

BA (HONS) ELECTRONIC MUSIC PRODUCTION & PERFORMANCE

COURSE OVERVIEW

Sequencing, sampling, producing and performing.

If you're looking to take your music to the next level, and learn the skills you need to make yourself stand out as a producer, Spirit Studios will help you build the confidence and the skillset you need to really make your mark on the industry.

From creative composition and artist collaborations, to recording and mixing, branding and promotion, this course covers everything you will need to build a career as a professional electronic music producer/DJ.

Whether it's drum'n'bass or future bass, techno or ambient, house or neo soul that you love, whatever your preferred genre and whatever your preferred DAW, you will have the freedom to develop your own sound, while taking inspiration from a variety of artists and genres. With access to software and equipment from Ableton, Avid, Apple, Steinberg and Native Instruments, you will have the potential here to explore and experiment with your tracks like never before.

So, if you're passionate about creating music and have the drive to take it full-time, our studios and our expert tutors can provide you with practical experience and open doors to amazing opportunities, so you can achieve your goals as you move towards graduation.

COURSE CONTENT

Year 1 Modules (HE4):

Electronic Music Performance and Technologies

Focusing on creative techniques using DJ-specific gear and software, you will explore a range of software and hardware, experimenting to create original compositions. Sessions will give you experience using Ableton Live, sampling and looping devices, Serato and Traktor Kontrol, vinyl turntables, CD decks and prepared vinyl/CD.

Learning Outcomes:

1. Create a musical piece using DJ performance technologies
2. Employ foundation knowledge of a range of DJ software and hardware devices
3. Discuss techniques and creative principles using appropriate terminology
4. Present a musical piece using DJ technologies

Assessment: A composition (no longer than 7 minutes) and a performance (10 minutes).

Creative Music Production

Introducing you to a range of music sequencing software and developing your creative skills across platforms, this module encourages you to experiment using a range of music technologies to produce a personal portfolio of compositions, while also promoting your individual style and abilities.

Learning Outcomes:

1. Apply foundation knowledge of sequencing within electronic music production
2. Apply effective creative and corrective processing techniques to enhance the musical product
3. Produce a personal portfolio of compositions using a range of music technologies

Assessment: A portfolio of compositions.

Recording Techniques

Introducing you to a professional studio environment, this module will help you to develop key skills in studio techniques and procedures using a wide range of equipment, while also helping you to gain an understanding of signal flow and gain structure in recording. This module will also help develop interpersonal and collaborative skills.

Learning Outcomes:

1. Operate studio recording equipment safely and effectively
2. Successfully record and playback audio data
3. Make qualitative judgements on recordings
4. Document studio sessions and reflect on personal practices.

Assessment: A portfolio, which incorporates recording tasks and a technical log, and a studio signal path test.

Electronic Music Contextual Studies

Through development of your critical listening and production skills, and focussing on relevant debates and issues surrounding electronic music & DJ culture, this module will give you both a practical and contextual insight into key changes, events and practitioners in the industry throughout the 20th and 21st centuries, helping to develop your own understanding of the music you create while also advancing your research, analytical and practical skills, and your own career development.

Learning Outcomes:

1. Use research to inform a presentation
2. Employ critical and contextual language in relation to specific areas of music
3. Identify and discuss key topics in the development of a genre of music
4. Apply appropriate creative and technical processes within a specified production style or genre

Assessment: An in-class presentation, with musical examples.

Year 2 Modules (HE5):

Electronic Musician as Instrumentalist

Encouraging you to collaborate with other musicians, this module will explore your potential as an electronic musician within a larger composition and performance piece. You will develop technical and creative skills in using controller technology and encourage you to work independently in the studios, find your own collaborative partners, and work towards a finished composition together while analysing and evaluating your own creative processes.

Learning Outcomes:

1. Produce and perform a musical piece as an instrumentalist, while collaborating with other musicians
2. Analyse and evaluate the collaborative process with reference to an appropriate archive of the performance
3. Investigate and critique key practices and practitioners working collaboratively in the field
4. Organise an archive of performance work to professional standards

Assessment: A collaborative musical work and a viva voce.

Applied Electronic Music Production

Introducing you to more advanced creative and technical skills in music production, this module will help to develop your editing, mixing and remixing skills across various projects. Collaborating directly with a client or colleague, you will develop a portfolio of work integrating audio processing hardware and software, while showcasing both pre and post-production skills, and your ability to collaborate effectively.

Learning Outcomes:

1. Produce a portfolio of musical pieces which demonstrates collaborative or client-based practices
2. Integrate audio processing software and hardware in the music product
3. Collaborate effectively with another practitioner in the production of a musical work
4. Analyse and evaluate both personal work and current practitioners in the field

Assessment: A portfolio of work comprising 2 projects, and a viva voce.

Sampler and Sound Library

Providing you with skills in creating a sound library and a software sampler collection, this module will highlight the range of technical processes involved, considering the end user at all times. Through these sessions, you will produce patches for pro-audio applications, while gaining a clear understanding of the workflows involved, and the process of developing encoded and compressed audio files for a sound library.

Learning Outcomes:

1. Create a sound library with appropriate production values applied and organised with the end user in mind
2. Create an audio software sampler patch with appropriate production values applied with the end user in mind
3. Demonstrate and appraise the workflow stages involved in the production of a range of encoded and compressed audio files for a sound library or software sample patch

Assessment: A presentation of your portfolio including a sound library archive and a multi-sampled instrument patch.

Career Focus 2

As part of your own career development, and working to an external client brief, you will develop a clear strategy to achieve the goals and requirements of the commissioning client. Assignments in this module will encourage you to think critically about your work, and use the skills and knowledge you have gained across other modules to create a product that meets specific criteria, and that you would be proud to present back to your client.

Learning Outcomes:

1. Communicate effectively with a client or clients
2. Plan and operate effectively within client-based specifications
3. Evaluate the processes involved in the sourcing of the client, and interpreting requirements
4. Analyse and evaluate personal development strategies and performance

Assessment: A client-based product or a period of work placement, and a report.

Year 3 Modules (HE6):

Live Electronic Music Performance

Considering all performance aspects of a live DJ set, from the audio and sound reinforcement, to the lighting and live projections, you will create, prepare and perform a live electronic music/DJ set, while researching a range of approaches within emerging electronic music practice. Through this module, you will gain key practical skills in the preparation for creative sets, that effectively represent your music and yourself as a DJ/producer.

Learning Outcomes:

1. Analyse and critically evaluate aspects of current and emerging live electronic music practice
2. Create and prepare for a live electronic music performance
3. Incorporate effective collaboration into a live performance
4. Present a live electronic music performance with specific production values

Assessment: A live performance with a technical specifications report.

Advanced Electronic Music Production

Guided by your individual tastes and interests, this module will inspire you to think about your approach to composition differently. Focusing on synthesis and innovative techniques, you will apply creative strategies to generate original tracks, evaluate their success, and present them as a finished piece, thinking critically about your techniques throughout, while furthering your technical abilities in production and mastering.

Learning Outcomes:

1. Formulate and apply innovative production strategies in electronic music
2. Create work which evidences a synthesis of ideas in music composition and production
3. Produce work to commercial standards
4. Deliver a presentation which contextualises and evaluates your musical composition

Assessment: A presentation/lecture with musical examples

Career Development 3

Exposing you to the range of career opportunities that are open to you across the creative industries, you will gain a range of key skills relevant to entrepreneurship and self-employment as well as professionalism and employability. Concentrating on preparing you for work as soon as you graduate, this module will help you understand how different businesses function in the music and audio industries, and how you can find your place within it.

Learning Outcomes:

1. Formulate a strategy for continuing professional development
2. Analyse and evaluate current business practices and methodologies for achieving vocational goals within a specialist field
3. Present a strategy for professional development and justify its rationale and methodology
4. Assemble a personal portfolio of work which demonstrates personal and professional development
5. Critically evaluate personal performance within a period of industry engagement

Assessment: A proposal for your career development strategy and a presentation/viva voce.

SPIRIT STUDIOS.



Project

This is the time where you will test out everything you've learned during your degree, and you take your work to the public. Throughout this module and with tutor support, you will devise your own creative project, realise it to a highly professional standard whilst planning and managing its launch into the public domain. Focusing purely on your own creative goals, you can take your work in this module to a whole new level and take your first steps into the industry as a professional producer/engineer.

Learning Outcomes:

1. Create original work within a chosen field of creative practice
2. Manage and administrate work to professional standards
3. Critically appraise and apply professional values to all aspects of the creative process, presentation and archive
4. Integrate research into a body of work from relevant practitioners, professional and regulatory Institutions
5. Provide evidence of professional and personal development

Assessment: A portfolio of your work of your own devising, and a viva voce.

KEY INFORMATION

Qualification

BA (Hons) Electronic Music Production and Performance
(Awarding body: University of Central Lancashire)

Tuition Fees

£9,250 per year (full time), and £1,540 per 20 credit module (part time).
Total costs for the course are £27,750 (full time), and £27,720 (part time).

Funding

Information on funding for this course can be found [here](#).

Duration

3 years full time, or 5 years part time

Start Date

September 2021

Entry Requirements

A minimum of 96 UCAS points at A2 or equivalent. You should also have achieved Grade 4 or above in GCSE Maths and English, or an equivalent (UK equivalents include key skills level 3 or functional skills level 2). You will also be invited to an interview, with subject experience and enthusiasm the primary basis on which applicants will be selected. Once your application has been processed you will be sent a letter stating the date that you are required to attend, and what will be required. If it is not possible for you to attend on the date proposed, please contact us to rearrange a date or agree alternative arrangements.

European applicants may not be able to attend an interview in the UK; once your application has been processed, you should submit an e-portfolio of your recent work by arrangement with us; this will be followed by a telephone interview. If English is not your first language, English at IELTS 6.0 (or equivalent) will be required. Please ask for details.

This course is open to UK and EU students. Applications from International students cannot usually be accepted because Spirit Studios does not have a Tier 4 licence. Therefore, if you require sponsorship under Tier 4 (i.e. a Tier 4 international student visa to study in the UK) then unfortunately we will be unable to consider your application for this course.

Non-Standard Entry

In some cases where the applicant has achieved alternatives to the standard entry requirements, through accredited study, non-accredited study or life experience, these qualifications or periods of experiential learning should be identified on the application form and will be discussed in the audition and interview.

Contact Hours

Generally, for each 20 credit module you undertake, you will be required to spend 200 studying; these hours will be divided between contact hours (time spent at Spirit Studios with staff) and independent study hours. On average, 60-70 hours of contact time is timetabled per module and each module might be split like this:

Direct contact hours (per module):	
Lectures / workshops / demonstrations	50 hours
Tutorial support	20 hours
Total direct contact hours	70 hours
Independent study (per module):	
Preparation for assessments	30 hours
Study to support practical & written work	100 hours
Total independent learning hours	130 hours
Total student learning hours (per module):	200 hours

Associated costs

We will not charge you any additional fees or ask you to pay any additional costs that are mandatory for the completion of your course, with the exception of:

- USB/flash/pen drives; some submissions will require work to be submitted on these (buying in bulk will save money and an 8GB might be as little as £2-£3). These are not returnable to students once submitted.

In addition to the course fees, there are some further costs which you may incur as a student on this course. These costs are optional and are not mandatory to your studies. These might involve buying for example:

- A pair of headphones, something like Sennheiser HD201 (£15-£25), or perhaps if you require something more robust, Sennheiser HD25 (around £120)
- An external hard drive for backing up your work (a 1TB drive might cost around £40)
- Generic ear protection, like the ACS ER20 ear plugs, around £11

The purchase of books, stationery and computer consumables is an additional cost and so we suggest a minimum budget of £80 per term to cover these purchases.

SPIRIT STUDIOS.



Contact details

For an informal discussion and further details about the course please contact Daniel Buxton (daniel.buxton@spiritstudios.ac.uk) Tel: +44 (0)161 276 2100

APPLY

Applications to this course are made via the UCAS system.

You will need this information for your application:

UCAS Code: W383
UCAS Institution: C30
Campus code: Z

If you need any further help or advice on the application process, please contact: callum.croston@spiritstudios.ac.uk or call us on 0161 276 2100.