BA (Hons) Creative Music Technology (and pathway)

Awarding institution	Bath Spa University
Teaching institution	Bath Spa University
School	Bath School of Music and Performing Arts
Main campus	Newton Park
Other sites of delivery	N/A
Other Schools involved in delivery	None
Name of award(s)	Creative Music Technology Creative Music Technology (Games and Interactive Media)
Qualification (final award)	BA (Hons)
Intermediate awards available	CertHE, DipHE, BA
Routes available	Single
Professional Placement Year	Optional
Duration of award	3 years full-time 4 years with Professional Placement Year 6 years part time
Modes of delivery offered	Campus-based
Regulatory Scheme [1]	Undergraduate Academic Framework

Exemptions from regulations/framework[2]	N/A
Professional, Statutory and Regulatory Body accreditation	N/A
Date of most recent PSRB approval (month and year)	N/A
Renewal of PSRB approval due (month and year)	N/A
UCAS code	J931
Route code (SITS)	MTSPS (Creative Music Technology) and MTGIMSIN (Games and Interactive Media pathway)
Relevant QAA Subject Benchmark Statements (including date of publication)	Music October 2016
Date of most recent approval	April 2018
Date specification last updated	February 2021

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[1] This should also be read in conjunction with the University's Qualifications Framework

[2] See section on 'Exemptions'

Exemptions

There are no exemptions

Programme Overview

Creative Music Technology at Bath Spa University fuses audio production, composition, sound design, critical listening, and the creative exploration of audio technologies alongside a wider view of digital media through three areas -

- Cutting edge urban and commercial music creation and production
- Experimental music, the sonic arts and 'visual music'
- Sound design, music and audio production for the AudioVisual sector such as gaming, broadcast and audio-post.

The course seeks to extend individual creative voices as well as enable technical confidence and knowledge, whilst developing and nurturing artist producers, audio professionals, and sonic artists in a broad range of skills recognised by the global creative industries.

Level 4 consolidates foundational skills in audio recording, sound and music production, and sound design alongside the nurturing of creative pursuits that have been defining for you prior to your studies.

Level 5 encourages explorations of technical and creative skills in music production, and offers an introduction to visual media to support the development of promotional material. You will also address a range of employability skills across the music and sound industries, with the opportunity to undertake a professional placement, a creative collaboration, or a commercial project.

Level 6 allows you to fully explore and consolidate previous learning through your choice of professional practice projects. You will do a major creative project and will undertake portfolio work in creative areas such as game sound, sonic performance, studio production, composition for media. You are also able to take open modules from across the university.

CMT embraces multi and inter-disciplinary working both inherent within the subject area and in collaborations or team working with students from across BSU. You will be part of a vibrant community creating exciting work that crosses subject boundaries, as a producer, composer and a collaborator.

Programme Aims

The aims of the **Creative Music Technology** programme are to -

1 - Develop confident, creative and industry competent graduates that are able to contribute to and/or define emerging artistic and technical boundaries

2 - Enable graduates to explore and gain confidence in a wide range of software and technologies that can capture, edit, process and organise audio, sound, and visual media alongside broader digital literacies including the creation of web content.

3 - Equip graduates with transferable techniques, artistic approaches, and working practices that can continue to evolve beyond their degree in a cultural landscape where software and technology are in a constant state of change

4 - Promote the exploration and harnessing of a personal creative voice within all creative and technical projects through the development of innovative approaches to their work.

5 - Support graduates to engage in audio and inter/multi-discipline works that freely explore experimental uses of technology and challenge received expectations of artistic work in the field

6 - Produce highly digitally and culturally literate graduates that are confident to communicate and engage internationally with the creative and cultural industries

7- Create graduates who are confident to discuss, promote and market their own creative work, allowing them to thrive across a full range of professional and creative working scenarios ranging from brief driven commissions to multidisciplinary or interdisciplinary collaborations and team working.

8 - Equip graduates with a wide range of sector related transferable skills and awareness intended to broaden the scope of their future employment opportunities.

Programme Intended Learning Outcomes (ILOs)

A Subject-Specific Skills and Knowledge

	Programme Intended Learning Outcomes (ILOs) On Achieving Level 6	On Achieving Level 5	On Achieving Level 4
A1	Creativity and innovation in both artistic and technical projects across a wide range of sound and musical scenarios	Creativity and exploration in both artistic and technical projects across a range of sound and musical scenarios	Creativity in artistic and technical projects across a range of sound and musical scenarios
A2	Use of sonic acuity to aurally analyse and critically interpret sound, composition and music production	Sonic acuity to aurally analyse and interpret sound, composition and music production	Ability to aurally evaluate and analyse sound, composition and music production
A3	Critically and analytically informed use of commercially available and emerging digital tools for composition, music production and sound design	Deploy key techniques in the use of commercially available tools for composition, music production and sound design	Ability to work with the underlying concepts and principles in the use of commercially available tools for composition, music production and sound design
A4	Exploration and innovation pushing at the accepted boundaries in the creative and technical areas of composition, sound design and music production	Exploration and experimentation in the creative and technical areas of composition, sound design and music production	Exploration in the creative and technical areas of composition, sound design and music production
A5	Creation of a unique and critically informed artistic identity or personal 'voice' through advanced artistic and technical skills	Creation of an artistic identity or personal 'voice' through artistic and technical skills	Ability to create artistic identity through artistic and technical skills
A6	A Critical engagement of Industry practice, protocols and standards within the fields of sound and music production	Coherent and detailed knowledge of Industry practice, protocols and standards within the fields of sound and music production	Knowledge of the underlying principles associated with Industry practice, protocols and standards within the fields of sound and music production
A7	Critical engagement with the interdisciplinary potential of sound, composition and/or music production through collaboration and team working	Engagement with the potential of interdisciplinary potential of sound, composition and/or music production through collaboration and team working	Exploration into the interdisciplinary potential of sound, composition and /or music production through collaboration and team working

B Cognitive and Intellectual Skills

	Programme Intended Learning Outcomes (ILOs) On Achieving Level 6	On Achieving Level 5	On Achieving Level 4
B1	Systematic understanding of the cultural context and implications of sound, composition and music technology	Critical awareness of the cultural context and implications of sound, composition and music technology	Knowledge of the basic theories and concepts in the cultural context of sound, composition and music technology
B2	Critically discuss and evaluate technical and compositional aspects of sound, composition and music production	Interpret and evaluate technical and compositional aspects of sound, composition and music production	Interpret technical and compositional aspects of sound, composition and music production
B3	Conceptual thinking and problem solving skills through project creation, design, management and delivery, individually, collaboratively, and/or in teams	Devising and problem solving skills through project conception, design, management and delivery, individually, collaboratively, and/or in teams	Use established skillsets to design, manage and delivery projects, individually, collaboratively, and/or in teams
B4	Systematic understanding and execution of established research and digital literacy skills	Utilise a range of established research and digital literacy skills	Knowledge and application of key research and digital literacy skills
B5	Communicate complex information and ideas to specialist and non-specialist audiences	Communicate information and ideas to specialist and non-specialist audiences	Communicate information and ideas accurately and reliably
B6	Critically reflective and ethical practice in all areas of artistic and technical work, responding to accepted codes of practice and etiquette within creative communities, particularly around the areas of collaboration, ownership, copyright, and artistic integrity	Reflective and ethical practice in all areas of artistic and technical work, responding to accepted codes of practice and etiquette within creative communities, particularly around the areas of collaboration, ownership, copyright, and artistic integrity	Knowledge of reflective and ethical working practices in all areas of artistic and technical work, responding to accepted codes of practice and etiquette within creative communities, particularly around the areas of collaboration, ownership, copyright, and artistic integrity

C Skills for Life and Work

	Programme Intended Learning Outcomes (ILOs) On Achieving Level 6	On Achieving Level 5	On Achieving Level 4

C1	Autonomous learning[3] (including time management) that shows the exercise of initiative and personal responsibility and enables decision-making in complex and unpredictable contexts.	Autonomous learning (including time management) as would be necessary for employment requiring the exercise of personal responsibility and decision-making such that significant responsibility within organisations could be assumed.	Autonomous learning (including time management) as would be necessary for employment requiring the exercise of personal responsibility.
C2	Team working skills necessary to flourish in the global workplace with an ability both to work in and lead teams effectively.	Team work as would be necessary for employment requiring the exercise of personal responsibility and decision-making for effective work with others such that significant responsibility within organisations could be assumed.	Team work as would be necessary for employment requiring the exercise of personal responsibility for effective work with others.
C3	Communication skills that ensure information, ideas, problems and solutions are communicated effectively and clearly to both specialist and non-specialist audiences.	Communication skills commensurate with the effective communication of information, arguments and analysis in a variety of forms to specialist and non-specialist audiences in which key techniques of the discipline are deployed effectively.	Communication skills that demonstrate an ability to communicate outcomes accurately and reliably and with structured and coherent arguments.
C4	IT skills and digital literacy that demonstrate core competences and are commensurate with an ability to work at the interface of creativity and new technologies.	IT skills and digital literacy that demonstrate the development of existing skills and the acquisition of new competences.	IT skills and digital literacy that provide a platform from which further training can be undertaken to enable development of new skills within a structured and managed environment.

[3] i.e. the ability to review, direct and manage one's own workload

Programme Content

This programme comprises the following modules

Key:

Core = C

Required = R

Required* = R*

Optional = O

Not available for this status = N/A

If a particular status is greyed out, it is not offered for this programme.

BA Creative Music Technology				Status	
Level	Code	Title	Credits	Single	Joint
4	CMT4000-20	Audio Recording	20	C	
4	CMT4001-20	Sound Design Exploration	20	C	
4	CMT4002-20	Creative Practice	20	C	
4	CMT4003-20	Audio Production	20	C	
4	CMT4004-20	Sonic Cultures	20	C	
4	CMT4005-20	Applied Sound Design	20	C	
5	CMT5000-20	Foundations of Audio Processing	20	C	
5	CMT5001-20	Sonic Art	20	R	
5	CMT5002-20	Hyper Production Techniques	20	R	
5	CMT5003-20	Sound and Music Industries	20	C	
5	CMT5005-20	Audiovisual Practice	20	R	
5	CMT5100-20	Experimental Audio Processing	20	O	
5	CMT5101-20	Composition 4	20	O	
5	PPY5100-120	Professional Placement Year	120	O	
6	CMT6000-20	Research Project	20	C	
6	CMT6001-20	Sonic Signatures	20	R	

Level	Code	Title	Credits		
6	CMT6100-20	Composition for Media	20	O	
6	CMT6101-20	Interactive and Procedural Audio	20	O	
6	CMT6002-20	Independent Study	20	C	
6	CMT6003-20	Sonic Performance	20	R	
6	CMT6102-20	Audio Post Production for Moving Image	20	O	
6	CMT6103-20	AudioVisual Performance	20	O	

Subject offered with pathways

Creative Music Technology offers one pathway -

-        Creative Music Technology (Games and Interactive Media**)**

This is available for single honours Creative Music Technology students only who wish to work in the technical and creative areas of game sound and music, including sound design, composition, the technical implementation of sound through 'middleware' applications, and the areas of immersive and 3D sound. Two of the pathway's Required modules are from the Creative Computing (Gaming) pathway, thus embedding industry-style collaborative and cross-disciplinary team working.

BA Creative Music Technology				Pathway
Level	Code	Title	Credits	**Games and Interactive Media**
4	CMT4000-20	Audio Recording	20	C
4	CMT4001-20	Sound Design Exploration	20	C
4	CMT4002-20	Creative Practice	20	C
4	CMT4003-20	Audio Production	20	C
4	CMT4004-20	Sonic Cultures	20	C
4	CMT4005-20	Applied Sound Design	20	C
5	CMT5000-20	Foundations of Audio Processing	20	C
5	CMT5001-20	Sonic Art	20	O
5	CMT5002-20	Hyper Production Techniques	20	O
5	CMT5003-20	Sound and Music Industries	20	C
5	GDT5003-20	Extended Realities	20	R
5	CMT5100-20	Experimental Audio Processing	20	R
5	PPY5100-120	Professional Placement Year	120	O

6	CMT6000-20	Research Project	20	C
6	CMT6101-20	Interactive and Procedural Audio	20	R
6	CMT6100-20	Composition for Media	20	O
6	CMT6001-20	Sonic Signatures	20	O
6	CMT6002-20	Independent Study	20	C
6	GDT6005-20	Games Studio Sound	20	R
6	CMT6102-20	Audio Post Production for Moving Image	20	O
6	CMT6103-20	AudioVisual Performance	20	O
6	CMT6003-20	Sonic Performance	20	O

Assessment methods

A range of summative assessment tasks will be used to test the Intended Learning Outcomes in each module. These are indicated in the attached assessment map, which shows the varying tasks in different modules.

Students will be supported in their development towards summative assessment by appropriate formative exercises.

Please note: if you choose an optional module from outside this programme, you will be required to undertake summative assessment tasks that do not appear in the assessment grid here in order to pass that module.

Work experience and placement opportunities

The Sound and Music Industries module CMT5003-20 in year 2 is a Core professional development module for all students. It enables you to engage with a choice between a short industry placement/work experience, an entrepreneurial project, or a collaboration with an existing professional in the field. If you choose the industry placement or work experience will be expected seek your own professional opportunity, supported by the Careers and Enterprise team.

This programme can also be taken as a 'Sandwich' degree, which is studied over 4 years and includes a year-long work placement in a sector of your choice. The placement year is completed between years 2 and 3 of your degree and counts for 120 Level 5 credits. During this time, you will be able to utilise knowledge gained as part of your studies in a real work environment to gain 'hands on' experience. This placement may be in a broader field then music technology, and the University has a dedicated Careers & Employability team to help you find and prepare for a placement. Following your placement year, you will return to University to complete your final year of study.

Additional Costs

Table of Additional Costs

Module Code & Title	Type of Cost	Cost

Graduate Attributes

	Bath Spa Graduates…	In Creative Music Technology this means...
1	Will be employable: equipped with the skills necessary to flourish in the global workplace, able to work in and lead teams	Many modules embed industry skills and practice through the use of proto-real assignments and technical/creative projects throughout the course We will also develop your professionalism through the use of assignment submissions in the form of Online Portfolios, Blogs and Vlogs, thus building a credible outward facing portfolio.
2	Will be able to understand and manage complexity, diversity and change	We ensure that modules challenge you to develop confidence, be innovative, and embrace experimentation. In year three all of the modules focus on industry style projects, often working in collaborations or in interdisciplinary teams that offer good insights into the complex and diverse landscape of the creative industries.
3	Will be creative: able to innovate and to solve problems by working across disciplines as professional or artistic practitioners	Creating new and exciting work across discipline boundaries is central to the area of music and sound technology. The underlying approach in all our technical teaching is that the personal uses and even creative abuse of digital tools and protocols may lead to innovation and original work.
4	Will be digitally literate: able to work at the interface of creativity and technology	Digital Literacy and Digital Creativity are core in all areas of the course. We will also promote the exploration of digital tools in music technology to take you beyond the role of 'users' and into the area of 'creators and makers'. Digital Tools should not show us what they can do, you should be empowered to push them to see what the tools are capable of doing.
5	Will be internationally networked: either by studying abroad for part of their programme, or studying alongside students from overseas	The course embeds a rich array of international awareness throughout the course content by exploring technologies, ideas and creative work from across the globe. We are also developing opportunities for students to collaborate and share work internationally through online communities and partnerships.

6	Will be creative thinkers, doers and makers	Creativity is an integral part of the whole Creative Music Technology course. Over 90% of your assignments will be practical projects, and most of those will push you to have a creative result. We also strongly encourage personal artistic expression in all technical assignments.
7	Will be critical thinkers: able to express their ideas in written and oral form, and possessing information literacy	As a degree level course it is our responsibility to encourage you to become skilled in your communication and thinking. To support this you will develop cultural and critical thinking skills alongside the creative and technical areas. We will also develop your critical and interpretive listening skills, enabling you to analyse the sounds and music that are all around us in the modern world. In turn this will help you to achieve more meaning and connection in your own sound and music creations.
8	Will be ethically aware: prepared for citizenship in a local, national and global context	You will develop an understanding of the areas of intellectual property, and the respectful use of third-party content in creative and collaborative projects. You will also learn the difference between personal opinions or bias and a more critically objective interpretation when discussing or commenting on existing creative work.

Modifications

Module-level modifications

Code	Title	Nature of modification	Date(s) of approval and approving bodies	Date modification comes into effect
MUS5 002-20	Composition 3	Module deleted	approved by BSMPA SQMC 18th November 2019	2020/21
MUS5 108-20	Composition 3 (Methods)	New Module	approved by BSMPA SQMC 18th November 2019	2020/21
MUS5 004-20	Composition 4	Module deleted	approved by BSMPA SQMC 18th November 2019	2020/21
MUS6 006-20	Composition 6	Module deleted	approved by BSMPA SQMC 18th November 2019	2020/21
MUS6 109-20	Composition 6 (Event)	New Module	approved by BSMPA SQMC 18th November 2019	2020/21
CMT5 101-20	Composition 4	New Module Code	approved by BSMPA SQMC 8th February 2021	2020/21
MUS6 108-20	Composition 5 (Contexts)	Module deleted	approved by BSMPA SQMC 17th November 2020	2021/22
MUS6 109-20	Composition 6 (Event)	Module deleted	approved by BSMPA SQMC 17th November 2020	2021/22
CCO5 101-20	Game Studio	Module deleted	approved by Curriculum Committee 15th December 2021	2022/23
GDT5 003-20	Extended Realities	Module added	approved by Curriculum Committee 15th December 2021	2022/23
MUS5 108-20	Music Composition 3 (Methods)	Module deleted	approved by Curriculum Committee 15th December 2021	2022/23
GDT6 005-20	Games Studio Sound	New module	approved by Curriculum Approval Panel December 2024	2024/25
CCO6 004-20	Commercial Games	Module deleted	approved by Curriculum Approval Panel December 2024	2024/25
CMT5 004-20	Music Video Production	Module renamed to 'CMT5005-20 Audiovisual Practice'	approved by Curriculum Approval Panel March 2024	2024/25

Programme-level modifications

Nature of modification	Date(s) of approval and approving bodies	Date modification comes into effect

Attached as appendices:

1. Programme structure diagram
2. Map of module outcomes to level/programme outcomes
3. Assessment map
4. Module descriptors

Appendix 1: Programme Structure Diagram - BA (Hons) Creative Music Technology

Creative Music Technology		Creative Music Technology (Games and Interactive Media) (Pathway)	
Level 4			
Semester 1	**Semester 2**	**Semester 1**	**Semester 2**
Core Modules		**Core Modules**	
CMT4000-20 Audio Recording	CMT4003-20 Audio Production	CMT4000-20 Audio Recording	CMT4003-20 Audio Production
CMT4001-20 Sound Design Exploration	CMT4004-20 Sonic Cultures	CMT4001-20 Sound Design Exploration	CMT4004-20 Sonic Cultures
CMT4002-20 Creative Practice	CMT4005-20 Applied Sound Design	CMT4002-20 Creative Practice	CMT4005-20 Applied Sound Design
Level 5			
Core Modules		**Core Modules**	
CMT5000-20 Foundations of Audio Processing	CMT5003-20 Sound and Music Industries	CMT5000-20 Foundations of Audio Processing	CMT5003-20 Sound and Music Industries
Required Modules		**Required Modules**	
CMT5001-20 Sonic Art	CMT5005-20 Audiovisual Practice		GDT5003-20 Extended Realities
CMT5002-20 Hyper Production Techniques			CMT5100-20 Experimental Audio Processing
Optional Modules		**Optional Modules**	
	CMT5100-20 Experimental Audio Processing CMT5101-20 Composition 4 OR - an OPTION from a recommended CMU or open module	CMT5001-20 Sonic Art CMT5002-20 Hyper Production Techniques OR - OPTIONS from recommended CMU or open modules	
Optional Professional Placement Year 120 credits			
Level 6			
Core Modules		**Core Modules**	

CMT6000-20 Research Project	CMT6002-20 Independent Study	CMT6000-20 Research Project	CMT6002-20 Independent Study
Required Modules		**Required Modules**	
CMT6001-20 Sonic Signatures	CMT6003-20 Sonic Performance	CMT6101-20 Interactive & Procedural Audio	GDT6005-20 Games Studio Sound
Optional Modules		**Optional Modules**	
CMT6100-20 Composition for Media CMT6101-20 Interactive & Procedural Audio OR - an OPTION from a recommended CMU or open module	CMT6103-20 AudioVisual Performance CMT6102-20 Audio Post Production for Moving Image OR - an OPTION from a recommended CMU, OM, LA module	CMT6100-20 Composition for Media CMT6001-20 Sonic Signatures OR - an OPTION from a recommended CMU or open module	CMT6102-20 Audio Post Production for Moving Image CMT6103-20 AudioVisual Performance CMT6003-20 Sonic Performance OR - an OPTION from a recommended CMU, OM, LA module
Rule Notes: Core modules must be taken by all students on the programme, regardless of the pathway, whereas Required modules are only required for the chosen pathway.			

Modules may have to change semesters depending on timetable constraints

Appendix 2: Map of Intended Learning Outcomes

Level	Module Code	Module Title	Status (C,R,R*,O) [4]	Intended Learning Outcomes																
				Subject-specific Skills and Knowledge							Cognitive and Intellectual Skills						Skills for Life and Work			
				A1	A2	A3	A4	A5	A6	A7	B1	B2	B3	B4	B5	B6	C1	C2	C3	C4
4	CMT4000-20	Audio Recording	C		x		x	x				x	x			x		x	x	x
4	CMT4001-20	Sound Design Exploration	C	x	x	x	x	x	x		x		x		x	x	x			x	x
4	CMT4002-20	Creative Practice	C	x	x	x	x	x			x	x	x	x		x	x	x	x	x
4	CMT4003-20	Audio Production	C	x	x	x	x	x	x			x	x				x	x		x	x
4	CMT4004-20	Sonic Cultures	C						x	x	x	x		x	x	x	x			x	x
4	CMT4005-20	Applied Sound Design	C	x	x		x	x			x	x	x	x			x	x			x
5	CMT5000-20	Foundations of Audio Processing	C	x	x	x	x		x			x	x		x	x	x				x
5	CMT5001-20	Sonic Art	R/O		x				x		x	x		x	x	x	x			x	
5	CMT5002-20	Hyper Production Techniques	R/O	x	x	x	x	x	x	x	x	x	x			x	x	x	x	x
5	CMT5003-20	Sound and Music Industries	C				x	x	x	x	x	x		x	x	x	x	x	x	x
5	CMT5005-20	Audiovisual Practice	R	x			x	x			x		x	x	x	x	x				x
5	CMT5100-20	Experimental Audio Processing	O/R	x	x	x	x		x		x	x	x	x	x	x	x			x	x
5	CMT5101-20	Composition 4	O	x			x	x			x		x		x	x	x	x			x
5	GDT5003-20	Extended Realities	R	x		x	x	x	x	x			x	x	x	x		x	x	x
5	PPY5100-120	Professional Placement Year	O						x	x				x	x	x	x	x	x	x	x
6	CMT6000-20	Research Project	C	x					x	x	x	x	x	x	x	x	x	x	x	x
6	CMT6001-20	Sonic Signatures	R/O	x	x	x	x	x	x		x	x	x			x	x			x
6	CMT6100-20	Composition for Media	O	x	x	x	x	x	x		x	x				x	x			
6	CMT6103-20	AudioVisual Performance	O	x			x	x		x	x		x	x		x	x	x		x
6	CMT6002-20	Independent Study	C	x	x	x	x	x	x	x	x		x	x	x	x	x	x	x	x
6	CMT6003-20	Sonic Performance	R/O	x	x	x	x	x	x	x	x		x		x		x	x	x	x
6	CMT6102-20	Audio Post Production for Moving Image	O	x	x	x	x	x	x	x	x		x		x		x	x	x	x

| 6 | CMT6101-20 | Interactive and Procedural Audio | O/R | x | | x | x | | x | x | | x | x | | x | x | x | x | x | x |
| 6 | GDT6005-20 | Games Studio Sound | R | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x |

[4] C = Core; R = Required; R* = Required*; O = Optional

Appendix 3: Map of Summative Assessment Tasks by Module

Level	Module Code	Module Title	Status (C,R, R*,O)[5]	Coursework						Practical					Written Examination		
				Composition	Dissertation	Essay	Journal	Portfolio	Report	Performance	Practical Project	Practical skills	Presentation	Set exercises	Written Examination	In-class test (seen)	In-class test (unseen)
4	CMT4000-20	Audio Recording	C						1x		1x						
4	CMT4001-20	Sound Design Exploration	C	1x							1x						
4	CMT4002-20	Creative Practice	C								1x		1x				
4	CMT4003-20	Audio Production	C								2x						
4	CMT4004-20	Sonic Cultures	C						1x				1x				
4	CMT4005-20	Applied Sound Design	C	2x													
5	CMT5000-20	Foundations of Audio Processing	C									2x					
5	CMT5001-20	Sonic Art	R/O			1x			1x								
5	CMT5002-20	Hyper Production Techniques	R/O								2x						
5	CMT5003-20	Sound and Music Industries	C						2x								
5	CMT5005-20	Audiovisual Practice	R						1x		1x						
5	CMT5100-20	Experimental Audio Processing	O/R	1x								1x					
5	CMT5101-20	Composition 4	O	2x													

5	GDT5003-20	Extended Realities	R			1x			1x		1x
5	PPY5100-120	Professional Placement Year	O					1x	1x		
6	CMT6000-20	Research Project	C					1x			
6	CMT6001-20	Sonic Signatures	R/O								2x
6	CMT6100-20	Composition for Media	O	1x				1x			
6	CMT6102-20	AudioVisual Performance	O				1x				1x
6	CMT6002-20	Independent Study	C								1x
6	CMT6003-20	Sonic Performance	R/O				1x			1x	
6	CMT6102-20	Audio Post for Moving Image	O								1x
6	CMT6101-20	Interactive and Procedural Audio	O/R					1x			1x
6	GDT6005-20	Games Studio Sound	R								1x

[5] C = Core; R = Required; R* = Required*; O = Optional