PROGRAMME SPECIFICATON

1	**Awarding body**	Glyndŵr University
2	**Teaching institution**	Glyndŵr University

3 **Award title**

Sound Technology
Music Technology
Television Production & Technology
Professional Sound & Video
Radio Production

4 **Final awards available**

Certificate of Higher Education in Audio Technology.
Certificate of Higher Education in Television Production and Technology.
Certificate of Higher Education in Professional Sound and Video.
Certificate of Higher Education in Radio Production.
Diploma of Higher Education in Sound Technology.
Diploma of Higher Education in Music Technology.
Diploma of Higher Education in Television Production and Technology.
Diploma of Higher Education in Professional Sound and Video.
Diploma of Higher Education in Radio Production.
BSc (Hons) Sound Technology.
BSc (Hons) Music Technology.
BSc (Hons) Television Production and Technology.
BSc (Hons) Professional Sound and Video.
BA (Hons) Radio Production.
(Note: Each programme is also available with a Foundation Year (Level Three))

5 **Professional, Statutory or Regulatory Body (PSRB) accreditation**

N/A

Please list any PSRBs associated with the proposal

N/A

6	JACS3 **code**	J930; J931; W370; W370; W374; W375; W382; W613; W614; W620; W640; P300; P500.
7	UCAS **code**	BSc (Hons) Sound Technology HWP3 BSc (Hons) Sound Technology (inc. Foundation Year) PW33 BSc (Hons) Music Technology J931 BSc (Hons) Music Technology (inc. Foundation Year) W370 BSc (Hons) Television Production and Technology P390 BSc (Hons) Television Production and Technology (inc. Foundation Year) P390 BSc (Hons) Professional Sound and Video G3B4

		BSc (Hons) Professional Sound and Video (inc. Foundation Year) G3B5 BA (Hons) Radio Production G3B6 BA (Hons) Radio Production (inc. Foundation Year) G3B7

8	**Relevant QAA subject benchmark statement/s**	
	Communication, Media, film and Cultural studies 2008 Beta review released 2016 for consultation. Noting that no major revisions have been made.	
9	**Other external and internal reference points used to inform the programme outcomes**	
	Skillset, BBC, S4C, Audio Engineering Society. Meyer Sound.	
10	**Mode of study**	Full time
11	**Language of study**	English

Office use only

Date of approval 23rd August 2016

Amended April 2017 – addition of CMT521 as optional module and change of CMT506 to optional

Updated September 2017 – replacement of modules level 4

Updated September 2018 – replacement of level 5 module CMT521 with CMT204

Updated December 2018 – CMT526 replaces CMT502 assessment method modified, new module code

12 Criteria for admission to the programme

Standard entry criteria	
UK entry qualifications	**Applicants for undergraduate bachelor Degrees require 240+ UCAS tariff points**
International entry qualifications	*Qualifications outlined on the National Academic Recognition and Information Centre (NARIC) as equivalent to the above UK entry qualification.*

Programme specific requirements

GSCE of equivalent pass (C) in English or Welsh and Maths is desirable.

Applicants without the required entry criteria will be considered on an individual basis, the applicant will have to display a level of engagement with their chosen degree that evidences that they will be capable of studying at said level.

English language requirements

In addition to the academic entry requirements, all applicants whose first language is not English/Welsh require a UKVI Approved Secure English Language Test (SELT), achieving an overall score of 6.0 with no component below 5.5.

If arranging a test, applicants must ensure they book an 'IELTS for UKVI' test. For further information see: http://takeielts.britishcouncil.org/ielts-ukvi/book-ielts-ukvi. Applicants are asked to note that only an IELTS for UKVI test result will be accepted.

Non-standard entry criteria
(e.g. industry experience)

These programmes will also be offered as four year kick-start degrees (an introductory foundation year plus the relevant three year degree programme). The kick-start will be offered where an applicant does not meet the entry requirements for the three year honours degree or where the department / applicants feel they would benefit from an additional year to gain some additional experience before progression to the full three year degree. Upon successful completion of foundation year the student will automatically progress to the named degree programme. The principal criteria for entry will be based on the academic judgement of the admissions tutor and members of the programme team in the relevant subject area. All applicants however must be able to demonstrate a minimum level of competence in English/Welsh Language and in Mathematics/Science, with a pass at Grade C or above in GCSE or an equivalent qualification. Therefore, this route is aimed at:

- Those who do not meet the entry requirements for a full degree.
- Those who have been out of education for a while and feel they would benefit from the extra year of preparation.
- Those looking to undertake a degree in an entirely new subject area and do not have the subject specific experience necessary to go straight to a degree.

Students who are unsure if they meet the criteria should contact the Admissions Tutor for advice.

13 Recognition of Prior (Experiential) Learning

Applicants may enter the programme at various levels with Recognition of Prior Learning (RPL) or Recognition of Prior Experiential learning (RPEL) in accordance with the University Regulations. Any programme specific restrictions are outlined below

Programme specific requirements

There are no specific restrictions to entry. Each application will be reviewed upon its own merit.

14 Aims of the programme

Music Technology
To produce graduate students with the knowledge, tools and competencies to enable a successful career within the broad and creative area of the Music Technology industry.

To enable the student to exploit and engage their understanding of new and emergent Music technology media forms and their relation both to their industrial application, social context and to earlier forms.

Provide a depth of critical understanding of key production processes and professional practices learning and ways of conceptualisation, creativity and authorship, associated with a learning environment that enables professional media products to be developed.

Enable the students to produce work showing capability in operational aspects of music technology, production technologies, systems, techniques and professional practices.
To engage the students with the methodologies of how, in creative industries, individuals or collaborative project-oriented teams are organised, enabling the student to have a competitive standing in the employment market.

Sound Technology
To produce graduate students with the knowledge, tools and competencies to enable a successful career within the broad and creative of the Audio Technology industry.

To enable the student to exploit and engage their understanding of new and emergent audio technology media forms and their relation both to their industrial application, social context and to earlier forms.

Provide a depth of critical understanding of key production processes and professional practices learning and ways of conceptualisation creativity and authorship. Associated with a learning environment that enables professional media products to be developed.

Enable the students to produce work showing capability in operational aspects of audio technology, production technologies, systems, techniques and professional practices.
To engage the students with the methodologies of how, in creative industries, individuals or collaborative project-oriented teams are organised, enabling the student to have a competitive standing in the employment market.

Radio Production
To produce graduate students with the knowledge, tools and competencies to enable a successful career within the broadcast production area of Radio Technology industry.

To enable the student to exploit and engage their understanding of new and emergent Radio technology media forms and their relation both to their industrial application, social context and to earlier forms.

Provide a depth of critical understanding of key production processes and professional practices relevant to radio production learning, and ways of conceptualisation creativity and authorship. Associated with a learning environment that enables professional media products to be developed.

Enable the students to produce work showing capability in operational aspects of Radio technology, production technologies, systems, techniques and professional practices.

To engage the students with the methodologies of how, in creative industries, individuals or collaborative project-oriented teams are organised, enabling the student to have a competitive standing in the employment market.

Professional Sound & Video
To produce graduate students with the knowledge, tools and competencies to enable a successful career within the broad and creative area of Sound and Video Technology.

To enable the student to exploit and engage their understanding of new and emergent AV technology media forms and their relation both to their industrial application, social context and to earlier forms.

Provide a depth of critical understanding of key production processes and professional practices learning and ways of conceptualisation creativity and authorship. Associated with a learning environment that enables professional AV media products to be developed.

Enable the students to produce work showing capability in operational aspects of AV technology, production technologies, systems, techniques and professional practices.
To engage the students with the methodologies of how, in creative industries, individuals or collaborative project-oriented teams are organised, enabling the student to have a competitive standing in the employment market.

TV Production & Technology
To produce graduate students with the knowledge, tools and competencies to enable a successful career within the broadcast/production area of the Television and visual media industries.

To enable the student to exploit and engage their understanding of new and emergent technology media forms and their relation both to their industrial application, social context and to earlier forms.

Provide a depth of critical understanding of key production processes and professional practices relevant to television, media, cultural and communication industries, and ways of conceptualising creativity and authorship.

Enable the students to produce work showing capability in operational aspects of music technology, production technologies, systems, techniques and professional practices.

To engage the students with the methodologies of how, in creative industries, individuals or collaborative project-oriented teams are organised, enabling the student to have a competitive standing in the employment market.

To provide a stimulating and supportive teaching and learning environment within which students are able to fulfil their own creative potential as highly employable practitioners in the field of Television Production.

15 Distinctive Features of the programme

The Music Technology course is a member of a closely related suite of programmes within the subject area of Creative Media Technology. It is similar to the Sound Technology course and as such shares key modules. Level 4 shares the same modules as Sound Technology and students exiting either programme at the end of Level 4 with successful completion of 120 credits would receive a Cert HE Audio Technology. The Music Technology course is designed for students who may be from a performance background and are seeking to develop their skill set with the acquisition of a high level of technical appreciation as a means to increase their career and professional potential.

The course is based on exploring current and emerging technologies relating to audio production, and how these can be used to create music and sound for many applications. To achieve this, we have a range of high quality studios and performance spaces that act as catalysts for the creative application of technology. This enables the student to nurture and develop their current and future skills. As this is a science course, the curriculum goes into detail of how systems work and the development of hardware and software that can be used to support the creation of music or form the inspiration for new technology. This is an approach that has been proven to produce the future practitioners that are required for the expanding creative industries workforce. The reason for this is quite obvious. Technology is now established as one of the main drivers of new trends and ultimately new roles and career paths in the music and audio sector. We passionately believe that it is no longer enough to know how to operate equipment or instruments. The creative industries now require practitioners who can comfortably use and operate equipment but achieve this through an understanding of the detailed technical strengths and limitations of the systems that they employ. This technical understanding also has the added benefit of creating independent thinkers who can develop their own expertise as and when the needs of the industry change.

To enable the above, practical use of the University's 24/7 open access recording studio is at the heart of the course. This allows students to complete a range of projects, leading to professional productions, and to also to develop their skills in the area of music processing. We encourage and expect students to use this facility far beyond the needs of assessment and coursework. Many of our graduates who have been successful in their chosen careers have cited the accessibility of the facilities for personal projects as a key factor in the development of their professional networks, especially before graduation. Personal projects over the years have covered a wide array of genres and styles, everything from rock, pop and hip hop to more traditional areas such as world, jazz and classical.

As well as the studio spaces, the course makes full use of the facilities in the Centre for the Creative Industries. Many students enhance the learning opportunities offered by the course through our relationships with local music venues. A large proportion of local venues and companies are now staffed by graduates from our courses, giving easy access to students who are looking for a first step on their career ladder. The University is also a major partner for the Focus Wales music festival, which is hosted annually in the Wrexham area. The event is a multi-venue festival taking place each spring, which places the music industry spotlight firmly on the emerging talent that Wales has to offer the world. It attracts 200+ bands across 20 stages for the 3-day duration of the festival. This offers valuable opportunities for work experience in live sound and large-scale event production for our students.

One of the key challenges facing graduates who are progressing into the industry is that jobs are limited without the support of experience in your chosen path. At Glyndŵr, we have addressed this problem by creating professional facilities that operate with and for the industry. Every student is offered the opportunity of working on professional sessions that will enhance their CV, ultimately making them more employable.

The Department prides itself on nurturing a vibrant community for the personal development of each and every student. The creative industries are an exciting prospect in terms of a career, but the roles within the industry require commitment and self-initiative in order to achieve success. This course and its content have been developed for the past 15 years to meet and surpass the expectations and needs of the industry in these areas, offering motivated graduates the tool kit and CV that they need for success.

- Calon FM Community radio station is based in the creative industries building and offers volunteer and collaboration work. The University is one of only three higher education institutions to have such a facility on campus.

The Sound Technology course is a member of a closely related suite of programmes within the subject area of Creative Media Technology. It is similar to the Music Technology course and as such shares key modules. Level 4 shares the same modules as Music Technology and students exiting either programme at the end of Level 4 with successful completion of 120 credits would receive a CertHE Audio Technology. The Sound Technology course is designed for students who are not necessarily musicians or performers and prefer the challenges of using technology to enable performance. This differs from the Music Technology route at Levels 5 and 6 and generally appeals to people who are predominantly technical by nature and have an interest in electronics and science. Typical expected career routes involve studio/theatre work but also working in live sound.

The course is based on exploring current and emerging technologies relating to audio production, and how these can be used to create music and sound for many applications. To achieve this, we have a range of high quality studios and performance spaces that act as catalysts for the creative application of technology. This enables the student to nurture and develop their current and future skills. As this is a science course, the curriculum goes into detail of how systems work and the development of hardware and software that can be used to support the creation of music or form the inspiration for new technology. This is an approach that has been proven to produce the future practitioners that are required for the expanding creative industries workforce. The reason for this is quite obvious. Technology is now established as one of the main drivers of new trends and ultimately new roles and career paths in the music and audio sector. We passionately believe that it is no longer enough to know how to operate

equipment or instruments. The creative industries now require practitioners who can comfortably use and operate equipment but achieve this through an understanding of the detailed technical strengths and limitations of the systems that they employ. This technical understanding also has the added benefit of creating independent thinkers who can develop their own expertise as and when the needs of the industry change.

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As well as the studio spaces, the course makes full use of the facilities in the Centre for the Creative Industries. Many students enhance the learning opportunities offered by the course through our relationships with local music venues. A large proportion of local venues and companies are now staffed by graduates from our courses, giving easy access to students who are looking for a first step on their career ladder. The University is also a major partner for the Focus Wales music festival, which is hosted annually in the Wrexham area. The event is a multi-venue festival taking place each spring, which places the music industry spotlight firmly on the emerging talent that Wales has to offer the world. It attracts 200+ bands across 20 stages for the 3-day duration of the festival. This offers valuable opportunities for work experience in live sound and large-scale event production for our students.

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- 24-hour open access to The Wall Recording Studio and guest lectures from leading technology companies and practitioners
- Well-equipped computer labs with both Apple and PC based systems loaded with a wide selection of industry related software
- Opportunity to gain work experience in our campus based FM radio station. One of only three FM community radio stations in UK higher education institutions (Have a listen to the live stream www.calonfm.com)
- Work experience opportunities on regular Glyndŵr.tv live sessions (Check Glyndŵr.tv for examples of the student's work)
- All students are encouraged to become members of the professional body, The Audio Engineering Society (Separate fees applicable)

- Small cohort sizes and a friendly, community environment.

- Past graduates have gone on to work with media companies such as the BBC, Universal Music, QVC and Technicolor and other students have taken on freelance roles and formed their own production companies.

The Radio Production course is a member of a closely related suite of programmes within the subject area of Creative Media Technology. It is derived from Sound Technology and Broadcast Journalism and as such shares key modules. The Radio Production course is designed for students who may be from a journalistic background and are seeking to develop their skill set with the acquisition of a high level of technical appreciation as a means to increase their career and professional potential.

The course is based on exploring current and emerging technologies relating to radio production, and how these can be used to create broadcast media for many applications. To achieve this, we have a range of high quality studios and performance spaces that act as catalysts for the creative application of technology. This enables the student to nurture and develop their current and future skills. As this is a production based course, the curriculum goes into detail of how systems work and the development of hardware and software that can be used to support the creation of broadcast media or form the inspiration for new broadcast media. This is an approach that has been proven to produce the future practitioners that are required for the expanding creative industries workforce. The reason for this is quite obvious. Media technology is now established as one of the main drivers of new trends and ultimately new roles and career paths in the creative media sector. We passionately believe that it is no longer enough to know how to operate equipment or instruments. The creative industries now require practitioners who can comfortably use and operate equipment but achieve this through an understanding of the detailed technical strengths and limitations of the systems that they employ. This technical understanding also has the added benefit of creating independent thinkers who can develop their own expertise as and when the needs of the industry change.

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The Professional Sound & Video course is a member of a closely related suite of programmes within the subject area of Creative Media Technology. It is derived from Sound Technology and TV Production and as such shares key modules. The Professional Sound & Video course is designed for students who may be from a performance background and are seeking to develop their skill set with the acquisition of a high level of technical appreciation as a means to increase their career and professional potential.

The course is based on exploring current and emerging technologies relating to sound and video production, and how these can be used to create media for many applications. To achieve this, we have a range of high quality studios and performance spaces that act as catalysts for the creative application of technology. This enables the student to nurture and develop their current and future skills. As this is a science course, the curriculum goes into detail of how systems work and the development of hardware and software that can be used to support the creation of media or form the inspiration for new technology. This is an approach that has been proven to produce the future practitioners that are required for the expanding creative industries workforce. The reason for this is quite obvious. Technology is now established as one of the main drivers of new trends and ultimately new roles and career paths in the creative media sector. We passionately believe that it is no longer enough to know how to operate equipment or instruments. The creative industries now require practitioners who can comfortably use and operate equipment but achieve this through an understanding of the detailed technical strengths and limitations of the systems that they employ. This technical understanding also has the added benefit of creating independent thinkers who can develop their own expertise as and when the needs of the industry change.

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The Television Production & Technology course focusses on exploring current and emerging technologies applicable to still and moving image production. Students will develop a theoretical and practical understanding across a range of skills in pre-production, production and post-production.

The course centres on use of Glyndŵr's Television Studio where students explore single and multi-camera filmmaking in addition to lighting and acquisition for visual effects work. Students will encounter studio and gallery control room based working environments along with post production and finishing suites for the production of media. In addition to lectures and workshops, students are encouraged to explore this vital facility for their own projects to enhance and support learning and development.

In addition to the Television Studio, the course is built around the practical use of the university's Centre for the Creative Industries and its wide range of facilities, including Mac and PC based computer suites. The IT facilities form a core part of course delivery, introducing a range of Non Linear Editing software such as Final Cut, Premiere and AVID as well as colour correction, compositing and 3D packages. These IT facilities are also open access and are available to students in order to develop their skills.

The course structure has been developed with ongoing input from the BBC and SkillSet in order to best reflect the needs of industry and employers. The course is designed to teach and develop skills across disciplines and covers a broad range of technologies that will assist in the development of your own portfolio of productions – vital to showcase your skills for future employers.

- The Centre for the Creative Industries supports work across a range of creative disciplines using the latest in television production technology. Facilities include
- Glyndŵr's Television Studio, which features 4K and High Definition cameras and equipment and multi camera control room.
- Post production facilities both Mac and PC based with grading and finishing suite
- Students lead Glyndŵr.tv live sessions, streamed live and featuring a mixture of high profile as well as local bands and performers.

16 Programme structure narrative

All degree programmes are operated on a full-time basis. The taught part of the modules generally takes place over a three day period, leaving time for use of the technical facilities.

Level 4 students generally have 12 hours delivery
Level 5 students generally have 12 hours delivery
Level 6 students generally have 8 hours delivery

The expectation is that level 6 students will attend full-time and use the facilities and tutorials to enable them to meet the outcomes of said level.

There is no expectation for placements, although all staff members are active in the creative industries and offer experience by organising various events throughout the academic year.

17 Programme structure diagram

Level Four Music Technology						
Trimester 1	Mod title	Audio & Visual Science	Mod title	Recording Technology	Mod title	Live Sound
	Mod code	CMT423	Mod code	CMT424	Mod code	CMT403
	New/Exist	New	New/Exist	Existing	New/Exist	Existing
	Credit value	20	Credit value	20	Credit value	20
	Core/Opt	Core	Core/Opt	Core	Core/Opt	Core
	Mod leader	M.Wright	Mod leader	C.Heron	Mod leader	C Heron
Trimester 2	Mod title	Sound Synthesis & Sampling	Mod title	Creative Futures	Mod title	Radio Production
	Mod code	CMT102	Mod code	ARD406	Mod code	CMT426

	New/Exist	Existing	New/Exist	Existing	New/Exist	Existing
	Credit value	20	Credit value	20	Credit value	20
	Core/Opt	Core	Core/Opt	Core	Core/Opt	Core
	Mod leader	M.Wright	Mod leader	M.Wright	Mod leader	C.Heron

	Level Five Music Technology					
Trimester 1	Mod title	Club Culture	Mod title	Compositional Technology	Mod title	Music Production
	Mod code	CMT521	Mod code	CMT507	Mod code	CMT204
	New/Exist	New	New/Exist	Existing	New/Exist	New
	Credit value	20	Credit value	20	Credit value	20
	Core/Opt	Core	Core/Opt	Core	Core/Opt	Core
	Mod leader	G.Park	Mod leader	M.Wright	Mod leader	G.Park
Trimester 2	Mod title	Recording Technology: Advanced Studio Practice	Mod title	Research Methods	Mod title	Interactive Music Systems
	Mod code	CMT525	Mod code	CMT522	Mod code	CMT523
	New/Exist	Existing	New/Exist	Existing	New/Exist	New
	Credit value	20	Credit value	20	Credit value	20
	Core/Opt	Core	Core/Opt	Core	Core/Opt	Core
	Mod leader	C.Heron	Mod leader	C.Heron	Mod leader	M.Wright

	Level Six Music Technology					
Trimester 1	Mod title	Audio Post Production	Mod title	Collaborative Performance	Mod title	Dissertation
	Mod code	CMT601	Mod code	CMT602	Mod code	CMT306
	New/Exist	Existing	New/Exist	Existing	New/Exist	Existing
	Credit value	20	Credit value	20	Credit value	40
	Core/Opt	Core	Core/Opt	Core	Core/Opt	Option
	Mod leader	C.Heron	Mod leader	M.Wright	Mod leader	M.Wright
Trimester 2	Mod title	Live Systems	Mod title	Location Recording	Mod title	Project
	Mod code	CMT603	Mod code	CMT604	Mod code	CMT305
	New/Exist	Existing	New/Exist	Existing	New/Exist	Existing
	Credit value	20	Credit value	20	Credit value	40
	Core/Opt	Core	Core/Opt	Core	Core/Opt	Option
	Mod leader	C.Heron	Mod leader	C.Heron	Mod leader	M.Wright

Level Four Sound Technology						
Trimester 1	Mod title	Audio & Visual Science	Mod title	Recording Technology	Mod title	Live Sound
	Mod code	CMT423	Mod code	CMT424	Mod code	CMT403
	New/Exist	New	New/Exist	Existing	New/Exist	Existing
	Credit value	20	Credit value	20	Credit value	20
	Core/Opt	Core	Core/Opt	Core	Core/Opt	Core
	Mod leader	M.Wright	Mod leader	C.Heron	Mod leader	C Heron
Trimester 2	Mod title	Sound Synthesis & Sampling	Mod title	Creative Futures	Mod title	Radio production
	Mod code	CMT102	Mod code	ARD406	Mod code	CMT426
	New/Exist	Existing	New/Exist	Existing	New/Exist	Existing
	Credit value	20	Credit value	20	Credit value	20
	Core/Opt	Core	Core/Opt	Core	Core/Opt	Core
	Mod leader	M.Wright	Mod leader	G Park	Mod leader	C.Heron

Level Five Sound Technology							
Trimester 1	Mod title	Theatre Technology	Club Culture	Mod title	Studio Design	Mod title	Music Production
	Mod code	CMT506	CMT521	Mod code	CMT508	Mod code	CMT204
	New/Exist	Existing	Existing	New/Exist	Existing	New/Exist	New
	Credit value	20	20	Credit value	20	Credit value	20
	Core/Opt	Option	Option	Core/Opt	Core	Core/Opt	Core
	Mod leader	C.Heron	G Park	Mod leader	C.Heron	Mod leader	G.Park

Trimester 2	Mod title	Recording Technology: Advanced Studio Practice		Mod title	Research Methods	Mod title	Interactive Music Systems
	Mod code	CMT525		Mod code	CMT522	Mod code	CMT523
	New/Exist	Existing		New/Exist	Existing	New/Exist	Existing
	Credit value	20		Credit value	20	Credit value	20
	Core/Opt	Core		Core/Opt	Core	Core/Opt	Core
	Mod leader	C.Heron		Mod leader	C.Heron	Mod leader	M.Wright
Level Six Sound Technology							
Trimester 1	Mod title	Audio Post Production		Mod title	Collaborative Project	Mod title	Dissertation
	Mod code	CMT601		Mod code	CMT304	Mod code	CMT306
	New/Exist	Existing		New/Exist	Existing	New/Exist	Existing
	Credit value	20		Credit value	20	Credit value	40
	Core/Opt	Core		Core/Opt	Core	Core/Opt	Option
	Mod leader	C.Heron		Mod leader	M.Wright	Mod leader	M.Wright
Trimester 2	Mod title	Live Systems		Mod title	Location Recording	Mod title	Project
	Mod code	CMT603		Mod code	CMT604	Mod code	CMT305
	New/Exist	Existing		New/Exist	Existing	New/Exist	Existing
	Credit value	20		Credit value	20	Credit value	40
	Core/Opt	Core		Core/Opt	Core	Core/Opt	Option
	Mod leader	C.Heron		Mod leader	C.Heron	Mod leader	M.Wright

Level Four TV Production & Technology						
Trimester 1	Mod title	Audio & Visual Science	Mod title	Single Camera Production	Mod title	Media and Techniques (Design)
	Mod code	CMT423	Mod code	CMT422	Mod code	ARD416
	New/Exist	New	New/Exist	Existing	New/Exist	Existing
	Credit value	20	Credit value	20	Credit value	20
	Core/Opt	Core	Core/Opt	Core	Core/Opt	Core
	Mod leader	M.Wright	Mod leader	S.Davies	Mod leader	D Pope
Trimester 2	Mod title	Lighting & Colour	Mod title	Creative Futures	Mod title	Multi Camera Production
	Mod code	CMT407	Mod code	ARD406	Mod code	CMT425
	New/Exist	Existing	New/Exist	Existing	New/Exist	Existing
	Credit value	20	Credit value	20	Credit value	20
	Core/Opt	Core	Core/Opt	Core	Core/Opt	Core
	Mod leader	S.Davies	Mod leader	S.Davies	Mod leader	G Hanstock

Level Five TV Production & Technology						
Trimester 1	Mod title	Audio Recording for Film & TV	Mod title	Studio Design	Mod title	Visual Effects (Design)
	Mod code	CMT520	Mod code	CMT508	Mod code	ARD516
	New/Exist	Existing	New/Exist	Existing	New/Exist	Existing
	Credit value	20	Credit value	20	Credit value	20
	Core/Opt	Core	Core/Opt	Core	Core/Opt	Core
	Mod leader	C.Heron	Mod leader	C.Heron	Mod leader	M.McKenna
Trimester 2	Mod title	Broadcast Standards	Mod title	Research Methods	Mod title	Advanced Studio (TV)
	Mod code	CMT526	Mod code	CMT522	Mod code	CMT524
	New/Exist	Existing	New/Exist	Existing	New/Exist	New
	Credit value	20	Credit value	20	Credit value	20
	Core/Opt	Core	Core/Opt	Core	Core/Opt	Core
	Mod leader	D Pope	Mod leader	C.Heron	Mod leader	S.Davies

Level Six TV Production & Technology						
Trimester 1	Mod title	Audio Post Production	Mod title	Collaborative Project	Mod title	Dissertation
	Mod code	CMT601	Mod code	CMT304	Mod code	CMT306
	New/Exist	Existing	New/Exist	Existing	New/Exist	Existing
	Credit value	20	Credit value	20	Credit value	40
	Core/Opt	Core	Core/Opt	Core	Core/Opt	Option
	Mod leader	C.Heron	Mod leader	M.Wright	Mod leader	M.Wright
Trimester 2	Mod title	Modern Media	Mod title	Emerging Technology	Mod title	Project
	Mod code	CMT607	Mod code	CMT605	Mod code	CMT305
	New/Exist	Existing	New/Exist	Existing	New/Exist	Existing
	Credit value	20	Credit value	20	Credit value	40
	Core/Opt	Core	Core/Opt	Core	Core/Opt	Option
	Mod leader	D Pope	Mod leader	D Pope	Mod leader	M.Wright

Level Four Professional Sound & Video						
Trimester 1	Mod title	Audio & Visual Science	Mod title	Recording Technology	Mod title	Live Sound
	Mod code	CMT423	Mod code	CMT424	Mod code	CMT403
	New/Exist	New	New/Exist	Existing	New/Exist	Existing
	Credit value	20	Credit value	20	Credit value	20
	Core/Opt	Core	Core/Opt	Core	Core/Opt	Core
	Mod leader	M.Wright	Mod leader	C.Heron	Mod leader	C Heron
Trimester 2	Mod title	Lighting & Colour	Mod title	Creative Futures	Mod title	Multi Camera Production
	Mod code	CMT407	Mod code	ARD406	Mod code	CMT425
	New/Exist	Existing	New/Exist	Existing	New/Exist	Existing
	Credit value	20	Credit value	20	Credit value	20
	Core/Opt	Core	Core/Opt	Core	Core/Opt	Core
	Mod leader	D Pope	Mod leader	G Park	Mod leader	G Hanstock

	Level Five Professional Sound & Video					
Trimester 1	Mod title	Theatre Technology	Mod title	Studio Design	Mod title	Visual Effects (Design)
	Mod code	CMT506	Mod code	CMT508	Mod code	ARD516
	New/Exist	Existing	New/Exist	Existing	New/Exist	New
	Credit value	20	Credit value	20	Credit value	20
	Core/Opt	Core	Core/Opt	Core	Core/Opt	Core
	Mod leader	C.Heron	Mod leader	C.Heron	Mod leader	M,McKenna
Trimester 2	Mod title	Recording Technology: Advanced Studio Practice	Mod title	Research Methods	Mod title	Advanced Studio (TV)
	Mod code	CMT525	Mod code	CMT522	Mod code	CMT524
	New/Exist	Existing	New/Exist	Existing	New/Exist	New
	Credit value	20	Credit value	20	Credit value	20
	Core/Opt	Core	Core/Opt	Core	Core/Opt	Core
	Mod leader	C.Heron	Mod leader	C.Heron	Mod leader	S.Davies

Level Six Professional Sound & Video						
Trimester 1	Mod title	Audio Post Production	Mod title	Collaborative Project	Mod title	Dissertation
	Mod code	CMT601	Mod code	CMT304	Mod code	CMT306
	New/Exist	Existing	New/Exist	Existing	New/Exist	Existing
	Credit value	20	Credit value	20	Credit value	40
	Core/Opt	Core	Core/Opt	Core	Core/Opt	Option
	Mod leader	C.Heron	Mod leader	M.Wright	Mod leader	M.Wright
Trimester 2	Mod title	Modern Media	Mod title	Live Systems	Mod title	Project
	Mod code	CMT607	Mod code	CMT603	Mod code	CMT305
	New/Exist	Existing	New/Exist	Existing	New/Exist	Existing
	Credit value	20	Credit value	20	Credit value	40
	Core/Opt	Core	Core/Opt	Core	Core/Opt	Option
	Mod leader	S.Davies	Mod leader	C.Heron	Mod leader	M.Wright

Level Four Radio Production						
Trimester 1	Mod title	Ground Floor Journalism	Mod title	Recording Technology	Mod title	personal Prof Academic Skills
	Mod code	HUM412	Mod code	CMT424	Mod code	HUM434
	New/Exist	New	New/Exist	Existing	New/Exist	Existing
	Credit value	20	Credit value	20	Credit value	20
	Core/Opt	Core	Core/Opt	Core	Core/Opt	Core
	Mod leader	A,Ferguson	Mod leader	C.Heron	Mod leader	S Kenyon-Owen
Trimester 2	Mod title	Radio Production	Mod title	Creative Futures	Mod title	Intro to Media Law
	Mod code	CMT426	Mod code	ARD406	Mod code	HUM46
	New/Exist	Existing	New/Exist	Existing	New/Exist	Existing
	Credit value	20	Credit value	20	Credit value	20
	Core/Opt	Core	Core/Opt	Core	Core/Opt	Core
	Mod leader	C Heron	Mod leader	G Park	Mod leader	J Simcock
Level Five Radio Production						
Trimester 1	Mod title	Music Production	Mod title	Multimedia Journalism	Mod title	Integrated Media Communications
	Mod code	CMT204	Mod code	HUM513	Mod code	HUM543
	New/Exist	Existing	New/Exist	Existing	New/Exist	Existing
	Credit value	20	Credit value	20	Credit value	20
	Core/Opt	Core	Core/Opt	Core	Core/Opt	Core
	Mod leader	Graeme.Park	Mod leader	Jon Simcock	Mod leader	A,Ferguson
Trimester 2	Mod title	Broadcast Standards	Mod title	Research Methods	Mod title	The Commissioning Process – Selling Ideas

	Mod code	CMT526	Mod code	CMT522	Mod code	HUM550
	New/Exist	Existing	New/Exist	Existing	New/Exist	Existing
	Credit value	20	Credit value	20	Credit value	20
	Core/Opt	Core	Core/Opt	Core	Core/Opt	Core
	Mod leader	S.Davies	Mod leader	C.Heron	Mod leader	S.Harrison

Level Six Radio Production						
Trimester 1	Mod title	Case Study/ Project	Mod title	Collaborative Project	Mod title	Dissertation
	Mod code	HUM676	Mod code	CMT304	Mod code	CMT306
	New/Exist	Existing	New/Exist	Existing	New/Exist	Existing
	Credit value	20	Credit value	20	Credit value	40
	Core/Opt	Core	Core/Opt	Core	Core/Opt	Option
	Mod leader	S.Harrison	Mod leader	M.Wright	Mod leader	M.Wright
Trimester 2	Mod title	Ethics in the Media	Mod title	Location Recording	Mod title	Project
	Mod code	HUM630	Mod code	CMT604	Mod code	CMT305
	New/Exist	Existing	New/Exist	New	New/Exist	Existing
	Credit value	20	Credit value	20	Credit value	40
	Core/Opt	Core	Core/Opt	Core	Core/Opt	Option
	Mod leader	J.Jones	Mod leader	C.Heron	Mod leader	M.Wright

18 Intended learning outcomes of the programme

Certificate of HE in Audio Technology

	Knowledge and understanding:
	Level 4
A1	Understand current concepts, principles and theories relevant to the Audio Technology Industry.
A2	Apply methods, tools and enabling technologies used in the area of Audio Technology.
A3	Use techniques developed within the music industry.
A4	Display an understanding of legal and ethical issues relating to the use of technology developed in Audio Technology.
	Intellectual skills:
	Level 4
B1	Understand the techniques that relate to the Audio Industry
B2	Have an awareness of problems and recognise opportunities to apply solutions.
B3	Construct arguments that incorporate specialised Audio Technology knowledge.
B4	Include the contents of articles and other sources, display understanding of their relative importance and relevance to an area of study.
	Subject skills:
	Level 4
C1	Utilise a range of techniques, support tools and development environments.
C2	Produce work demonstrating musical-technical competence and appropriate manipulation of audio material.
C3	Work as a member of a development team, contributing to the execution of a shared design and implementation task.
	Practical, Professional and Employability Skills:
	Level 4
D1	Communicate clearly in written reports and oral presentations using appropriate language.
D2	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare portfolio of work.
D3	Organise activity and manage time in a programme of self-directed study.
D4	Analyse practical problems and offer potential solutions.

Certificate of HE in Radio Production

	Knowledge and understanding:
	Level 4
A1	Understand current concepts, principles and theories relevant to the Radio Production Industry.
A2	Apply methods, tools and enabling technologies used in the area of Radio Technology.
A3	Use techniques developed within the radio industry.
A4	Display an understanding of legal and ethical issues relating to the use of technology developed in Radio Production.
	Intellectual skills:
	Level 4
B1	Understand the techniques that relate to the Radio Industry
B2	Have an awareness of problems and recognise opportunities to apply solutions.
B3	Construct arguments that incorporate specialised Radio Technology knowledge.
B4	Include the contents of articles and other sources, display understanding of their relative importance and relevance to an area of study.
	Subject skills:
	Level 4
C1	Utilise a range of techniques, support tools and development environments.
C2	Produce work demonstrating musical-technical competence and appropriate manipulation of audio material.
C3	Work as a member of a radio production team, contributing to the execution of a shared design and implementation task.
	Practical, Professional and employability skills:
	Level 4
D1	Communicate clearly in written reports and oral presentations using appropriate language.
D2	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare portfolio of work.
D3	Organise activity and manage time in a programme of self-directed study.
D4	Analyse practical problems and offer potential solutions.

Certificate of HE in Professional Sound & Video

	Knowledge and understanding:
	Level 4
A1	Understand current concepts, principles and theories relevant to the Sound and Video Industry.
A2	Apply methods, tools and enabling technologies used in the area of media Technology.
A3	Use techniques developed within the Sound and Video industry.
A4	Display an understanding of legal and ethical issues relating to the use of technology developed in Sound and Video Technology.
	Intellectual skills:
	Level 4
B1	Understand the techniques that relate to the Sound and Video Industry
B2	Have an awareness of problems and recognise opportunities to apply solutions.
B3	Construct arguments that incorporate specialised media Technology knowledge.
B4	Include the contents of articles and other sources, display understanding of their relative importance and relevance to an area of study.
	Subject skills:
	Level 4
C1	Utilise a range of techniques, support tools and development environments.
C2	Produce work demonstrating musical-technical competence and appropriate manipulation of media material.
C3	Work as a member of a development team, contributing to the execution of a shared design and implementation task.
	Practical, Professional and employability skills:
	Level 4
D1	Communicate clearly in written reports and oral presentations using appropriate language.
D2	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare portfolio of work.
D3	Organise activity and manage time in a programme of self-directed study.
D4	Analyse practical problems and offer potential solutions.

Certificate of HE in TV and Production Technology

	Knowledge and understanding:
	Level 4
A1	Use practical, theoretical or technical understanding to address problems that are well-defined but complex and non-routine within the subject area of TV and Production Technology.
A2	Analyse, interpret and evaluate relevant information and ideas and apply them to scenarios within TV and Production Technology.
A3	Be aware of the nature and approximate scope of the area of study.
A4	Have an informed awareness of different perspectives or approaches within the area of study of TV and Production Technology.
	Intellectual skills:
	Level 4
B1	Address problems that are complex and non-routine while normally fairly well-defined.
B2	Identify, adapt and use appropriate methods and skills.
B3	Initiate and use appropriate investigation to inform actions.
B4	Review the effectiveness and appropriateness of methods, actions and results as applied to the study of TV Production and Technology.
	Subject skills:
	Level 4
C1	Evaluate the appropriateness of different approaches to solving problems related to TV Production and Technology.
C2	Knowledge of the underlying concepts and principles associated with TV Production and Technology.
	Practical, Professional and employability skills:
	Level 4
D1	Take responsibility for courses of action, including where relevant responsibility for the work of others.
D2	Exercise autonomy and judgement within specified parameters.

Diploma of HE in Music Technology

	Knowledge and understanding:	
	Level 4	Level 5
A1	Understand current concepts, principles and theories relevant to the Audio Technology Industry.	Understand and apply current concepts, principles and theories relevant to the Music Technology industry.
A2	Apply methods, tools and enabling technologies used in the area of Audio Technology.	Understand and apply methods, and enabling technologies used in the area of creative Music Technology
A3	Use techniques developed within the music industry.	Use established applications of techniques developed within Music technology.
A4	Display an understanding of legal and ethical issues relating to the use of technology developed in Audio Technology.	Discuss legal and ethical issues relating to the present and future use of technology developed within Music Technology.
	Intellectual skills:	
	Level 4	Level 5
B1	Understand the techniques that relate to the Audio Industry	Evaluate and apply judgement to the techniques that relate to the Music and Audio industry.
B2	Have an awareness of problems and recognise opportunities to apply solutions.	Analyse problems and recognise opportunities to apply appropriate techniques to their solution.
B3	Construct arguments that incorporate specialised Audio Technology knowledge.	Apply informed and reasoned arguments, descriptions and proposals that incorporate Music Technology knowledge.
B4	Include the contents of articles and other sources, display understanding of their relative importance and relevance to an area of study.	Interpret the contents of articles and other sources, and form a judgement of their relative importance and relevance to an area of study.
	Subject skills:	
	Level 4	Level 5
C1	Utilise a range of techniques, support tools and development environments.	Make effective use of a range of techniques, support tools and development environments.
C2	Produce work demonstrating musical-technical competence and appropriate manipulation of audio material.	Produce work demonstrating music technical expertise and manipulation of audio material.
C3	Work as a member of a development team, contributing to the execution of a shared design and implementation task.	Work as a member of a development team, contributing to the planning and execution of a shared design and implementation task.
C4		Plan, undertake and report a self-directed individual programme of investigation, design and implementation

	Practical, Professional and employability skills:	
	Level 4	Level 5
D1	Communicate clearly in written reports and oral presentations using appropriate language.	Communicate effectively in written reports and oral presentations using appropriate terminology and technical language.
D2	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare portfolio of work.	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare and present Music/Audio/Visual projects.
D3	Organise activity and manage time in a programme of self-directed study.	Organise activity and manage time in a programme of self-directed study.
D4	Analyse practical problems and offer potential solutions.	Analyse practical problems and design effective solutions.

Diploma of HE in Sound Technology

	Knowledge and understanding:	
	Level 4	Level 5
A1	Understand current concepts, principles and theories relevant to the Audio Technology Industry.	Understand and apply current concepts, principles and theories relevant to the Sound Technology industry.
A2	Apply methods, tools and enabling technologies used in the area of Audio Technology.	Understand and apply methods, and enabling technologies used in the area of creative Sound Technology
A3	Use techniques developed within the music industry.	Use established applications of techniques developed within Music technology.
A4	Display an understanding of legal and ethical issues relating to the use of technology developed in Audio Technology.	Discuss legal and ethical issues relating to the present and future use of technology developed within Sound Technology.
	Intellectual skills:	
	Level 4	Level 5
B1	Understand the techniques that relate to the Audio Industry	Evaluate and apply judgement to the techniques that relate to the Sound and Audio industry.
B2	Have an awareness of problems and recognise opportunities to apply solutions.	Analyse problems and recognise opportunities to apply appropriate techniques to their solution.
B3	Construct arguments that incorporate specialised Audio Technology knowledge.	Apply informed and reasoned arguments, descriptions and proposals that incorporate Sound Technology knowledge.
B4	Include the contents of articles and other sources, display understanding of their relative importance and relevance to an area of study.	Interpret the contents of articles and other sources, and form a judgement of their relative importance and relevance to an area of study.
	Subject skills:	
	Level 4	Level 5
C1	Utilise a range of techniques, support tools and development environments.	Make effective use of a range of techniques, support tools and development environments.
C2	Produce work demonstrating musical-technical competence and appropriate manipulation of audio material.	Produce work demonstrating music technical expertise and manipulation of audio material.
C3	Work as a member of a development team, contributing to the execution of a shared design and implementation task.	Work as a member of a development team, contributing to the planning and execution of a shared design and implementation task.
C4		Plan, undertake and report a self-directed individual programme of investigation, design and implementation

	Practical, Professional and employability skills:	
	Level 4	Level 5
D1	Communicate clearly in written reports and oral presentations using appropriate language.	Communicate effectively in written reports and oral presentations using appropriate terminology and technical language.
D2	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare portfolio of work.	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare and present Music/Audio/Visual projects.
D3	Organise activity and manage time in a programme of self-directed study.	Organise activity and manage time in a programme of self-directed study.
D4	Analyse practical problems and offer potential solutions.	Analyse practical problems and design effective solutions.

Diploma of HE in Radio Production

	Knowledge and understanding:	
	Level 4	Level 5
A1	Understand current concepts, principles and theories relevant to the Radio Production Industry.	Understand and apply current concepts, principles and theories relevant to the Radio Production industry.
A2	Apply methods, tools and enabling technologies used in the area of Radio Technology.	Understand and apply methods, and enabling technologies used in the area of creative Radio Production.
A3	Use techniques developed within the radio industry.	Use established applications of techniques developed within Radio Production.
A4	Display an understanding of legal and ethical issues relating to the use of technology developed in Radio Production.	Discuss legal and ethical issues relating to the present and future use of technology developed within Radio Production.
	Intellectual skills:	
	Level 4	Level 5
B1	Understand the techniques that relate to the Radio Industry	Evaluate and apply judgement to the techniques that relate to the Radio Industry.
B2	Have an awareness of problems and recognise opportunities to apply solutions.	Analyse problems and recognise opportunities to apply appropriate techniques to their solution.
B3	Construct arguments that incorporate specialised Radio Technology knowledge.	Apply informed and reasoned arguments, descriptions and proposals that incorporate Radio Technology knowledge.
B4	Include the contents of articles and other sources, display understanding of their relative importance and relevance to an area of study.	Interpret the contents of articles and other sources, and form a judgement of their relative importance and relevance to an area of study.
	Subject skills:	
	Level 4	Level 5
C1	Utilise a range of techniques, support tools and development environments.	Make effective use of a range of techniques, support tools and development environments.
C2	Produce work demonstrating musical-technical competence and appropriate manipulation of audio material.	Produce work demonstrating music technical expertise and manipulation of audio material.
C3	Work as a member of a radio production team, contributing to the execution of a shared design and implementation task.	Work as a member of a development team, contributing to the planning and execution of a shared design and implementation task.
C4		Plan, undertake and report a self-directed individual programme of investigation, design and implementation

	Practical, Professional and employability skills:	
	Level 4	Level 5
D1	Communicate clearly in written reports and oral presentations using appropriate language.	Communicate effectively in written reports and oral presentations using appropriate terminology and technical language.
D2	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare portfolio of work.	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare and present Music/Audio/Visual projects.
D3	Organise activity and manage time in a programme of self-directed study.	Organise activity and manage time in a programme of self-directed study.
D4	Analyse practical problems and offer potential solutions.	Analyse practical problems and design effective solutions.

Diploma of HE in Professional Sound & Video

	Knowledge and understanding:	
	Level 4	Level 5
A1	Understand current concepts, principles and theories relevant to the Sound and Video Industry.	Understand and apply current concepts, principles and theories relevant to the Sound and Video industry.
A2	Apply methods, tools and enabling technologies used in the area of media Technology.	Understand and apply methods, and enabling technologies used in the area of creative media Technology.
A3	Use techniques developed within the Sound and Video industry.	Use established applications of techniques developed within Sound and Video.
A4	Display an understanding of legal and ethical issues relating to the use of technology developed in Sound and Video Technology.	Discuss legal and ethical issues relating to the present and future use of technology developed within Sound and Video Technology.
	Intellectual skills:	
	Level 4	Level 5
B1	Understand the techniques that relate to the Sound and Video Industry	Evaluate and apply judgement to the techniques that relate to the Sound and Video industry.
B2	Have an awareness of problems and recognise opportunities to apply solutions.	Analyse problems and recognise opportunities to apply appropriate techniques to their solution.
B3	Construct arguments that incorporate specialised Media Technology knowledge.	Apply informed and reasoned arguments, descriptions and proposals that incorporate Media Technology knowledge.
B4	Include the contents of articles and other sources, display understanding of their relative importance and relevance to an area of study.	Interpret the contents of articles and other sources, and form a judgement of their relative importance and relevance to an area of study.
	Subject skills:	
	Level 4	Level 5
C1	Utilise a range of techniques, support tools and development environments.	Make effective use of a range of techniques, support tools and development environments.
C2	Produce work demonstrating musical-technical competence and appropriate manipulation of media material.	Produce work demonstrating music technical expertise and manipulation of audio material.
C3	Work as a member of a development team, contributing to the execution of a shared design and implementation task.	Work as a member of a development team, contributing to the planning and execution of a shared design and implementation task.
C4		Plan, undertake and report a self-directed individual programme of investigation, design and implementation

	Practical, Professional and employability skills:	
	Level 4	Level 5
D1	Communicate clearly in written reports and oral presentations using appropriate language.	Communicate effectively in written reports and oral presentations using appropriate terminology and technical language.
D2	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare portfolio of work.	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare and present Music/Audio/Visual projects.
D3	Organise activity and manage time in a programme of self-directed study.	Organise activity and manage time in a programme of self-directed study.
D4	Analyse practical problems and offer potential solutions.	Analyse practical problems and design effective solutions.

Diploma of HE in TV Production & Technology

	Knowledge and understanding:	
	Level 4	Level 5
A1	Use practical, theoretical or technical understanding to address problems that are well-defined but complex and non-routine within the subject area of TV and Production Technology.	Use practical, theoretical or technological understanding to find ways forward in broadly-defined, complex contexts.
A2	Analyse, interpret and evaluate relevant information and ideas and apply them to scenarios within TV and Production Technology.	Analyse, interpret and evaluate relevant information, concepts and ideas.
A3	Be aware of the nature and approximate scope of the area of study.	Be aware of the nature and scope of the area of TV and Production Technology.
A4	Have an informed awareness of different perspectives or approaches within the area of study of TV and Production Technology.	Understand different perspectives, approaches or schools of thought in the subject area TV and Production Technology and comprehend the reasoning behind them.
	Intellectual skills:	
	Level 4	Level 5
B1	Address problems that are complex and non-routine while normally fairly well-defined.	Address broadly-defined complex problems relating to TV and Production Technology.
B2	Identify, adapt and use appropriate methods and skills.	Determine, adapt and use appropriate methods and skills.
B3	Initiate and use appropriate investigation to inform actions.	Use relevant research or development to inform actions.
B4	Review the effectiveness and appropriateness of methods, actions and results as applied to the study of TV Production and Technology.	Evaluate actions, methods and results to draw conclusions relating to TV Production and Technology.
	Subject skills:	
	Level 4	Level 5
C1	Evaluate the appropriateness of different approaches to solving problems related to TV Production and Technology.	Produce work demonstrating advanced technical expertise in the area of TV Production and Technology.
C2	Knowledge of the underlying concepts and principles associated with TV Production and Technology.	Analyse complex problems and design effective solutions in the field of TV Production and Technology

	Practical, Professional and employability skills:	
	Level 4	Level 5
D1	Take responsibility for courses of action, including where relevant responsibility for the work of others.	Take responsibility for the planning and development of courses of action, including where relevant responsibility for the work of others.
D2	Exercise autonomy and judgement within specified parameters.	Exercise autonomy and judgement within the broad parameters and apply this to the area of TV Production and Technology.

BSc in Music Technology

	Knowledge and understanding:		
	Level 4	Level 5	Level 6
A1	Understand current concepts, principles and theories relevant to the Audio Technology Industry.	Understand and apply current concepts, principles and theories relevant to the Music Technology industry.	Understand and apply current concepts, principles and theories relevant to the Music Technology industry.
A2	Apply methods, tools and enabling technologies used in the area of Audio Technology.	Understand and apply methods, and enabling technologies used in the area of creative Music Technology	Apply advanced diagnostic method, tools and enabling technologies used in the area of creative Music Technology
A3	Use techniques developed within the music industry.	Use established applications of techniques developed within Music technology.	Utilise specialised skills to evaluate established applications of emerging techniques developed within Music technology.
A4	Display an understanding of legal and ethical issues relating to the use of technology developed in Audio Technology.	Discuss legal and ethical issues relating to the present and future use of technology developed within Music Technology.	Critically reflect on legal and ethical issues relating to the present and future use of technology developed within Music Technology
	Intellectual skills:		
	Level 4	Level 5	Level 6
B1	Understand the techniques that relate to the Audio Industry	Evaluate and apply judgement to the techniques that relate to the Music and Audio industry.	Evaluate and apply informed judgement to the theories and techniques that relate to the Music and Audio industry.
B2	Have an awareness of problems and recognise opportunities to apply solutions.	Analyse problems and recognise opportunities to apply appropriate techniques to their solution.	Analyse problems and recognise opportunities to apply specialised techniques to their solution.
B3	Construct arguments that incorporate specialised Audio Technology knowledge.	Apply informed and reasoned arguments, descriptions and proposals that incorporate Music Technology knowledge.	Apply informed and reasoned arguments, descriptions and proposals that incorporate specialised Music Technology knowledge.
B4	Include the contents of articles and other sources, display understanding of their relative importance and relevance to an area of study.	Interpret the contents of articles and other sources, and form a judgement of their relative importance and relevance to an area of study.	Interpret the contents of articles and other sources, and form an informed judgement of their relative importance and relevance to an area of study.

	Subject skills:		
	Level 4	Level 5	Level 6
C1	Utilise a range of techniques, support tools and development environments.	Make effective use of a range of techniques, support tools and development environments.	Make effective use of a range of theories, techniques, support tools and development environments.
C2	Produce work demonstrating musical-technical competence and appropriate manipulation of audio material.	Produce work demonstrating music technical expertise and manipulation of audio material.	Produce work demonstrating music technical expertise and judicious manipulation of audio material.
C3	Work as a member of a development team, contributing to the execution of a shared design and implementation task.	Work as a member of a development team, contributing to the planning and execution of a shared design and implementation task.	Work as a member of a development team, contributing to the planning and execution of a shared design and implementation task.
C4		Plan, undertake and report a self-directed individual programme of investigation, design and implementation	Propose, plan, undertake and report a self-directed individual programme of investigation, design and implementation
	Practical, Professional and employability skills:		
	Level 4	Level 5	Level 6
D1	Communicate clearly in written reports and oral presentations using appropriate language.	Communicate effectively in written reports and oral presentations using appropriate terminology and technical language.	Communicate concisely and effectively in written reports and oral presentations using appropriate terminology and technical language.
D2	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare portfolio of work.	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare and present Music/Audio/Visual projects.	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare and present Music/Audio/Visual projects and artefacts in various formats.
D3	Organise activity and manage time in a programme of self-directed study.	Organise activity and manage time in a programme of self-directed study.	Organise activity and manage time in a programme of self-directed study.
D4	Analyse practical problems and offer potential solutions.	Analyse practical problems and design effective solutions.	Analyse varying problems and design effective solutions.

BSc in Sound Technology

	Knowledge and understanding:		
	Level 4	Level 5	Level 6
A1	Understand current concepts, principles and theories relevant to the Audio Technology Industry.	Understand and apply current concepts, principles and theories relevant to the Sound Technology industry.	Understand and apply current concepts, principles and theories relevant to the Sound Technology industry.
A2	Apply methods, tools and enabling technologies used in the area of Audio Technology.	Understand and apply methods, and enabling technologies used in the area of creative Sound Technology	Apply advanced diagnostic method, tools and enabling technologies used in the area of creative Sound Technology
A3	Use techniques developed within the music industry.	Use established applications of techniques developed within Sound Technology.	Utilise specialised skills to evaluate established applications of emerging techniques developed within Sound technology.
A4	Display an understanding of legal and ethical issues relating to the use of technology developed in Audio Technology.	Discuss legal and ethical issues relating to the present and future use of technology developed within Sound Technology.	Critically reflect on legal and ethical issues relating to the present and future use of technology developed within Sound Technology
	Intellectual skills:		
	Level 4	Level 5	Level 6
B1	Understand the techniques that relate to the Audio Industry	Evaluate and apply judgement to the techniques that relate to the Music and Audio industry.	Evaluate and apply informed judgement to the theories and techniques that relate to the Sound and Audio industry.
B2	Have an awareness of problems and recognise opportunities to apply solutions.	Analyse problems and recognise opportunities to apply appropriate techniques to their solution.	Analyse problems and recognise opportunities to apply specialised techniques to their solution.
B3	Construct arguments that incorporate specialised Audio Technology knowledge.	Apply informed and reasoned arguments, descriptions and proposals that incorporate Music Technology knowledge.	Apply informed and reasoned arguments, descriptions and proposals that incorporate specialised Sound Technology knowledge.
B4	Include the contents of articles and other sources, display understanding of their relative importance and relevance to an area of study.	Interpret the contents of articles and other sources, and form a judgement of their relative importance and relevance to an area of study.	Interpret the contents of articles and other sources, and form an informed judgement of their relative importance and relevance to an area of study.

	Subject skills:		
	Level 4	Level 5	Level 6
C1	Utilise a range of techniques, support tools and development environments.	Make effective use of a range of techniques, support tools and development environments.	Make effective use of a range of theories, techniques, support tools and development environments.
C2	Produce work demonstrating musical-technical competence and appropriate manipulation of audio material.	Produce work demonstrating music technical expertise and manipulation of audio material.	Produce work demonstrating music technical expertise and judicious manipulation of audio material.
C3	Work as a member of a development team, contributing to the execution of a shared design and implementation task.	Work as a member of a development team, contributing to the planning and execution of a shared design and implementation task.	Work as a member of a development team, contributing to the planning and execution of a shared design and implementation task.
C4		Plan, undertake and report a self-directed individual programme of investigation, design and implementation	Propose, plan, undertake and report a self-directed individual programme of investigation, design and implementation
	Practical, Professional and employability skills:		
	Level 4	Level 5	Level 6
D1	Communicate clearly in written reports and oral presentations using appropriate language.	Communicate effectively in written reports and oral presentations using appropriate terminology and technical language.	Communicate concisely and effectively in written reports and oral presentations using appropriate terminology and technical language.
D2	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare portfolio of work.	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare and present Music/Audio/Visual projects.	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare and present Music/Audio/Visual projects and artefacts in various formats.
D3	Organise activity and manage time in a programme of self-directed study.	Organise activity and manage time in a programme of self-directed study.	Organise activity and manage time in a programme of self-directed study.
D4	Analyse practical problems and offer potential solutions.	Analyse practical problems and design effective solutions.	Analyse varying problems and design effective solutions.

BA in Radio Production

Knowledge and understanding:			
	Level 4	Level 5	Level 6
A1	Understand current concepts, principles and theories relevant to the Radio Production Industry.	Understand and apply current concepts, principles and theories relevant to the Radio Production industry.	Understand and apply current concepts, principles and theories relevant to the Radio Production industry.
A2	Apply methods, tools and enabling technologies used in the area of Radio Technology.	Understand and apply methods, and enabling technologies used in the area of creative Radio Production.	Apply advanced diagnostic method, tools and enabling technologies used in the area of creative Radio Production
A3	Use techniques developed within the radio industry.	Use established applications of techniques developed within Radio Production.	Utilise specialised skills to evaluate established applications of emerging techniques developed within Radio Production.
A4	Display an understanding of legal and ethical issues relating to the use of technology developed in Radio Production.	Discuss legal and ethical issues relating to the present and future use of technology developed within Radio Production.	Critically reflect on legal and ethical issues relating to the present and future use of technology developed within Radio Production.
Intellectual skills:			
	Level 4	Level 5	Level 6
B1	Understand the techniques that relate to the Radio Industry	Evaluate and apply judgement to the techniques that relate to the Sound and Audio industry.	Evaluate and apply informed judgement to the theories and techniques that relate to the Radio Production industry.
B2	Have an awareness of problems and recognise opportunities to apply solutions.	Analyse problems and recognise opportunities to apply appropriate techniques to their solution.	Analyse problems and recognise opportunities to apply specialised techniques to their solution.
B3	Construct arguments that incorporate specialised Radio Technology knowledge.	Apply informed and reasoned arguments, descriptions and proposals that incorporate Radio Technology knowledge.	Apply informed and reasoned arguments, descriptions and proposals that incorporate specialised Radio Production knowledge.
B4	Include the contents of articles and other sources, display understanding of their relative importance and relevance to an area of study.	Interpret the contents of articles and other sources, and form a judgement of their relative importance and relevance to an area of study.	Interpret the contents of articles and other sources, and form an informed judgement of their relative importance and relevance to an area of study.
Subject skills:			
	Level 4	Level 5	Level 6
C1	Utilise a range of techniques, support tools and development environments.	Make effective use of a range of techniques, support tools and development environments.	Make effective use of a range of theories, techniques, support tools and development environments.

C2	Produce work demonstrating musical-technical competence and appropriate manipulation of audio material.	Produce work demonstrating music technical expertise and manipulation of audio material.	Produce work demonstrating Radio technical expertise and judicious manipulation of audio material.
C3	Work as a member of a radio production team, contributing to the execution of a shared design and implementation task.	Work as a member of a development team, contributing to the planning and execution of a shared design and implementation task.	Work as a member of a development team, contributing to the planning and execution of a shared design and implementation task.
C4		Plan, undertake and report a self-directed individual programme of investigation, design and implementation	Propose, plan, undertake and report a self-directed individual programme of investigation, design and implementation
	Practical, Professional and employability skills:		
	Level 4	Level 5	Level 6
D1	Communicate clearly in written reports and oral presentations using appropriate language.	Communicate effectively in written reports and oral presentations using appropriate terminology and technical language.	Communicate concisely and effectively in written reports and oral presentations using appropriate terminology and technical language.
D2	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare portfolio of work.	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare and present Music/Audio/Visual projects.	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare and present Music/Audio/Radio projects and artefacts in various formats.
D3	Organise activity and manage time in a programme of self-directed study.	Organise activity and manage time in a programme of self-directed study.	Organise activity and manage time in a programme of self-directed study.
D4	Analyse practical problems and offer potential solutions.	Analyse practical problems and design effective solutions.	Analyse varying problems and design effective solutions.

BSc in Professional Sound & Video

	Knowledge and understanding:		
	Level 4	Level 5	Level 6
A1	Understand current concepts, principles and theories relevant to the Sound and Video Industry.	Understand and apply current concepts, principles and theories relevant to the Sound and Video industry.	Understand and apply current concepts, principles and theories relevant to the Sound and Video industry.
A2	Apply methods, tools and enabling technologies used in the area of media Technology.	Understand and apply methods, and enabling technologies used in the area of creative media Technology.	Apply advanced diagnostic method, tools and enabling technologies used in the area of creative Media Technology
A3	Use techniques developed within the Sound and Video industry.	Use established applications of techniques developed within Sound and Video.	Utilise specialised skills to evaluate established applications of emerging techniques developed within Sound and Video.
A4	Display an understanding of legal and ethical issues relating to the use of technology developed in Sound and Video Technology.	Discuss legal and ethical issues relating to the present and future use of technology developed within Sound and Video Technology.	Critically reflect on legal and ethical issues relating to the present and future use of technology developed within Sound and Video Technology.
	Intellectual skills:		
	Level 4	Level 5	Level 6
B1	Understand the techniques that relate to the Sound and Video Industry	Evaluate and apply judgement to the techniques that relate to the Sound and Video industry.	Evaluate and apply informed judgement to the theories and techniques that relate to the Sound and Video industry.
B2	Have an awareness of problems and recognise opportunities to apply solutions.	Analyse problems and recognise opportunities to apply appropriate techniques to their solution.	Analyse problems and recognise opportunities to apply specialised techniques to their solution.
B3	Construct arguments that incorporate specialised Media Technology knowledge.	Apply informed and reasoned arguments, descriptions and proposals that incorporate Media Technology knowledge.	Apply informed and reasoned arguments, descriptions and proposals that incorporate specialised Media Technology knowledge.
B4	Include the contents of articles and other sources, display understanding of their relative importance and relevance to an area of study.	Interpret the contents of articles and other sources, and form a judgement of their relative importance and relevance to an area of study.	Interpret the contents of articles and other sources, and form an informed judgement of their relative importance and relevance to an area of study.

	Subject skills:		
	Level 4	Level 5	Level 6
C1	Utilise a range of techniques, support tools and development environments.	Make effective use of a range of techniques, support tools and development environments.	Make effective use of a range of theories, techniques, support tools and development environments.
C2	Produce work demonstrating musical-technical competence and appropriate manipulation of media material.	Produce work demonstrating music technical expertise and manipulation of audio material.	Produce work demonstrating music technical expertise and judicious manipulation of audio material.
C3	Work as a member of a development team, contributing to the execution of a shared design and implementation task.	Work as a member of a development team, contributing to the planning and execution of a shared design and implementation task.	Work as a member of a development team, contributing to the planning and execution of a shared design and implementation task.
C4		Plan, undertake and report a self-directed individual programme of investigation, design and implementation	Propose, plan, undertake and report a self-directed individual programme of investigation, design and implementation
	Practical, Professional and employability skills:		
	Level 4	Level 5	Level 6
D1	Communicate clearly in written reports and oral presentations using appropriate language.	Communicate effectively in written reports and oral presentations using appropriate terminology and technical language.	Communicate concisely and effectively in written reports and oral presentations using appropriate terminology and technical language.
D2	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare portfolio of work.	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare and present Music/Audio/Visual projects.	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare and present Music/Audio/Visual projects and artefacts in various formats.
D3	Organise activity and manage time in a programme of self-directed study.	Organise activity and manage time in a programme of self-directed study.	Organise activity and manage time in a programme of self-directed study.
D4	Analyse practical problems and offer potential solutions.	Analyse practical problems and design effective solutions.	Analyse varying problems and design effective solutions.

BSc in TV Production & Technology

	Knowledge and understanding:		
	Level 4	Level 5	Level 6
A1	Use practical, theoretical or technical understanding to address problems that are well-defined but complex and non-routine within the subject area of TV and Production Technology.	Use practical, theoretical or technological understanding to find ways forward in broadly-defined, complex contexts.	Refine and use practical, conceptual or technological understanding to create ways forward in contexts where there are many interacting factors.
A2	Analyse, interpret and evaluate relevant information and ideas and apply them to scenarios within TV and Production Technology.	Analyse, interpret and evaluate relevant information, concepts and ideas.	Critically analyse, interpret and evaluate complex information, concepts and ideas within the specialist area of TV Production and Technology.
A3	Be aware of the nature and approximate scope of the area of study.	Be aware of the nature and scope of the area of TV and Production Technology.	Understand the context in which the area of study or work is located.
A4	Have an informed awareness of different perspectives or approaches within the area of study of TV and Production Technology.	Understand different perspectives, approaches or schools of thought in the subject area TV and Production Technology and comprehend the reasoning behind them.	Understand different perspectives, approaches or schools of thought and the theories that underpin them.
	Intellectual skills:		
	Level 4	Level 5	Level 6
B1	Address problems that are complex and non-routine while normally fairly well-defined.	Address broadly-defined complex problems relating to TV and Production Technology.	Address problems that have limited definition and involve many interacting factors.
B2	Identify, adapt and use appropriate methods and skills.	Determine, adapt and use appropriate methods and skills.	Determine, refine and adapt and use appropriate methods and skills.
B3	Initiate and use appropriate investigation to inform actions.	Use relevant research or development to inform actions.	Use and where appropriate define relevant research and development to inform actions.
B4	Review the effectiveness and appropriateness of methods, actions and results as applied to the study of TV Production and Technology.	Evaluate actions, methods and results to draw conclusions relating to TV Production and Technology.	Evaluate actions, methods and results and their implication as applied to TV Production and Technology.

	Subject skills:		
	Level 4	Level 5	Level 6
C1	Evaluate the appropriateness of different approaches to solving problems related to TV Production and Technology.	Produce work demonstrating advanced technical expertise in the area of TV Production and Technology.	Interpret the contents of relevant journals/ articles and other sources relating to TV Production and Technology.
C2	Knowledge of the underlying concepts and principles associated with TV Production and Technology.	Analyse complex problems and design effective solutions in the field of TV Production and Technology	Evaluate and apply critical judgement to the theories and techniques that relate to TV Production and technology.
	Practical, Professional and employability skills:		
	Level 4	Level 5	Level 6
D1	Take responsibility for courses of action, including where relevant responsibility for the work of others.	Take responsibility for the planning and development of courses of action, including where relevant responsibility for the work of others.	Take responsibility for planning and developing courses of action that are capable of underpinning substantial changes and developments.
D2	Exercise autonomy and judgement within specified parameters.	Exercise autonomy and judgement within the broad parameters and apply this to the area of TV Production and Technology.	Initiate and lead tasks and processes, taking responsibility, where relevant, for the work and roles of others in the field of TV Production and Technology.
D3			Exercise broad autonomy and judgement.

BSc (Hons) in Music Technology

Knowledge and understanding:				
	Level 4	Level 5	Level 6	Level 6 Honours Degree
A1	Understand current concepts, principles and theories relevant to the Audio Technology Industry.	Understand and apply current concepts, principles and theories relevant to the Music Technology industry.	Understand and apply current concepts, principles and theories relevant to the Music Technology industry.	Understand and apply current concepts, principles and theories relevant to the Music Technology industry. This to inform final major module.
A2	Apply methods, tools and enabling technologies used in the area of Audio Technology.	Understand and apply methods, and enabling technologies used in the area of creative Music Technology	Apply advanced diagnostic method, tools and enabling technologies used in the area of creative Music Technology	Apply advanced diagnostic method, tools and enabling technologies used in the area of creative Music Technology
A3	Use techniques developed within the music industry.	Use established applications of techniques developed within Music technology.	Utilise specialised skills to evaluate established applications of emerging techniques developed within Music technology.	Utilise specialised skills to evaluate established applications of emerging techniques developed within Music technology.
A4	Display an understanding of legal and ethical issues relating to the use of technology developed in Audio Technology.	Discuss legal and ethical issues relating to the present and future use of technology developed within Music Technology.	Critically reflect on legal and ethical issues relating to the present and future use of technology developed within Music Technology	Critically reflect on legal and ethical issues relating to the present and future use of technology developed within Music Technology, use to inform final module.
Intellectual skills:				
	Level 4	Level 5	Level 6	Level 6 Honours Degree
B1	Understand the techniques that relate to the Audio Industry	Evaluate and apply judgement to the techniques that relate to the Music and Audio industry.	Evaluate and apply informed judgement to the theories and techniques that relate to the Music and Audio industry.	Evaluate and apply informed judgement to the theories and techniques that relate to the Music and Audio industry.
B2	Have an awareness of problems and recognise opportunities to apply solutions.	Analyse problems and recognise opportunities to apply appropriate techniques to their solution.	Analyse problems and recognise opportunities to apply specialised techniques to their solution.	Analyse problems and recognise opportunities to apply specialised techniques to their solution. use to inform final major module
B3	Construct arguments that incorporate specialised	Apply informed and reasoned arguments, descriptions and	Apply informed and reasoned arguments, descriptions and proposals that incorporate	Apply informed and reasoned arguments, descriptions and proposals that incorporate

	Audio Technology knowledge.	proposals that incorporate Music Technology knowledge.	specialised Music Technology knowledge.	specialised Music Technology knowledge.
B4	Include the contents of articles and other sources, display understanding of their relative importance and relevance to an area of study.	Interpret the contents of articles and other sources, and form a judgement of their relative importance and relevance to an area of study.	Interpret the contents of articles and other sources, and form an informed judgement of their relative importance and relevance to an area of study.	Interpret the contents of articles and other sources, and form an informed judgement of their relative importance and relevance to an area of study.
	Subject skills:			
	Level 4	Level 5	Level 6	Level 6 Honours Degree
C1	Utilise a range of techniques, support tools and development environments.	Make effective use of a range of techniques, support tools and development environments.	Make effective use of a range of theories, techniques, support tools and development environments.	Make effective use of a range of theories, techniques, support tools and development environments.
C2	Produce work demonstrating musical-technical competence and appropriate manipulation of audio material.	Produce work demonstrating music technical expertise and manipulation of audio material.	Produce work demonstrating music technical expertise and judicious manipulation of audio material.	Produce work demonstrating music technical expertise and judicious manipulation of audio material, informing final major module.
C3	Work as a member of a development team, contributing to the execution of a shared design and implementation task.	Work as a member of a development team, contributing to the planning and execution of a shared design and implementation task.	Work as a member of a development team, contributing to the planning and execution of a shared design and implementation task.	Work as a member of a development team, contributing to the planning and execution of a shared design and implementation task.
C4		Plan, undertake and report a self-directed individual programme of investigation, design and implementation	Propose, plan, undertake and report a self-directed individual programme of investigation, design and implementation	Propose, plan, undertake and report a self-directed individual programme of investigation, design and implementation
	Practical, Professional and employability skills:			
	Level 4	Level 5	Level 6	Level 6 Honours Degree
D1	Communicate clearly in written reports and oral	Communicate effectively in written reports and oral presentations using	Communicate concisely and effectively in written reports and oral	Communicate concisely and effectively in written reports and oral presentations using

	presentations using appropriate language.	appropriate terminology and technical language.	presentations using appropriate terminology and technical language.	appropriate terminology and technical language.
D2	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare portfolio of work.	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare and present Music/Audio/Visual projects.	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare and present Music/Audio/Visual projects and artefacts in various formats.	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare and present Music/Audio/Visual projects and artefacts in various formats.
D3	Organise activity and manage time in a programme of self-directed study.	Organise activity and manage time in a programme of self-directed study.	Organise activity and manage time in a programme of self-directed study.	Organise activity and manage time in a programme of self-directed study.
D4	Analyse practical problems and offer potential solutions.	Analyse practical problems and design effective solutions.	Analyse varying problems and design effective solutions.	Analyse varying problems and design effective solutions.

BSc (Hons) in Sound Technology

	Knowledge and understanding:			
	Level 4	Level 5	Level 6	Level 6 Honours Degree
A1	Understand current concepts, principles and theories relevant to the Audio Technology Industry.	Understand and apply current concepts, principles and theories relevant to the Sound Technology industry.	Understand and apply current concepts, principles and theories relevant to the Sound Technology industry.	Understand and apply current concepts, principles and theories relevant to the Sound Technology industry.
A2	Apply methods, tools and enabling technologies used in the area of Audio Technology.	Understand and apply methods, and enabling technologies used in the area of creative Sound Technology	Apply advanced diagnostic method, tools and enabling technologies used in the area of creative Sound Technology	Apply advanced diagnostic method, tools and enabling technologies used in the area of creative Sound Technology, use to inform final major module
A3	Use techniques developed within the music industry.	Use established applications of techniques developed within Sound Technology.	Utilise specialised skills to evaluate established applications of emerging techniques developed within Sound technology.	Utilise specialised skills to evaluate established applications of emerging techniques developed within Sound technology.
A4	Display an understanding of legal and ethical issues relating to the use of technology developed in Audio Technology.	Discuss legal and ethical issues relating to the present and future use of technology developed within Sound Technology.	Critically reflect on legal and ethical issues relating to the present and future use of technology developed within Sound Technology	Critically reflect on legal and ethical issues relating to the present and future use of technology developed within Sound Technology
	Intellectual skills:			
B1	Understand the techniques that relate to the Audio Industry	Evaluate and apply judgement to the techniques that relate to the Music and Audio industry.	Evaluate and apply informed judgement to the theories and techniques that relate to the Sound and Audio industry.	Evaluate and apply informed judgement to the theories and techniques that relate to the Sound and Audio industry.
B2	Have an awareness of problems and recognise opportunities to apply solutions.	Analyse problems and recognise opportunities to apply appropriate techniques to their solution.	Analyse problems and recognise opportunities to apply specialised techniques to their solution.	Analyse problems and recognise opportunities to apply specialised techniques to their solution, within final major module.
B3	Construct arguments that incorporate	Apply informed and reasoned arguments, descriptions and	Apply informed and reasoned arguments, descriptions and proposals that incorporate	Apply informed and reasoned arguments, descriptions and proposals that incorporate

	specialised Audio Technology knowledge.	proposals that incorporate Music Technology knowledge.	specialised Sound Technology knowledge.	specialised Sound Technology knowledge.
B4	Include the contents of articles and other sources, display understanding of their relative importance and relevance to an area of study.	Interpret the contents of articles and other sources, and form a judgement of their relative importance and relevance to an area of study.	Interpret the contents of articles and other sources, and form an informed judgement of their relative importance and relevance to an area of study.	Interpret the contents of articles and other sources, and form an informed judgement of their relative importance and relevance to an area of study. Use to inform final major module.
	Subject skills:			
	Level 4	Level 5	Level 6	Level 6 Honours Degree
C1	Produce work demonstrating musical-technical competence and appropriate manipulation of audio material.	Produce work demonstrating music technical expertise and manipulation of audio material.	Produce work demonstrating music technical expertise and judicious manipulation of audio material.	Produce work demonstrating music technical expertise and judicious manipulation of audio material.
C2	Work as a member of a development team, contributing to the execution of a shared design and implementation task.	Work as a member of a development team, contributing to the planning and execution of a shared design and implementation task.	Work as a member of a development team, contributing to the planning and execution of a shared design and implementation task.	Work as a member of a development team, contributing to the planning and execution of a shared design and implementation task.
C3		Plan, undertake and report a self-directed individual programme of investigation, design and implementation	Propose, plan, undertake and report a self-directed individual programme of investigation, design and implementation	Propose, plan, undertake and report a self-directed individual programme of investigation, design and implementation. Use this to inform final major module.
C4				
	Practical, Professional and employability skills:			
	Level 4	Level 5	Level 6	Level 6 Honours Degree
D1	Communicate clearly in written reports and oral presentations using appropriate language.	Communicate effectively in written reports and oral presentations using appropriate terminology and technical language.	Communicate concisely and effectively in written reports and oral presentations using appropriate terminology and technical language.	Communicate concisely and effectively in written reports and oral presentations using appropriate terminology and technical language.

D2	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare portfolio of work.	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare and present Music/Audio/Visual projects.	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare and present Music/Audio/Visual projects and artefacts in various formats.	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare and present Music/Audio/Visual projects and artefacts in various formats. Use results to inform final major module
D3	Organise activity and manage time in a programme of self-directed study.	Organise activity and manage time in a programme of self-directed study.	Organise activity and manage time in a programme of self-directed study.	Organise activity and manage time in a programme of self-directed study.
D4	Analyse practical problems and offer potential solutions.	Analyse practical problems and design effective solutions.	Analyse varying problems and design effective solutions.	Analyse varying problems and design effective solutions. Reflect on solution in final major module.

BA (Hons) in Radio Production

	Knowledge and understanding:			
	Level 4	Level 5	Level 6	Level 6 Honours Degree
A1	Understand current concepts, principles and theories relevant to the Radio Production Industry.	Understand and apply current concepts, principles and theories relevant to the Radio Production industry.	Understand and apply current concepts, principles and theories relevant to the Radio Production industry.	Understand and apply current concepts, principles and theories relevant to the Radio Production industry. Relate this information within final major module
A2	Apply methods, tools and enabling technologies used in the area of Radio Technology.	Understand and apply methods, and enabling technologies used in the area of creative Radio Production.	Apply advanced diagnostic method, tools and enabling technologies used in the area of creative Radio Production	Apply advanced diagnostic method, tools and enabling technologies used in the area of creative Radio Production
A3	Use techniques developed within the radio industry.	Use established applications of techniques developed within Radio Production.	Utilise specialised skills to evaluate established applications of emerging techniques developed within Radio Production.	Utilise specialised skills to evaluate established applications of emerging techniques developed within Radio Production.
A4	Display an understanding of legal and ethical issues relating to the use of technology developed in Radio Production.	Discuss legal and ethical issues relating to the present and future use of technology developed within Radio Production.	Critically reflect on legal and ethical issues relating to the present and future use of technology developed within Radio Production.	Critically reflect on legal and ethical issues relating to the present and future use of technology developed within Radio Production.
	Intellectual skills:			
	Level 4	Level 5	Level 6	Level 6 Honours Degree
B1	Understand the techniques that relate to the Radio Industry	Evaluate and apply judgement to the techniques that relate to the Sound and Audio industry.	Evaluate and apply informed judgement to the theories and techniques that relate to the Radio Production industry.	Evaluate and apply informed judgement to the theories and techniques that relate to the Radio Production industry.
B2	Have an awareness of problems and recognise opportunities to apply solutions.	Analyse problems and recognise opportunities to apply appropriate techniques to their solution.	Analyse problems and recognise opportunities to apply specialised techniques to their solution.	Analyse problems and recognise opportunities to apply specialised techniques to their solution. Relate this information within final major module

B3	Construct arguments that incorporate specialised Radio Technology knowledge.	Apply informed and reasoned arguments, descriptions and proposals that incorporate Radio Technology knowledge.	Apply informed and reasoned arguments, descriptions and proposals that incorporate specialised Radio Production knowledge.	Apply informed and reasoned arguments, descriptions and proposals that incorporate specialised Radio Production knowledge.
B4	Include the contents of articles and other sources, display understanding of their relative importance and relevance to an area of study.	Interpret the contents of articles and other sources, and form a judgement of their relative importance and relevance to an area of study.	Interpret the contents of articles and other sources, and form an informed judgement of their relative importance and relevance to an area of study.	Interpret the contents of articles and other sources, and form an informed judgement of their relative importance and relevance to an area of study. Relate this information within final major module
	Subject skills:			
	Level 4	Level 5	Level 6	Level 6 Honours Degree
C1	Utilise a range of techniques, support tools and development environments.	Make effective use of a range of techniques, support tools and development environments.	Make effective use of a range of theories, techniques, support tools and development environments.	Make effective use of a range of theories, techniques, support tools and development environments.
C2	Produce work demonstrating musical-technical competence and appropriate manipulation of audio material.	Produce work demonstrating music technical expertise and manipulation of audio material.	Produce work demonstrating Radio technical expertise and judicious manipulation of audio material.	Produce work demonstrating Radio technical expertise and judicious manipulation of audio material.
C3	Work as a member of a radio production team, contributing to the execution of a shared design and implementation task.	Work as a member of a development team, contributing to the planning and execution of a shared design and implementation task.	Work as a member of a development team, contributing to the planning and execution of a shared design and implementation task.	Work as a member of a development team, contributing to the planning and execution of a shared design and implementation task.
C4		Plan, undertake and report a self-directed individual programme of investigation, design and implementation	Propose, plan, undertake and report a self-directed individual programme of investigation, design and implementation	Propose, plan, undertake and report a self-directed individual programme of investigation, design and implementation. Relate this information within final major module

Practical, Professional and employability skills:				
	Level 4	Level 5	Level 6	Level 6 Honours Degree
D1	Communicate clearly in written reports and oral presentations using appropriate language.	Communicate effectively in written reports and oral presentations using appropriate terminology and technical language.	Communicate concisely and effectively in written reports and oral presentations using appropriate terminology and technical language.	Communicate concisely and effectively in written reports and oral presentations using appropriate terminology and technical language.
D2	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare portfolio of work.	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare and present Music/Audio/Visual projects.	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare and present Music/Audio/Radio projects and artefacts in various formats.	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare and present Music/Audio/Radio projects and artefacts in various formats.
D3	Organise activity and manage time in a programme of self-directed study.	Organise activity and manage time in a programme of self-directed study.	Organise activity and manage time in a programme of self-directed study.	Organise activity and manage time in a programme of self-directed study.
D4	Analyse practical problems and offer potential solutions.	Analyse practical problems and design effective solutions.	Analyse varying problems and design effective solutions.	Analyse varying problems and design effective solutions.

BSc (Hons) in Professional Sound & Video

	Knowledge and understanding:			
	Level 4	Level 5	Level 6	Level 6 Honours Degree
A1	Understand current concepts, principles and theories relevant to the Sound and Video Industry.	Understand and apply current concepts, principles and theories relevant to the Sound and Video industry.	Understand and apply current concepts, principles and theories relevant to the Sound and Video industry.	Understand evaluate and apply current concepts, principles and theories relevant to the Sound and Video industry.
A2	Apply methods, tools and enabling technologies used in the area of media Technology.	Understand and apply methods, and enabling technologies used in the area of creative media Technology.	Apply advanced diagnostic method, tools and enabling technologies used in the area of creative Media Technology	Apply advanced diagnostic method, tools and enabling technologies used in the area of creative Media Technology
A3	Use techniques developed within the Sound and Video industry.	Use established applications of techniques developed within Sound and Video.	Utilise specialised skills to evaluate established applications of emerging techniques developed within Sound and Video.	Utilise specialised skills to evaluate and make judgment about established applications of emerging techniques developed within Sound and Video.
A4	Display an understanding of legal and ethical issues relating to the use of technology developed in Sound and Video Technology.	Discuss legal and ethical issues relating to the present and future use of technology developed within Sound and Video Technology.	Critically reflect on legal and ethical issues relating to the present and future use of technology developed within Sound and Video Technology.	Critically reflect on and apply legal and ethical issues relating to the present and future use of technology developed within Sound and Video Technology. Relate this information within final major module
	Intellectual skills:			
	Level 4	Level 5	Level 6	Level 6 Honours Degree
B1	Understand the techniques that relate to the Sound and Video Industry	Evaluate and apply judgement to the techniques that relate to the Sound and Video industry.	Evaluate and apply informed judgement to the theories and techniques that relate to the Sound and Video industry.	Evaluate and apply informed judgement to the research theories and techniques that relate to the Sound and Video industry.
B2	Have an awareness of problems and recognise	Analyse problems and recognise opportunities to apply appropriate techniques to their solution.	Analyse problems and recognise opportunities to apply specialised techniques to their solution.	Analyse problems and recognise opportunities to apply specialised techniques to their solution.

	opportunities to apply solutions.			Relate this information within final major module
B3	Construct arguments that incorporate specialised Media Technology knowledge.	Apply informed and reasoned arguments, descriptions and proposals that incorporate Media Technology knowledge.	Apply informed and reasoned arguments, descriptions and proposals that incorporate specialised Media Technology knowledge.	Apply informed and reasoned arguments, descriptions and proposals that incorporate specialised Media Technology knowledge. Supported by intellectual reference.
B4	Include the contents of articles and other sources, display understanding of their relative importance and relevance to an area of study.	Interpret the contents of articles and other sources, and form a judgement of their relative importance and relevance to an area of study.	Interpret the contents of articles and other sources, and form an informed judgement of their relative importance and relevance to an area of study.	Interpret the contents of articles and other sources, and form an informed judgement of their relative importance and relevance to an area of study.
	Subject skills:			
	Level 4	Level 5	Level 6	Level 6 Honours Degree
C1	Utilise a range of techniques, support tools and development environments.	Make effective use of a range of techniques, support tools and development environments.	Make effective use of a range of theories, techniques, support tools and development environments.	Make effective use of a range of theories, techniques, support tools and development environments.
C2	Produce work demonstrating musical-technical competence and appropriate manipulation of media material.	Produce work demonstrating music technical expertise and manipulation of audio material.	Produce work demonstrating music technical expertise and judicious manipulation of audio material.	Produce work demonstrating music technical expertise and judicious manipulation of audio material. To be informed by current practice.
C3	Work as a member of a development team, contributing to the execution of a shared design and implementation task.	Work as a member of a development team, contributing to the planning and execution of a shared design and implementation task.	Work as a member of a development team, contributing to the planning and execution of a shared design and implementation task.	Work as a member of a development team, contributing to the planning and execution of a shared design and implementation task.
C4		Plan, undertake and report a self-directed individual programme of	Propose, plan, undertake and report a self-directed individual programme	Propose, plan, undertake and report a self-directed individual programme of investigation,

		investigation, design and implementation	of investigation, design and implementation	design and implementation supported by research arguments.
Practical, Professional and employability skills:				
	Level 4	Level 5	Level 6	Level 6 Honours Degree
D1	Communicate clearly in written reports and oral presentations using appropriate language.	Communicate effectively in written reports and oral presentations using appropriate terminology and technical language.	Communicate concisely and effectively in written reports and oral presentations using appropriate terminology and technical language.	Communicate concisely and effectively in written reports and oral presentations using appropriate research terminology and technical language.
D2	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare portfolio of work.	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare and present Music/Audio/Visual projects.	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare and present Music/Audio/Visual projects and artefacts in various formats.	Retrieve and reference information using search engines, browsers and catalogues; use appropriate IT facilities to prepare and present Music/Audio/Visual projects and artefacts in various formats.
D3	Organise activity and manage time in a programme of self-directed study.	Organise activity and manage time in a programme of self-directed study.	Organise activity and manage time in a programme of self-directed study.	Organise activity and manage time in a programme of self-directed study.
D4	Analyse practical problems and offer potential solutions.	Analyse practical problems and design effective solutions.	Analyse varying problems and design effective solutions.	Analyse varying problems and design effective current solutions.

BSc (Hons) in TV Production & Technology

	Knowledge and understanding:			
	Level 4	Level 5	Level 6	Level 6 Honours Degree
A1	Use practical, theoretical or technical understanding to address problems that are well-defined but complex and non-routine within the subject area of TV and Production Technology.	Use practical, theoretical or technological understanding to find ways forward in broadly-defined, complex contexts.	Refine and use practical, conceptual or technological understanding to create ways forward in contexts where there are many interacting factors.	Refine and use practical, conceptual or technological understanding to create ways forward in contexts where there are many interacting factors. Relate this information within final major module
A2	Analyse, interpret and evaluate relevant information and ideas and apply them to scenarios within TV and Production Technology.	Analyse, interpret and evaluate relevant information, concepts and ideas.	Critically analyse, interpret and evaluate complex information, concepts and ideas within the specialist area of TV Production and Technology.	Critically analyse, interpret and evaluate complex information, concepts and ideas within the specialist area of TV Production and Technology.
A3	Be aware of the nature and approximate scope of the area of study.	Be aware of the nature and scope of the area of TV and Production Technology.	Understand the context in which the area of study or work is located.	Understand the context in which the area of study or work is located.
A4	Have an informed awareness of different perspectives or approaches within the area of study of TV and Production Technology.	Understand different perspectives, approaches or schools of thought in the subject area TV and Production Technology and comprehend the reasoning behind them.	Understand different perspectives, approaches or schools of thought and the theories that underpin them.	Judge different perspectives, approaches or schools of thought and the theories that underpin them. Cognisant of current developments in the area of TV Production and Technology.
	Intellectual skills:			
	Level 4	Level 5	Level 6	Level 6 Honours Degree
B1	Address problems that are complex and non-routine while normally fairly well-defined.	Address broadly-defined complex problems relating to TV and Production Technology.	Address problems that have limited definition and involve many interacting factors.	Address problems that have limited definition and involve many interacting factors. Relate

				this information within final major module
B2	Identify, adapt and use appropriate methods and skills.	Determine, adapt and use appropriate methods and skills.	Determine, refine and adapt and use appropriate methods and skills.	Determine, refine and adapt and use appropriate methods and skills.
B3	Initiate and use appropriate investigation to inform actions.	Use relevant research or development to inform actions.	Use and where appropriate define relevant research and development to inform actions.	Use and where appropriate define relevant research and development to inform actions. Relate this information within final major module
B4	Review the effectiveness and appropriateness of methods, actions and results as applied to the study of TV Production and Technology.	Evaluate actions, methods and results to draw conclusions relating to TV Production and Technology.	Evaluate actions, methods and results and their implication as applied to TV Production and Technology.	Evaluate actions, methods and results and their implication as applied to TV Production and Technology.
	Subject skills:			
	Level 4	Level 5	Level 6	Level 6 Honours Degree
C1	Evaluate the appropriateness of different approaches to solving problems related to TV Production and Technology.	Produce work demonstrating advanced technical expertise in the area of TV Production and Technology.	Interpret the contents of relevant journals/ articles and other sources relating to TV Production and Technology.	Interpret the contents of relevant journals/ articles and other sources relating to TV Production and Technology. Relate this information within final major module
C2	Knowledge of the underlying concepts and principles associated with TV Production and Technology.	Analyse complex problems and design effective solutions in the field of TV Production and Technology	Evaluate and apply critical judgement to the theories and techniques that relate to TV Production and technology.	Evaluate and apply critical judgement to the theories and techniques that relate to TV Production and technology. Relate this information within final major module
	Practical, Professional and employability skills:			
	Level 4	Level 5	Level 6	Level 6 Honours Degree
D1	Take responsibility for courses of action, including where relevant	Take responsibility for the planning and development of courses of action, including where	Take responsibility for planning and developing courses of action that are	Take responsibility for planning and developing courses of action that are capable of

	responsibility for the work of others.	relevant responsibility for the work of others.	capable of underpinning substantial changes and developments.	underpinning substantial changes and developments.
D2	Exercise autonomy and judgement within specified parameters.	Exercise autonomy and judgement within the broad parameters and apply this to the area of TV Production and Technology.	Initiate and lead tasks and processes, taking responsibility, where relevant, for the work and roles of others in the field of TV Production and Technology.	Initiate and lead tasks and processes, taking responsibility, where relevant, for the work and roles of others in the field of TV Production and Technology.
D3			Exercise broad autonomy and judgement.	Exercise broad autonomy and judgement. Cognisant of current developments in the area of TV Production and Technology.

19 Curriculum matrix

	Module Title	*Core or option*	***A1***	***A2***	***A3***	***A4***	***B1***	***B2***	***B3***	***B4***	***C1***	***C2***	***C3***	***C4***	***C4***	***D1***	***D2***	***D3***	***D4***
Level 4	Audio Visual Science	Core	■	■	■	□	■	■	□	□	■	□	□	□	□	□	■	□	■
	Recording Technology	Core	■	■	■	■	■	■	■	□	■	■	■	□	□	■	■	■	■
	Radio Production	Core	■	■	■	■	■	■	■	■	■	□	■	□	□	□	■	□	■
	Sound Synthesis & Sampling	Core	■	■	■	■	■	■	□	□	■	■	□	□	□	□	■	■	■
	Intro to Media Law	Core	■	■	■	■	■	■	□	■	■	□	□	□	□	■	■	■	■
	Live Sound	Core	■	■	■	■	■	■	■	■	■	□	■	□	□	■	■	■	■
	Lighting & Colour	Core	■	■	■	■	■	■	■	■	■	■	□	□	□	■	■	□	□
	Single Camera	Core	■	■	■	■	■	■	■	■	■	■	□	□	□	■	□	□	□
	Creative Futures	Core	□	■	■	■	■	■	■	■	■	■	□	■	■	■	■	□	□
	Multi Camera Production	Core	■	■	■	■	■	■	■	■	■	■	□	■	□	■	■	□	□
	Media Techniques	Core	■	■	□	■	□	□	■	□	■	■	□	□	□	■	■	□	□
	Ground Floor Journalism	Core	■	■	■	■	□	□	■	■	■	□	■	□	□	■	■	■	■
	Pesonal Prof Academic Skills	Core	■	■	■	■	■	■	■	■	■	■	■	□	□	■	■	■	■
Level 5	Club Culture	Core	■	■	■	■	■	□	■	□	■	■	■	□	□	■	■	■	□
	Compositional Tech	Core	■	■	■	□	■	■	■	■	■	■	□	□	□	□	■	■	■
	Music Production	Core	■	■	□	■	■	■	■	□	■	■	□	□	□	■	■	■	□
	Rec Tech: Advanced Studio	Core	■	■	■	□	■	■	■	■	■	■	■	■	□	□	■	■	■
	Research Methods	Core	■	□	□	■	□	■	■	■	■	□	□	■	□	■	□	■	□
	Interactive Music Systems	Core	■	■	■	□	■	■	■	□	■	■	□	■	□	□	■	■	■
	Theatre Technology	Core	■	■	■	□	■	■	■	■	■	□	□	■	□	□	■	■	■
	Studio Design	Core	■	□	□	□	□	□	□	■	■	□	□	□	□	□	□	■	■
	Multimedia Journalism	Core	■	■	■	□	■	■	■	■	■	□	□	■	□	■	■	■	□
	Integrated Media Communication	Core	■	■	■	□	■	■	■	■	■	□	□	■	□	■	■	■	□
	The Commissioning Process	Core	■	■	■	□	■	■	■	■	□	■	□	■	□	■	■	■	□
	Audio for TV & Film	Core	■	□	■	□	■	□	□	□	□	■	□	□	□	□	□	□	□
	Broadcast Standards	Core	■	■	■	□	■	□	■	■	□	□	□	■	□	■	■	□	■
	Visual Effects	Core	■	□	■	□	■	□	□	□	□	■	□	□	□	□	□	□	□
	Advanced Studio TV	Core	□	□	■	□	■	□	■	■	□	□	□	■	□	■	□	■	□

	Module Title	*Core or option*	***A1***	***A2***	***A3***	***A4***	***B1***	***B2***	***B3***	***B4***	***C1***	***C2***	***C3***	***C4***	***C4***	***D1***	***D2***	***D3***	***D4***
Level 6	Audio Post Production	Core	■	■	■	■	■	■	■	□	■	■	□	■	■	■	□	□	■
	Live Systems	Core	■	■	■	□	■	■	■	■	□	□	□	■	■	■	□	□	■
	Collaborative Perf'	Core	■	■	■	□	■	■	■	■	□	■	■	□	□	■	■	□	■
	Collaborative Project	Core	■	□	□	□	■	■	■	■	□	□	■	□	□	■	□	■	■
	Location Recording	Core	■	■	■	■	■	■	■	■	□	□	■	□	□	□	□	□	■
	Modern Media	Core	■	□	□	□	□	□	□	□	□	□	■	□	□	■	■	□	■
	Emerging Technology	Core	■	□	□	□	■	□	□	■	■	□	□	□	□	□	■	□	■
	Case Study	Core	■	□	□	□	□	□	□	■	■	□	□	□	□	■	■	■	■
	Ethics in the Media	Core	■	□	□	■	□	□	□	■	■	□	□	□	□	□	■	□	■
	Project	Option	■	□	□	■	■	□	□	■	■	■	□	■	■	■	■	■	■
	Dissertation	Option	■	□	□	■	■	□	□	■	■	■	□	■	■	■	■	■	■

20 Learning and teaching strategy

Embedded within the Learning and Teaching strategy will be the use of the virtual learning environment (VLE).

The Course Team for CMT is committed to raising the level of engagement through the VLE to above the minimum standards set by the University. The rationale for this is rooted in the need to support all students regardless of individual circumstances or differences in order to create an inclusive curriculum within the learning and teaching environment.

In order to continually enhance this area of delivery, the Programme Team will engage in continuous training and include the use of the VLE in peer review sessions.

To achieve these goals, the programme team will strive to enhance the student experience in the following key areas.

Communication of course specific information and notices
All module areas will contain news and open access general communication forums that will be the primary form of contact for module specific information. The open access forums will be used to encourage a community of learning, enhancing the curriculum through peer communication.

Management and dissemination of learning materials
All lecture materials (PowerPoint and notes) will be made available so that students can revisit the materials for revision. This will also allow for the viewing of the documentation in screen reading software and also for the presentation to be changed allowing for higher definition colour schemes and backgrounds.

Electronic assessment materials and submission points
All written assessments will be in electronic form and submitted where possible through Turnitin assessment points. The student will be offered draft assessment points when appropriate in order to improve their referencing based upon the systems tools.

Archive of electronic media supporting lectures
The team will strive to provide recordings of lectures for revision purposes. These will be in audio form but will be expanded to include video or screen capture whenever feasible.

Grade book and feedback
Indicative grades will be posted in the grade book activity within the module alongside written feedback. Where tutorials form part of the delivery, the feedback will be in the form of audio recordings of the individual sessions.

The learning process is planned as a coherent experience to emphasise the inter-relationship between the different modules and across the assignments within them.

The overall philosophy is based on student-centred learning providing the students with the maximum opportunity to utilise and build upon experience gained within their learning environment.

The majority of the learning is studio/workshop based and can be practical based with supporting lectures, talks by specialists, demonstrations, tutorials, seminars and critiques. Students will undertake a series of set and chosen assignments in which they

will learn a range of skills and techniques and apply them creatively to solving problems. Theoretical aspects of individual modules will be based upon knowledge acquisition, research methodology and the development and application of the skills of analysis, evaluation and synthesis.

Critical analysis and contextualising their own work and that of their peers and practitioners in the field will be required.

Personal Development Planning (PDP) is integral to each level of the degrees. The aims of PDP are to ensure that students are responsible for their personal development through reflection, evaluation, and planning designed to enable them to:

- Make links and gain a holistic overview of their studies within a modular environment.
- Reflect critically.
- Become more independent in learning.
- Adopt a more pro-active role in their academic study, extra-curricular pursuits and career planning.
- Capitalise on their learning in a variety of contexts.
- Make job or postgraduate applications/ vocationally relevant decisions.

At level 6 there will be the choice for taking either Project or Dissertation. To fully understand the difference, the students will be given a tutorial at the end of level 5 where the differences will be explained and discussed. This will enable the student to make an appropriate module choice for their skill base and future aspiration.

21 Work based/placement learning statement

All the degrees within CMT are based in real industrial situations. CMT has the use of the Wall recording studio, The CIB TV studio. The community radio station Calon FM is also based within the CIB. These areas are used to create professional media and all students will gain degree specific training in the areas appropriate to their chosen degree. A good depth of modules use the professional infrastructure to create work based product.

22 Welsh medium provision

The programmes will be delivered through the medium of English. Students are entitled to submit assessments in the medium of Welsh.

23 Assessment strategy

Assessment is continuous and relates to all aspects of all courses in the portfolio for Creative Media Technology. Assessment has an emphasis on formative evaluation and feedback throughout the academic year. This helps to enable student success when reaching a summative point.

Assessment is designed to enable students to measure their own progress and to judge their position within peer groups. This can be evidenced through interaction with critical analysis where students will submit a range of research, pre-production, audio, media products to a set brief.

Students are also encouraged to submit written evaluations at the end of engaging with their modules.

Details of assessment, marking and evaluation are made available for all modules within the Virtual Learning Environment known as Moodle. The students have access to the rubric which defines grade category and what is expected at each level of classification.

All assessment criteria are linked to the individual module learning outcomes and are presented to students at the start of the module through key lectures. Defined aims, assessment requirements and learning outcomes are detailed in each module and made explicit on assignment sheets.

The assessment is integral to the learning process and is presented in a variety of ways as noted in the table to follow. All modules are assessed and credit awarded in line with academic regulations. Marks are given in percentage and clearly defined on assessment briefs.

Students are informed of procedures as to what to do if they cannot submit their work within the pre-defined deadline.

Module code & title	Assessment type and weighting %	Assessment loading	Indicative submission date
CMT423 Audio & Visual Science	Multiple choice questions 100	50 questions	Wk 4,6,8,10,12.
CMT424 Recording Technology	Learning logs 90 Simulation 10	12 blog entries Practical Operational test	Weekly
CMT426 Radio Production	Portfolio 40 Practical 60	Audio + text Showplan	Weekly
CMT102 Sound Synthesis & Sampling	Portfolio 100	Software development	Weekly
ARD406 Creative Futures	Portfolio 100	Software based media	Weekly
CMT403 Live Sound	Project 70 Simulation 30	2000 words Practical 30 mins	Week 13 Week 10
CMT422 Single Camera Production	Coursework 100	15 mins media	Week 13
CMT425 Multi-Camera Production	Portfolio 100	Media compilation	Week 13
CMT407 Lighting & Colour	Practical 40 Report 60	TV operation. 2000 words	Week 11 Week 13
HUM436 Intro to Media Law	Coursework 100	TBC	Week 13
ARD416 Media & Techniques (Design)	Coursework 100	Media	Week 13
HUM412 Ground Floor Journalism	Portfolio 100	4000 words	Week 13
HUM434 Personal Prof Academic Skills	Project 50 Project 50	2000 words 2000 words	Week 13 Week 13
CMT521 Club Culture	Case Study 50 Coursework 50	1500 words + 10 min Presentation Media	Week 8 Week 13
CMT204 Music Production	Presentation 50 Coursework 50	10 mins Media	Week 5 Week 12

CMT525 Recording Technology: Advanced studio practice	Learning logs 40 Presentation 20 Coursework 40	Diary of work 10 mins DVD ROM	12 entries Week 6 Week 13
CMT522 Research Methods	Presentation 30 Essay 70	10 mins 2500 words	Week 5 Week 13
CMT523 Interactive Music Systems	Portfolio 100	Suite of software/firmware applications	Week 13
CMT506 Theatre Technology	Case Study 70 Simulation 30	2000 words 20 mins	Week 13 Week 11
CMT508 Studio Design	Project 100	2000 words plus CAD	Week 13
CMT507 Compositional Technology	Portfolio 100	Software	Week 13
CMT520 Audio Recording for Film & TV	Coursework 60 Report 40	Recordings 2000 words	Week13 Week13
ARD516 Visual Effects (Design)	Coursework 100	Media	Weekly
CMT526 Broadcast Standards	Report 50 Quiz 50	2000 words Set Questions	Week 8 Week 13
CMT524 Advanced Studio (TV)	Research Proposal 20 Portfolio 40. Learning logs 40	Production Project Media 2000 words	Week 3 Week 13 Weekly
HUM513 Multimedia Journalism	In-Class test 50 Portfolio 50	90 mins 2000 words	Week 11 Week 13
HUM543 Integrated Media Communication	Portfolio 75 Presentation 25	3000 words 5 min + report	Week 13 Week 9
HUM550 The Commissioning Process – Selling Ideas	Presentation 50 Portfolio 50	10 mins + 1000 words 2000 words	Week 10 Week 13
CMT601 Audio Post Production	Project 50 Report 50	Foley 2000 words	Weekly Week 13
CMT602 Collaborative Performance	Practical 60 Report 40	Media installation 1500 words	Week 10 Week 13
CMT603 Live Systems	Project 70 Poster Presentation 30	2000 words A2 poster	Week 13 Week 13
CMT604 Location Recording	Practical 40 Report 60	Live recording 3000 words	Week 8 Week 13
CMT304 Collaborative Project	Report 40 Coursework 60	1500 words Mixed media	Week 6 Week 13
CMT607 Modern Media	Coursework 30 Group Project 70	2500 words media	Week13 Week 13
CMT605 Emerging Technology	Coursework 100	20 +10 mins (Q&A) seminar	Week 12
HUM676 Case Study/ Project	Project 100	4000 words	Week 13
HUM 630 Ethics in the Media	Portfolio 100	4000 words	Week 13
CMT306 Dissertation	Presentation 20 Dissertation 80	Powerpoint 8500 words	Week 10 Week 24
CMT305 Project	Presentation 20 Project 50 Report 30	Powerpoint Mixed media 3000 words	Week 10 Week 24 Week 24

24 Assessment regulations

Derogations

None

Non-credit bearing assessment

None

Borderline classifications (for undergraduate programmes only)

In addition to the criteria for considering results within 1% of a higher boundary classification consideration will be made of the declared significant level 6 module; either CMT305 Project or CMT306 Dissertation this must reside in the higher boundary.

Restrictions for trailing modules (for taught masters programmes only)

None

25 Programme Management

Programme leaders

BSc (Hons) Music Technology……..……Mike Wright
BSc (Hons) Professional Sound and Video…….. Colin Heron
BA (Hons) Radio Production……..Mike Wright
BSc (Hons) Sound Technology……..Steff Owens
BSc (Hons) Television Production and Technology..…… Colin Heron

Programme team

Glenn Hanstock
Colin Heron
Graeme Park
Mike Wright
Sally Harrison
Angela Ferguson
Jon Simcock
Janet Jones
Dan Pope

Quality management

The suite of programmes will be delivered within the School of Creative Arts and more specifically by the Creative Media Technology staff.

The full-time members of staff all have external examiner posts. This externality in comparable degrees helps to inform standards.

The programmes are part of the overall curricular of the School of Creative Arts. As part of this school the programme team will report to the School Board.

The courses are monitored by the Annual Monitoring Report. (AMR) This report reflects on a range of information gathered throughout the year.

Students are encouraged to complete the centralised Student Evaluation of Module form. Also Staff Student Consultative Committees are held to garner student cohort review of process. The National Student Survey also informs the annual monitoring. The External Examiner will have an overarching view that will bring in the national perspective with regard to how the degrees compare within the sector.

All this detail is brought together along with statistical evaluation of modules and is presented to the Autumn School Board. The outcome will be an ongoing, live action plan to progress and inform the life cycle of the degrees.

Programme leaders will be responsible for the day to day running of the degrees. This will include:

- Student tracking and student records.
- Collation of assessment data, presentation of data at module and progression boards.
- Management/co-ordination of overall assessment activities across the degrees.
- Quality assurance and annual monitoring, including compilation of the Annual Monitoring Report.
- Co-ordination of admissions activities and other recruitment activities, including relevant publicity activities.
- Co-ordination of the personal tutor support for all students.

At module level there is devolved responsibility for the following:

- The maintenance and development of teaching and learning materials for all students enrolled on the module.
- The publishing and updating of module timetables, which shall include a weekly schedule of module sessions and required reading, this to be distributed to students at the start of the modules.
- The setting, marking and collation of marks for all module assessments, including re-sit assessments, and submission of student results to the programme leader.
- Tutorial support for students taking the module.
- Quality monitoring, including processing of annual student feedback when this is disseminated back to the team from centralised collation.
- Engaging and making students aware of the annual NSS process.
- Liaison and support for part-time members of staff.

26 Learning support

Institutional level support for students

The University has a range of departments that offer the support for students such as:

- Library & IT Resources
- The Assessment Centre
- DisAbility Support Team
- Irlen Centre
- Careers Centre and Job Shop
- Zone Enterprise hub
- Chaplaincy
- Counselling & Wellbeing

- Student Funding and Welfare
- International Welfare
- Student Programmes Centre
- Glyndŵr Students' Union
-

Programme specific support for students

Creative Media Technology 'CMT' students have a range of support mechanisms available to them. These are explained to the students as they join the courses, independent of the year and level that they join. Induction introduces the student to the range of support on offer within the University. We offer practical as well as academic support.

CMT offers specific support and uses various social media and physical methods. The VLE being just one portal. Here you can find learning materials and for many modules recordings of lectures to revisit.

CMT staff are based in creative industries building and all staff operate in one office. This leads to a busy open office aspect. Students do extensively use this access to staff.

27 Equality and Diversity

Glyndŵr University is committed to providing access to all students and promotes equal opportunities in compliance with the Equality Act 2010 legislation. This programme complies fully with the University's policy on Equality and Diversity, ensuring that everyone who has the potential to achieve in higher education is given the chance to do so.