

## BA (HONS) MUSIC PRODUCTION

### COURSE OVERVIEW

#### Creating, recording, mixing and mastering.

If you have the drive and the ambition to be one of the next great producers, Spirit Studios will help get you there.

As a producer, you'll need a huge range of skills and experience to build a successful and long-lasting career in music. And with our help, you'll gain all of these skills and more, ready to make your mark on the industry when you graduate.

With practical and industry-focused teaching in our professional studios, this course will expose you to everything from composing, arranging and producing tracks for a range of different media, to developing a clear and professional presence for yourself as a producer.

Whatever your preferred style or approach to making music, at Spirit Studios you'll have the freedom to explore your skills, expand your knowledge and grow as a producer, developing a portfolio that really shows what you're capable of. With live industry projects and state-of-the-art studios available to you, there is no doubt that with a passion for what you're producing, you can achieve your creative goals during your time here.

### COURSE CONTENT

#### Year 1 Modules (HE4): Composition and Arrangement

Through the study of a diverse range of practitioners and their work, you will explore creative techniques used in both composition and arrangement, from across different styles and genres of music.

This module will allow you to gain inspiration from established producers, encourage you to explore alternative methods of creating sound, and help you to build up a portfolio of original and professional compositions.

# SPiRiT STUDIOS.

Learning Outcomes:

1. Present a portfolio of original compositions formed from non-traditional musical materials
2. Present a portfolio of original compositions which evidences specific musical techniques and arrangement skills

Assessment: 2 portfolios of compositions.

## **Recording Techniques & Technologies**

Developing your skills in recording, editing and mixing, this module will give you a key understanding of different microphone types and techniques, while also introducing you to factors affecting the recording process in either a live or location based setting. Through practical experimentation in the studios, you will then learn to assess the needs of individual sessions, and effectively use your setting to your advantage.

Learning Outcomes:

1. Employ a range of technologies and techniques in specific recording studio situations.
2. Produce a recording where the location has significant impact on working processes and the sonic characteristics of the material.
3. Make effective decisions regarding microphone types and techniques.
4. Detail the range of processes and techniques employed in studio and location recording environments.

Assessment: 2 recording projects each with a 1000 word report.

## **Career Focus 1 - Online Profile**

Through the analysis of relevant online profiles, this module will introduce you to the importance of effective self-representation online, and creating original and targeted content to build up a significant following online. You will also gain skills in blogging, social media marketing and web-design, allowing you to develop a clear presence for yourself as a producer.

Learning Outcomes:

1. Present a basic marketing campaign aimed at a target audience.
2. Articulate academic research in a written essay.
3. Create a website portfolio for promotional purposes including video and audio content.
4. Maintain an online presence through a blog.

Assessment: An in-class marketing presentation, an essay, and a website portfolio.

## Year 2 Modules (HE5):

### **Recording and Production**

Through further experimentation in the studios, you will build on your recording skills while also learning to effectively use both analogue and digital effects at different stages during the production process, to enhance your final mix. You will also be introduced to basic mastering and editing techniques, whilst continuously reflecting on your work to develop a deeper understanding of your work as an engineer.

Learning Outcomes:

1. Employ appropriate technical skills in a recording studio environment.
2. Produce a mix using digital and analogue technologies.
3. Use subject specific language when reporting upon their production work.

Assessment: A recording project with a 2000 word report, and 2 mix projects.

### **Music, Sound, Image**

Introducing you to the world of sound design, you will develop your creative skills in composition and learn to create music for a range of media, before presenting your work as an installation of both audio and video assets. Through the research of standard industry practices in this field, and practical experimentation with Foley, and sound effects creation, you will then build up a significant library of assets suitable for use in both film and games applications.

Learning Outcomes:

1. Create an installation through a customised rig using audio and / or video materials.
2. Devise and compile programme notes to support and promote an installation presentation.
3. Create a sound design composition for a film or a game which utilises music, sound effects and recorded Foley sound.
4. Produce an organised catalogue of audio assets used for cinematic / games application.

Assessment: A sound design project and an installation presentation.

### **Composition and Production**

By developing original compositions while also working with existing materials to create an effective remix, this module encourages you to blur the lines between composer and producer while taking both a creative, and an objective view of your work and of others.

Learning Outcomes:

1. Work with given musical materials in the role of a producer.
2. Write an original piece of music which demonstrates composition and production skills.
3. Produce an effective remix from provided/selected materials.

Assessment: An original composition and 2 composition projects (producer skills and a remix).

## **Career Focus 2 - Live Brief**

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. Deliver work suitable for a specific application/client.
3. Evaluate the processes involved in the sourcing of the client, their requirements and the effectiveness of the project.

Assessment: A client-based assignment with appropriate archive, and a viva voce.

## **Year 3 Modules (HE6):**

### **Composition and Innovation**

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.

Learning Outcomes:

1. Formulate and apply innovative compositional strategies.
2. Create work which evidences a synthesis of ideas in music composition and production.
3. Deliver a presentation which contextualises and evaluates their musical composition.

Assessment: A creative composition project and a presentation/lecture.

## **Advanced Recording and Production**

Now confident in the running of recording and mixing sessions in the studios, you will have the freedom to fit the content of this module to your specific working needs. Focusing on further development of your skills, and refinement of your workflows, you will produce recordings to a professional standard, applying advanced mixing and mastering techniques using industry software and hardware as you see fit.

Learning Outcomes:

1. Create professional standard recordings in line with intended production values utilising substantial microphone captured sound.
2. Mix and master a recording using either software and/or hardware.
3. Compile a written technical report which details your workflow and evaluates your recording(s).

Assessment: A recording project and a report.

## **Career Focus 3 - Professional Preparation**

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. Produce a body of work according to a defined career pathway.
2. Evaluate current business practices and methodologies for achieving vocational goals within a specialist field.
3. Research and produce a contextual report that adheres to academic conventions.

Assessment: A personal portfolio of work to be negotiated with your tutor.

## **Major Project - Music and Multimedia**

This is the time where you test out everything you've learned through your degree, and you take your work to the public. Throughout this module, you will create an original project to a highly professional standard, whilst planning and managing its launch into the public domain.

# SPIRIT STUDIOS.



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 for the public domain in line with their chosen creative practice.
2. Present material for a programme of events in the area of music and multimedia presentation.
3. Identify and apply professional values to all aspects of the production process, presentation and archive.

Assessment: A major project and an archive of the work.

## KEY INFORMATION

### Qualification

BA (Hons) Music Production  
(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 of you. 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 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:

# SPIRIT STUDIOS.

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

## 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)

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.

## Contact details

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

# SPIRIT STUDIOS.

## APPLY

Applications to this course are made via the UCAS system.

### You will need this information for your application:

UCAS Code: W37W  
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](mailto:callum.croston@spiritstudios.ac.uk) or call us on 0161 276 2100.

## ADDITIONAL INFORMATION

In addition to your degree, as a student at Spirit Studios, you may be eligible for discounts on a range of professional qualifications that we deliver. This may include accreditation in Avid Pro Tools (101, 110, 201, and 210M).



Avid Learning Partner