction may be made where your overall average mark is at least 70%, normally calculated from modules worth at Level HE5.

The award of Foundation Degree with Merit may be made where your overall average mark falls between 60 – 69.99 normally calculated from modules at Level HE5.

Role of external examiners

External examiners are appointed for all programmes of study. They oversee the assessment process and their duties include: approving assessment tasks, reviewing assessment marks, attending assessment boards and reporting to the University on the assessment process.

Support for student learning

- The programme is managed by a programme leader
- Induction programme introduces the student to the University and their programme
- Each student has a personal tutor, responsible for support and guidance
- Personal Development Planning (PDP) integrated into all programmes
- Feedback on formative and summative assessments
- A Student Centre providing a one-stop shop for information and advice
- University support services include housing, counselling, financial advice, careers and a disability
- A Chaplaincy
- Library and IT services
- Student Liaison Officers attached to each Faculty
- The Students' Union advice services
- Faculty and Programme Handbooks which provide information about the programme and University regulations
- The opportunity to develop skills for employment
- English language support for International students
- Support for work-related opportunities, placements and practical industrial experience
- Support for employability and preparation for employment

Methods for evaluating and enhancing the quality of learning opportunities

- Programme committees with student representation
- Module evaluations by students
- Students surveys, e.g. National Student Survey (NSS)
- Annual quality monitoring and action planning through Programme Quality Enhancement Plans (PQEPs), Data Analysis Report (DARs) Subject Annual Self Evaluation Report (SASERs), Faculty Quality Enhancement Plans (FQEPs), University Quality Enhancement Plan (UQEP)
- Peer review/observation of teaching
- Professional development programme for staff
- External examiner reports
- Individual student learning outcomes for placement activities agreed between employer, student and mentor

Other sources of information

Student portal <http://www.bolton.ac.uk/Students/Home.aspx>

Students Union <http://www.ubsu.org.uk/>

Faculty or similar Handbook

<http://www.bolton.ac.uk/Students/FacultyofArtsandMediaTechnologiesHandbook.pdf>

Programme Handbook (add link)

Student Entitlement Statement (add link)

Module database <http://modules.bolton.ac.uk>

Moodle <http://elearning.bolton.ac.uk>

External examiners reports

<http://www.bolton.ac.uk/Quality/QAECContents/ExternalExaminersReports/Home.aspx>

University careers Service

<http://www.bolton.ac.uk/Careers/Home.aspx>

Document control

| | |
|--------------------------|--|
| Author(s) | Abdul Razak |
| Approved by: | Sarah Riches Chair, University Validation Panel |
| Date approved: | 11 July 2012 |
| Effective from: | 2012/13 |
| Document History: | |

Learning outcomes map

| Module title | Mod Code | Status C/O/E | K1 | K2 | K3 | K4 | K5 | | C1 | C2 | C3 | C4 | C5 | | P1 | P2 | P3 | P4 | P5 | | T1 | T2 | T3 | T4 | T5 |
|--|----------|--------------|----|-----|-----|-----|-----|--|-----|-----|-----|-----|----|--|-----|-----|-----|-----|----|--|-----|-----|-----|-----|----|
| Level 4 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Scholarship | SED4000 | C | DT | | DTA | | | | | | | DTA | DT | | | | | | D | | DT | D | DTA | DTA | D |
| Studio Recording Techniques | SED4101 | C | | D | T | D | DT | | | D | DT | D | D | | DTA | TA | | D | D | | D | | D | | |
| Sound Engineering Principles | SED4102 | C | D | D | DA | DT | D | | D | D | DT | | D | | D | D | D | DT | D | | DT | DT | DT | DT | D |
| Introduction to Digital Audio workstations | SED4103 | C | D | DT | DT | DT | D | | D | DT | DT | D | | | D | DT | DT | DTA | D | | DT | DT | DTA | DT | DT |
| Studio Mixing Techniques | SED4104 | C | D | DTA | | DT | DT | | DT | DTA | DT | DTA | D | | DT | DT | DT | DTA | | | DT | DT | DTA | DTA | D |
| Sound Production for visual media | SED4105 | C | DT | D | DT | DT | DT | | DT | DTA | D | DT | D | | D | | D | DTA | D | | DTA | DT | DT | DT | D |
| Level 5 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Audio Post production Techniques | SED5104 | C | DT | DTA | D | | D | | D | D | DT | D | D | | | | DTA | D | D | | DTA | DT | DTA | | DT |
| Advanced Studio Techniques | SED5102 | C | DT | D | DT | DT | DT | | DTA | DT | DTA | D | D | | DT | DTA | | DT | D | | DTA | | DT | | D |
| Live Sound Engineering | SED5105 | C | DT | D | DT | DTA | DT | | DT | DT | DTA | D | | | DTA | DT | | DTA | D | | DTA | DT | | | DT |
| Synthesis and Audio Manipulation | SED5101 | C | DT | DT | | TA | D | | | DTA | D | DTA | D | | DT | | | DT | D | | DTA | | DT | DTA | |
| Acoustics of Sound Production for Visual Media | SED5103 | C | DT | D | DTA | DT | D | | DT | DT | DT | DTA | | | DTA | DT | D | DTA | D | | D | DTA | DT | DTA | DT |
| Work-based Learning | SED5106 | C | DT | DTA | DT | DT | DTA | | DT | DTA | DTA | DT | DA | | DT | DT | DTA | | DA | | DTA | D | DTA | DT | D |

K. Knowledge and understanding P. Practical, professional and subject specific skills C. Cognitive, Intellectual and thinking skills T. Transferable, key or personal skills
 (Developed = D, Taught = T, Assessed = A)

Module listing

| Module title | Mod Code | New? ✓ | Level | Credits | Type | Core /Option/EI | Pre-requisite module | Assessment 1 | | | Assessment 2 | | | Assessment 3 | | |
|--|----------|-----------|-------|---------|------|-----------------|----------------------|-----------------|--------------|---------------------|-----------------|--------------|---------------------|-----------------|--------------|---------------------|
| | | | | | | | | Assessment type | Assessment % | Add Y if final item | Assessment type | Assessment % | Add Y if final item | Assessment type | Assessment % | Add Y if final item |
| Scholarship | SED4000 | New | 4 | 20 | Stan | C | | CW | 100 | Y | | | | | | |
| Studio Recording Techniques | SED4101 | New | 4 | 20 | Stan | C | | CW | 100 | Y | | | | | | |
| Sound Engineering Principles | SED4102 | New | 4 | 20 | Stan | C | | CW | 40 | | PRA C | 60 | Y | | | |
| Introduction to Digital Audio Workstations | SED4103 | New | 4 | 20 | Stan | C | | PRAC | 40 | | PRA C | 60 | Y | | | |
| Studio Mixing Techniques | SED4104 | New | 4 | 20 | Stan | C | | CW | 100 | Y | | | | | | |
| <i>Sound Production for visual media</i> | SED4105 | New | 4 | 20 | Stan | C | | CW | 100 | Y | | | | | | |
| Audio Post production Techniques | SED5104 | New | 5 | 20 | Stan | C | | CW | 100 | Y | | | | | | |
| Advanced Studio Techniques | SED5102 | New | 5 | 20 | Stan | C | | CW | 100 | Y | | | | | | |
| Live Sound Engineering | SED5105 | New | 5 | 20 | Stan | C | | CW | 100 | Y | | | | | | |
| Synthesis and Audio Manipulation | SED5101 | New | 5 | 20 | Stan | C | | CW | 100 | Y | | | | | | |
| Acoustics of Sound Production for Visual Media | SED5103 | New | 5 | 20 | Stan | C | | CW | 100 | Y | | | | | | |
| Work-based Learning | SED5106 | New | 5 | 20 | Stan | C | | CW | 100 | Y | | | | | | |

Type = DISS (Dissertation); FLDW (Fieldwork), INDS (Independent study); OTHR (Other); PLAC (Placement); PRAC (Practical); PROJ (Project); STAN (Standard); WBL (work-based learning)

Assessment = EX (Written Exam); CW (Coursework); PRA (Practical)

Programme specification: Foundation Degree in sound Engineering and Design

Date: June 2012

Bolton Key Core Curriculum requirements

| Module Title | Module Code | C/O/E | Employability | | | | | | | | | | | Bolton Values | | |
|--|-------------|-------|---------------|---------------|-----------|-------------------------|----------|-----------------|----------------------------|-----------------|----------------|------------|------------------------------|-----------------------|------------------------------|---|
| | | | PDP | Communication | Team work | Organisation & Planning | Numeracy | Problem solving | Flexibility & adaptability | Action planning | Self awareness | Initiative | Personal impact & confidence | Inter-nationalisation | Environmental sustainability | Social, public and ethical responsibility |
| Scholarship | SED4000 | C | TA | DTA | DTA | DTA | | DT | DT | DT | DT | D | D | DT | DT | DTA |
| Studio Recording Techniques | SED4101 | C | | D A | D | D | T | D A | D A | | D | D, A | D, A | D | D | D, A |
| Sound Engineering Principles | SED4102 | C | D | DT | D | D,T | DA | D,T | D | D,T | D | D | D | D | D | DT |
| Introduction to Digital Audio Workstations | SED4103 | C | D | DT | D T | DT | D | D T | DT | D T | D | D | D | D | D,T,A | DT |
| Studio Mixing Techniques | SED4104 | C | | D | D | T | | D | D | | | | | | | D |
| <i>Sound Production for visual media</i> | SED4105 | C | D | DT | D | D,T | D | DT | D | D | D | D | D | D | D,T,A | DT |
| Audio Post production Techniques | SED5104 | C | D | D | D | DT | D | DT | DT | DT | DTA | DTA | DTA | DT | DT | DT |
| Advanced Studio Techniques | SED5102 | C | D | D | D | DT | DT | DT | DT | DTA | D | D | D | DT | DTA | DTA |
| Live Sound Engineering | SED5105 | C | D | D | D | DT | DTA | DTA | D | DT | DT | DT | DT | DT | DT | DT |
| Synthesis and Audio Manipulation | SED5101 | C | | DTA | | DT | | DT | DT | | D | D | | DT | D | DT |
| Acoustics of Sound Production for Visual Media | SED5103 | C | D | D | DA | DTA | DTA | DT | DT | DTA | DT | DT | DT | DT | DTA | DTA |
| Work-based Learning | SED5106 | C | DA | D T | D | DTA | D | DTA | DTA | DTA | DTA | DT | DTA | DT | DT | DTA |

Complete the grid using the following (Developed = D, Taught = T, Assessed = A)

Programme specification: Foundation Degree in sound Engineering and Design
Date: June 2012