Programme Specification

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UG Programme Directory
PG Programme Directory

Section 1 – regulatory details		
1.1	Awarding body	Wrexham University
1.2	Teaching institution	Wrexham University
1.3	Final award and programme title (Welsh and English)	BSc (Anrh) Cynhyrchu Cerddoriaeth a Sain BA (Hons) Music and Sound Production
1.4	Exit awards and titles	• BA (Ord) Music and Sound Production • Diploma of Higher Education in Music and Sound Production • Certificate of Higher Education in Music and Sound Production
1.5	Credit requirements	• Bachelor Honours degree: 360 credits in total including a minimum of 120 credits at level 6 • Bachelor Ordinary degree: 300 credits in total including a minimum of 60 credits at level 6 • Dip HE: 240 credits in total including a minimum of 120 credits at level 5 • Cert HE: A minimum of 120 credits at level 4
1.6	Intake points	September
1.7	Mode of study	Full time
1.8	Length of delivery	BA: 3 years BA with Foundation Year: 4 years
1.9	Location of delivery	Plas Coch Campus, Wrexham
1.10	Language of delivery	English
1.11	Faculty	Faculty of Arts, Computing and Engineering (FACE)
1.12	Subject area	Creative Media Technology
1.13	HECoS Code	100443
1.14	Suitable for tier 4 international students?	No
1.15	Is DBS check required on entry?	No
1.16	Professional, Statutory or Regulatory Body (PSRB) accreditation	N/A
1.17	Welsh Medium Provision	The programmes will be delivered through the medium of English. Students are entitled to submit assessments in the medium of Welsh.

Section 1 – regulatory details

1.18	External reference points	**Subject Benchmark Statement Music** https://www.qaa.ac.uk/docs/qaa/sbs/music-sbs-for-consultation.pdf?sfvrsn=220bd81_5
1.19	Derogation to Academic Regulations	N/A
1.20	Foundation Year route	Yes
1.21	Placement / Work based learning	No
1.22	Length and level of the placement	N/A
1.23	Collaborative arrangement	N/A

Section 2 – programme details

2.1 Aims of the programme

BA (Hons) Music and Sound Production is an under-graduate course for students who wish to develop theoretical knowledge and skills for Music, Game, and Film industry opportunities. Level 4 and 5 offers taught opportunities to develop their competence in the latter areas. Level 6 offers additional taught opportunities but also includes the opportunity to develop a large self-guided piece of work. Level 6 also offers the opportunity for students to specialise in a specific Music and/or sound area such as Game Audio, Sound for Film or Music Production.

The proposed pathway nurtures creativity, which is a cornerstone of the music and sound production related industries and is a quality highly valued by employers. The programme encourages students to explore and develop their unique artistic and externally facing voices through various projects and assignments. By engaging in creative processes such as Sound Production, Music Production, Film Sound Design, and Game Audio students learn to think outside the box and innovate within their chosen practice.

This is a dynamic and stimulating course which has been designed in response to student and industry feedback. Through consultation with stakeholders, the curriculum design is relevant to the development of creative and technical skills that align with professional roles in the modern Music and Sound production related industries. This is an opportunity for students to both develop skills in a broader range of areas (Film, Music, Games) and also to specialise in one of the latter areas should they choose to do so. This is also an opportunity for students to develop research skills that will prepare them for creative and academic research enquiry, and in order to establish a career pathway and develop key attributes for sustainable, professional development. In summary the programme aims are as follows:

- To promote creative and systematic software and hardware technical approaches to Music and Sound production.
- To foster innovative research and critical thinking in relation to Music and Sound production practise.
- To develop students written and practical skills to an academic and professional standard.
- To develop and enrich academic study, critical and analytical skills.
- To develop collaborative and network relationships through interaction with their student community, and University visiting professionals and industry stakeholders.
- To critique existing approaches to technical and creative practise.
- To encourage and develop students entrepreneurial and business skills and professional identity.
- To support the development of student employability and professionalism through authentic assessment.

2.1 Aims of the programme

2.2 Programme structure and diagram, including delivery schedule

Level	Module Code	Module Title	Credit Value	Core/ Option	Delivery (i.e. semester 1,2)
4	CMT444	Audio Skills in Context	20	Core	1
4	CMT448	Podcasting	20	Core	1
4	CMT403	Live Sound	20	Core	2
4	CMT438	Stock Media Asset Design	20	Core	2
4	ARD406	Creative Futures	20	Core	2
4	CMT102	Sound Synthesis & Sampling	20	Core	1
5	CMT543	Workflow and Data Management for Music and Sound Production	20	Core	1
5	CMT507	Compositional Technology	20	Core	2
5	CMT549	Project and Platform	20	Core	2
5	CMT525	Recording Technology: Advanced Studio Practice	20	Core	2
5	CMT522	Research Methods	20	Core	1
5	CMT544	Audio Design and Implementation for Games	20	Core	1
6	CMT620	Practical Project	60	Core	1/2
6	CMT610	Client Collaboration	20	Core	1
6	CMT619	Audio Post Workflow for Music and Sound	20	Core	2
6	CMT618	Music and Sound Design for Film	20	Core	1

No.	Learning Outcome	K	I	S	P	Cert HE (L4)	Dip HE (L5)	Ordinary (L6)	Honours (L6)	Optional Ref (PSRB standards)
	2.3 Programme Learning Outcomes									
1	Display an understanding of creative and strategic approaches to Music and Sound Production through engagement with studio and location-based activities	☒	☐	☐	☐	☒	☒	☒	☒	
2	Identify key theories and criticisms within the field of Music and Sound Production and through appropriate research methodologies	☒	☐	☐	☐	☒	☒	☒	☒	
3	Gain an understanding of technical and professional approaches to Media Production in a chosen specialist pathway	☒	☐	☐	☐	☒	☒	☒	☒	
4	Recognise and critique key theory in regard to practical Music and Sound Production	☒	☐	☐	☐	☒	☒	☒	☒	
5	Construct arguments which demonstrate theoretical and critical understanding of technological and creative themes within Music and Sound Production	☐	☒	☐	☐	☐	☒	☒	☒	
6	Apply a critical understanding of the methodologies and strategies for Music and Sound Production project management.	☐	☒	☐	☒	☐	☒	☒	☒	
7	Apply Music and Sound editing and sound design techniques within practical projects.	☐	☐	☒	☐	☐	☒	☒	☒	
8	Produce Music and Sound content using software and hardware production Skills	☐	☐	☒	☐	☒	☒	☒	☒	
9	Apply technological knowledge and critical skills to solving Music and Sound production and deliverable needs	☐	☐	☒	☒	☒	☒	☒	☒	
10	Exhibit professional conduct and collaboration skills in media production environments	☐	☐	☐	☒	☒	☒	☒	☒	
11	Demonstrate communication skills in the context of both industry and academic environments	☐	☐	☐	☒	☒	☒	☒	☒	
12	Utilise specialised Music and Sound production tools and technologies effectively.	☐	☐	☒	☐	☐	☐	☒	☒	

Note: K- Knowledge and understanding; I-Intellectual Skills; S-Subject Skills; P-Practical, professional and employability skills

2.4 Learning and teaching strategy

The learning and teaching strategy for these programmes is designed to provide a blend of theoretical and practical training, aligned with the Active Learning Framework. Methods include:

- Lectures (synchronous and asynchronous recordings)

- Tutorials and seminars

- Directed reading and online learning activities

- Laboratory and field studies

- Guest lectures and exhibitions

Appropriate content will be provided online in order to support the learning journey, which will include; readings, screen clips, audio and visual media clips, supporting lecture and learning materials.

The programmes emphasize hands-on experience, collaborative projects, and industry engagement to ensure students are job-ready and can meet the demands of the creative industries.

2.5 Assessment strategy

The assessment strategy employs a variety of methods to enable students to demonstrate their achievement of the intended learning outcomes. These include:

- Formative assessments such as quizzes, peer reviews, and draft submissions

- Summative assessments including essays, reports, practical projects, and presentations

- Portfolio development and reflective practice

Feedback is provided regularly to support student development and ensure continuous improvement.

For BA Music and Sound Production, assessment criteria are linked to individual module learning outcomes and will be presented to students at the start of the module through key lecture activities. Assessment aims, assessment requirements and learning outcomes are detailed for each module and made explicit on assignment sheets and in module handbooks (sometimes the same document).
As outlined above, formative feedback will be offered at regular points within the delivery of modules and at specific strategic points in order for students to be able to respond to their current performance and in time to develop their assessment response to achieve their full potential. Formative feedback may take place in classroom sessions (online or otherwise) but also within scheduled tutorials during a module delivery.

There are a broad range of assessment activities which will support student development and facilitating their demonstration of the course MLOs and PLOs. Much of the course assessment strategy prioritises opportunities to engage and develop practical Music and Sound assessment artefacts in the form of recognisable industry deliverables. However, there is also ample opportunity to demonstrate MLOs and PLOs through oral presentation, and written method. Where possible and appropriate, students will be carefully encouraged to use assessment activities to contribute to collaborative opportunities across the Games and Media Subject area and also across the University.

2.6 Disclaimer
Throughout quality assurance processes we have ensured that this programme engages with and is aligned to: • Academic Regulations • The University Skills Framework • Welsh Language Policy • Equality and Diversity Policy • The Student Union offers support for students

Section 3 – Programme set up (office use only)		
3.1	Framework	001
3.2	Board dates (progression)	June
3.3	Cost centre	GACT
3.4	Course type (HESA)	N/A
3.5	Fee model	Standard full time UG
3.6	In-year resits	In line with the university regulations, there is the opportunity for students to undertake in-year resits, where appropriate.
3.7	Are any modules taught over either multiple periods or across the HESA year (defined as running 1st August - 31st July)	No
3.8	Progression points	1
3.9	Semesters per intake	2
3.10	Semesters per progression point	2
3.11	Start and end dates	Standard September
3.12	Student funding model	
3.13	Does the Suitability for Practice Procedure apply to the programme?	No
3.14	Programme Leader	Dr Jason Woolley
3.15	Date of Approval	06-Aug-2025
3.16	Date and type of Revision	10/02/2026 AM0 to change Podcasting module code from CMT440 to CMT448