

MA Sound (pathways)

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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	N/A
Name of award(s)	Sound (Arts) Sound (Production) Sound (Design)
Qualification (final award)	MA
Intermediate awards available	PgCert, PgDip
Routes available	Single
Duration of award	1 year full time / 2 years part time
Sandwich period	No
Modes of delivery offered	Campus-based
Regulatory Scheme	Taught Postgraduate Framework
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	N/A
Route code (SITS)	SDMA (Sound Design), SPMA (Sound Production), SAMA (Sound Arts)
Relevant QAA Subject Benchmark Statements (including date of publication)	There is no relevant Masters benchmark statement, but the BA honours Subject Benchmark Statement for Music (2016) has provided some context.
Date of most recent approval	September 2017
Date specification last updated	June 2021

Programme Overview

The MA Sound programme consists of three pathways: MA Sound (Arts), MA Sound (Design) and MA Sound (Production). Although there is considerable overlap in terms of curriculum and delivery, with 120 credits in common between them, the pathways are aimed at three distinct professional contexts:

- **MA Sound (Production)** is for those producing urban music in a variety of contemporary genres, as well as those working with performing artists in a 'behind the glass' setting. It offers a perspective that fuses commercial credibility with cutting edge techniques from electroacoustic composition and other areas of experimental practice.
- **MA Sound (Design)** is for those working with moving image, and covers areas of audio post-production, sound editing, surround sound and the design of bespoke sound that participates in narrative storytelling.
- **MA Sound (Arts)** is for those working in more experimental areas, both in terms of musical style and context, where emerging forms such as sound installations and immersive environments, 3D audio and virtual reality and interactive systems are addressed.

All three pathways share a common model where your studies are built around your practice, and the course centres around the iterative production of a substantial portfolio of work, which reaches its definitive form in the Major Project and is an invaluable tool in your on-going professional practice. Theory underpins all practical work, with a grounding in postgraduate research methodology. You are supported through a range of teaching methods, including individual tutorials, small-group workshops and seminars and input from industry professionals. Optionality and Collaboration are key features: you have opportunities to collaborate with musicians and other creative across a wide range of disciplines. You also can choose options across pathways and from the other areas of music supported in our M-Level provision, including Composition, Performance and Songwriting. As with all of the Music and Performance Masters, this programme places you within a creative and vibrant artistic community dedicated to all aspects of music and the performing arts. Your programme therefore sits within a dynamic environment where we actively encourage you to work with other practitioners and scholars from other disciplines. You will also work with professional practitioners from a similar range of backgrounds who will bring differing perspectives to your work.

As with all of the Music and Performance Masters, this programme places you within a creative and vibrant artistic community dedicated to all aspects of music and the performing arts. Your programme therefore sits within a dynamic environment where we actively encourage you to work with other practitioners and scholars from other disciplines. You will also work with professional practitioners from a similar range of backgrounds who will bring differing perspectives to your work.

As well as teaching, you how to work with sound through the filter of your chosen specialism, the programme also prepares you for a range of career opportunities across sound and the wider arts. Including, but not limited music production, composition, teaching and doctoral study.

Programme Aims

1. Develop an understanding of current contexts for creative working with sound
2. Extend your creative practice in relation to critical, analytical and interdisciplinary contexts and, where relevant, industry practice
3. Develop your critical facility, both written and oral, in evaluating your own work and that of others.
4. Develop an understanding of suitable research methodologies as a support to both your creative practice and academic research.
5. Enhance your professional skills to support the development and dissemination of your practice.
6. Produce a portfolio of new work with associated documentation

Programme Intended Learning Outcomes (ILOs)

(NB These ILOs are at level 7 of the FHEQ)

A Subject-specific Skills and Knowledge

- A1 Further creativity and innovation in both artistic and technical projects across a wide range of sound and musical scenarios
- A2 Create new works that demonstrate a highly developed sense of sonic acuity through the ability to analyse and critically interpret sound, composition and music production
- A3 Develop works that evidence contemporary industry practices and utilises emerging digital tools for composition, music production and sound design
- A4 Plan and develop new works that explore and extend accepted boundaries in the creative and technical areas of composition, sound design and music production
- A5 Refine personal sonic identity or 'voice' through advanced artistic and technical skills
- A6 Improve critical awareness of Industry practice, protocols and standards within the fields of sound and music production
- A7 Produce creative work that evidences a high-level of engagement in the interdisciplinary potential of sound, composition and/or music production through collaborative practice

B Cognitive and Intellectual Skills

- B1 Critique the cultural context and implications of sound, composition and music technology
- B2 Synthesize and combine cognitive tools to critically analyse and interpret sound, composition and music production
- B3 To further high level creative thinking and problem solving skills through project conception, design, management and delivery, individually, collaboratively, and/or in teams
- B4 Develop sophisticated research and digital literacy skills to a publishable standard
- B5 Communicate complex information and ideas to specialist and non-specialist audiences
- B6 Demonstrate an innate ability to be reflective and ethical within a research framework

C Skills for Life and Work

- C1 Autonomous learning (including time management) that demonstrates the exercise of initiative, personal responsibility and decision-making in complex and unpredictable situations and the independent learning ability required for continuing professional development

C2 Team working skills necessary to succeed in the global workplace, with an ability both to work in and lead teams effectively, as well as the ability to act autonomously in planning and implementing tasks at a professional or equivalent level

C3 Communication skills that show the ability to communicate clearly to specialist and non-specialist audiences knowledge at, or informed by, the forefront of the academic discipline, field of study or area of professional practice, and the conclusions drawn from dealing with complex issues systematically

C4 IT skills and digital literacy that demonstrate the ability to develop new skills to a high level and to approach complex issues systematically and creatively

Intermediate awards

PgCert Intended Learning Outcomes

A1, A6, B1, B2, B4, B5, C1, C3, C4

PgDip Intended Learning Outcomes

A1, A2, A3, A4, A6, B1, B2, B3, B4, C1, C3, C4

Programme Content

This programme comprises the following modules

Key:

Core = C

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.

Subject offered with pathways

MA Sound				Pathway		
Level	Code	Title	Credits	Arts	Design	Prod.
7	PM7001	Research Methodologies & Context	30	C	C	C
7	PM7041	Sound Arts Skills	30	R	N/A	N/A
7	PM7042	Sound Design Skills	30	N/A	R	N/A
7	PM7043	Sound Production Skills	30	N/A	N/A	R
7	PM7024	Sound Production Creative Project	30	N/A	N/A	R
7	PM7026	Sonic Architecture	30	R	N/A	N/A
7	PM7028	Sound Design Practice	30	N/A	R	N/A
7	PM7025	Intertextuality In Sound Production	30	O	O	O
7	PM7027	Visual Music	30	O	O	O
7	PM7029	Post Production	30	O	O	O
7	PM7070	Major Project	60	C	C	C

PGCert Sound				Pathway		
Level	Code	Title	Credits	Arts	Design	Prod.
7	PM7001	Research Methodologies & Context	30	C	C	C
7	PM7041	Sound Arts Skills	30	R	N/A	N/A
7	PM7042	Sound Design Skills	30	N/A	R	N/A
7	PM7043	Sound Production Skills	30	N/A	N/A	R

PGDip Sound				Pathway		
Level	Code	Title	Credits	Arts	Design	Prod.
7	PM7001	Research Methodologies & Context	30	C	C	C
7	PM7041	Sound Arts Skills	30	R	N/A	N/A
7	PM7042	Sound Design Skills	30	N/A	R	N/A
7	PM7043	Sound Production Skills	30	N/A	N/A	R
7	PM7024	Sound Production Creative Project	30	N/A	N/A	R
7	PM7025	Intertextuality In Sound Production	30	O	O	O
7	PM7026	Sonic Architecture	30	R	N/A	N/A
7	PM7027	Visual Music	30	O	O	O
7	PM7028	Sound Design Practice	30	N/A	R	N/A
7	PM7029	Post Production	30	O	O	O

Assessment methods

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

You are supported in your development towards summative assessment by appropriate formative exercises.

Please note: if you choose an optional module from outside this programme, you may be required to undertake a summative assessment task that does not appear in the assessment grid here to pass that module.

Work experience and placement opportunities

You produce work aimed at professional performance contexts throughout the MA. While it is not an assessment criterion, there is an expectation that you will seek external opportunities for your work, in contexts appropriate to each pathway. Modules equip you with professional skills, such as formulating projects, pitching, making funding applications, running events, making websites, promotion and marketing, and understanding rights, royalties, and publishing. The module includes visits from arts professionals, such as festival directors, journalists, promoters, publishers, and rights experts.

Graduate Attributes

	Bath Spa Graduates...	In MA Sound, this means...
1	Will be employable: equipped with the skills necessary to flourish in the global workplace, able to work in and lead teams	<ul style="list-style-type: none"> • Developing core business skills for creative professionals, such as project planning and delivery, funding, marketing and promotion, publishing and rights. • Enhancing creative practice through increased individuality and autonomy as practitioners, allied to core practical skills when working with other creative practitioners and organisations.
2	Will be able to understand and manage complexity, diversity and change	<ul style="list-style-type: none"> • Understanding current professional and creative contexts and how to relate these to their practice. • To be able to work to brief and collaborate with others in order to work within professional and Creative constraints.
3	Will be creative: able to innovate and to solve problems by working across disciplines as professional or artistic practitioners	<ul style="list-style-type: none"> • Producing individual creative outputs that demonstrate independent thinking.
4	Will be digitally literate: able to work at the interface of creativity and technology	<ul style="list-style-type: none"> • Producing creative work that engages technology in appropriate ways. • To use digital and electronic tools to support practice through documentation and dissemination of outputs.
5	Will be internationally networked: either by studying abroad for part of the programme, or studying alongside students from overseas	<ul style="list-style-type: none"> • Working with international staff and students in Music and elsewhere in the University, as well as interacting with international visitors • Where appropriate, having work realised outside of the UK, including online.
6	Will be creative thinkers, doers and makers	<ul style="list-style-type: none"> • Developing independent creative practice and realising this in appropriate ways.

7	Will be critical thinkers: able to express their ideas in written and oral form, and possessing information literacy	<ul style="list-style-type: none"> • Understanding issues in current thought around sound and its related contexts, and to articulate this both through creative practice and academic writing.
8	Will be ethically aware: prepared for citizenship in a local, national and global context	<ul style="list-style-type: none"> • Understanding the role of creatives in society and their obligations when working with others.

Modifications

Module-level modifications

Code	Title	Nature of modification	Date(s) of approval and approving bodies	Date modification comes into effect
PM 702 5-30	Intertextuality in Sound Production	Changed from Required to Optional on Production pathway and extended as an option to Arts and Design pathways	1 December 2017, Programme Approval and Review Sub-Committee	Trimester 2 2017/18
PM 702 7-30	Visual Music	Changed from Required to Optional on Arts pathway and extended as an option to Production and Design pathways	1 December 2017, Programme Approval and Review Sub-Committee	Trimester 2 2017/18
PM 702 9-30	Post Production	Changed from Required to Optional on Design pathway and extended as an option to Arts and Production pathways	1 December 2017, Programme Approval and Review Sub-Committee	Trimester 2 2017/18
PM 702 5-30	Intertextuality in Sound Production	Changed from Required to Optional on Production pathway and extended as an option to Arts and Design pathways	24 January 2018, Programme Approval and Review Sub-committee	Academic year 2018/19
PM 702 7-30	Visual Music	Changed from Required to Optional on Arts pathway and extended as an option to Production and Design pathways	24 January 2018, Programme Approval and Review Sub-committee	Academic year 2018/19
PM 702 9-30	Post Production	Changed from Required to Optional on Design pathway and extended as an option to Arts and Production pathways	24 January 2018, Programme Approval and Review Sub-committee	Academic year 2018/19
PM 704 1-30	Sound Art Skills	Pathway specific module replacing PM7005 Skills Portfolio	24 January 2018, Programme Approval and Review Sub-committee	Academic year 2018/19
PM 704 2-30	Sound Design	Pathway specific module replacing PM7005 Skills Portfolio	24 January 2018, Programme Approval and Review Sub-committee	Academic year 2018/19
PM 704 3-30	Sound Production Skills	Pathway specific module replacing PM7005 Skills Portfolio	24 January 2018, Programme Approval and Review Sub-committee	Academic year 2018/19

PM 700 1- 30	Research Methodologies and Context	Assessment change	Curriculum Committee 16 June 2021	2021/22
PM 707 0- 60	Major Project	Assessment change	Curriculum Committee 16 June 2021	2021/22
PM 702 6- 30	Sonic Architecture	Assessment change	Curriculum Committee 16 June 2021	2021/22
PM 702 7- 30	Visual Music	Assessment change	Curriculum Committee 16 June 2021	2021/22
PM 704 1- 30	Sound Arts Skills	Assessment change	Curriculum Committee 16 June 2021	2021/22
PM 702 8- 30	Sound Design Practice	Assessment change	Curriculum Committee 16 June 2021	2021/22
PM 702 9- 30	Post Production	Assessment change	Curriculum Committee 16 June 2021	2021/22
PM 704 2- 30	Sound Design Skills	Assessment change	Curriculum Committee 16 June 2021	2021/22
PM 702 4- 30	Sound Production Creative Project	Assessment change	Curriculum Committee 16 June 2021	2021/22
PM 702 5- 30	Intertextuality in Sound Production	Assessment change	Curriculum Committee 16 June 2021	2021/22
PM 704 3- 30	Sound Production Skills	Assessment change	Curriculum Committee 16 June 2021	2021/22

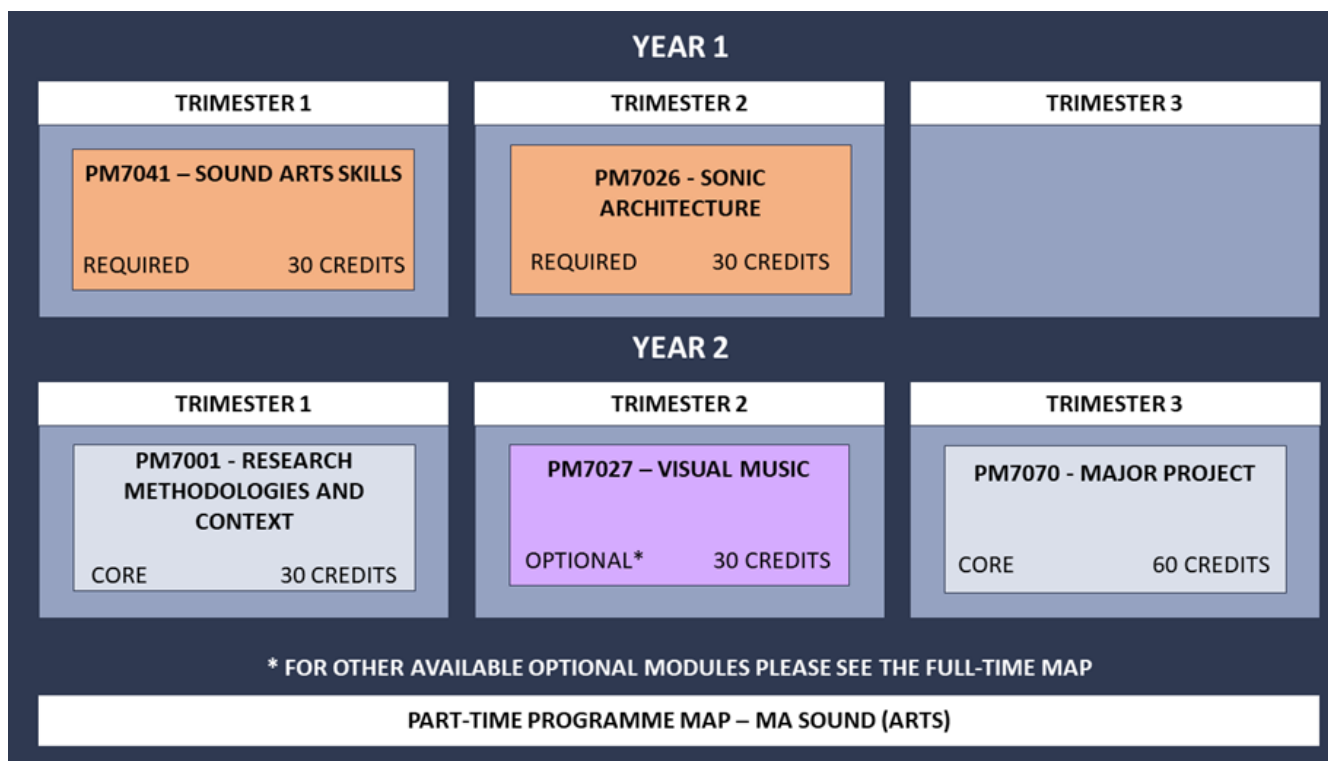
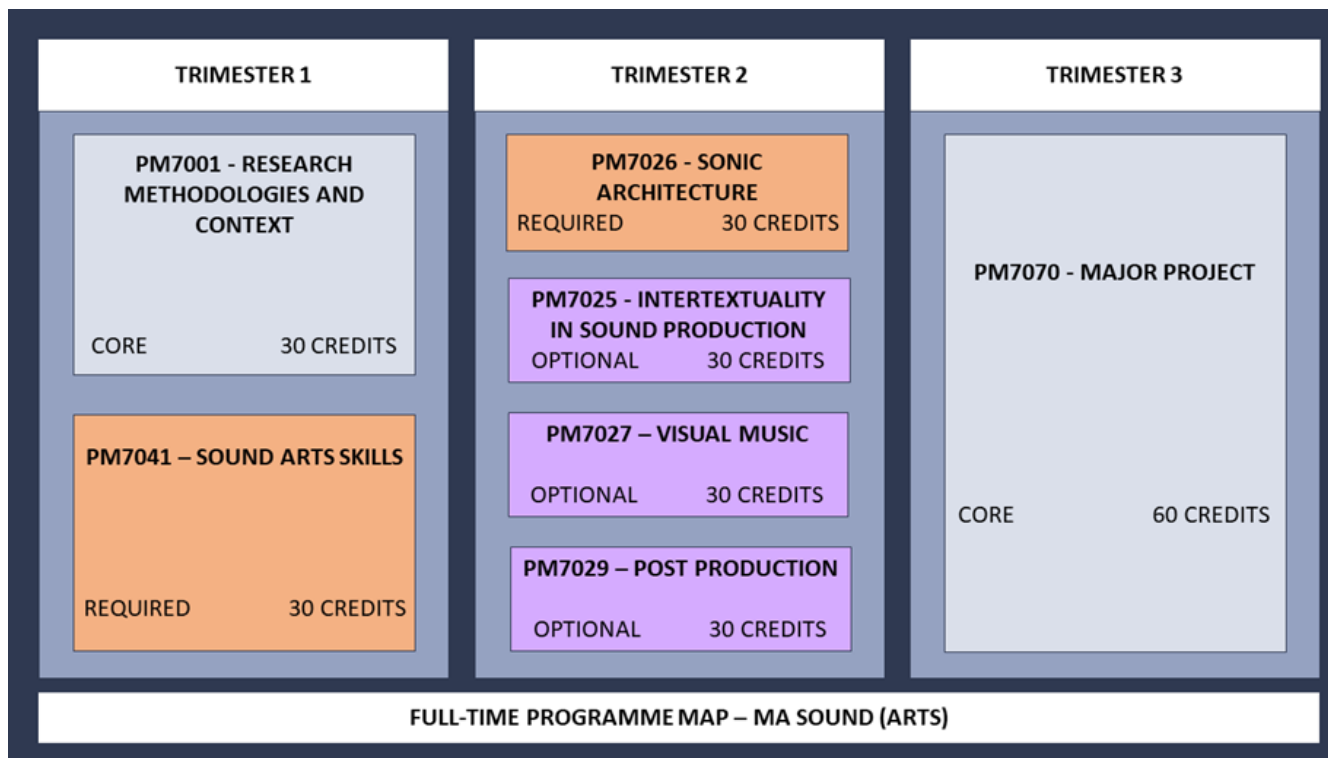
Programme-level modifications

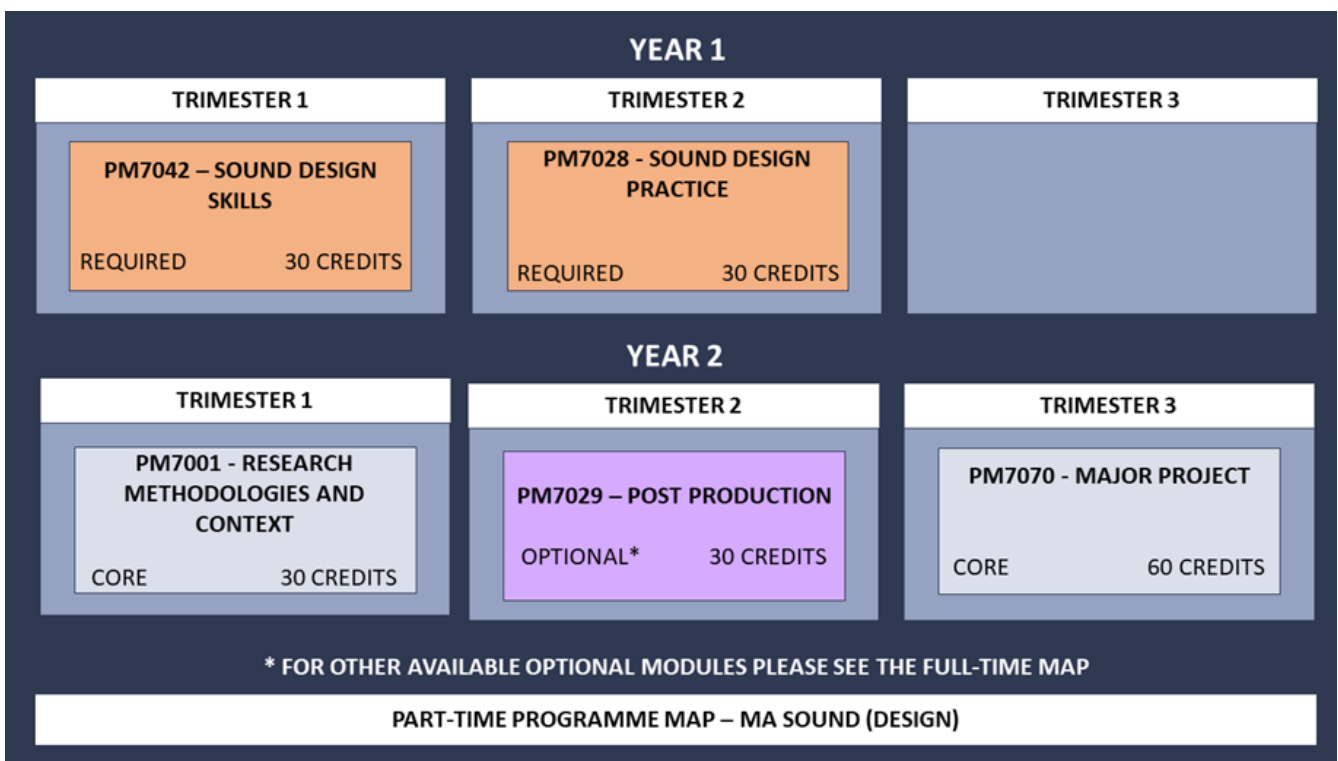
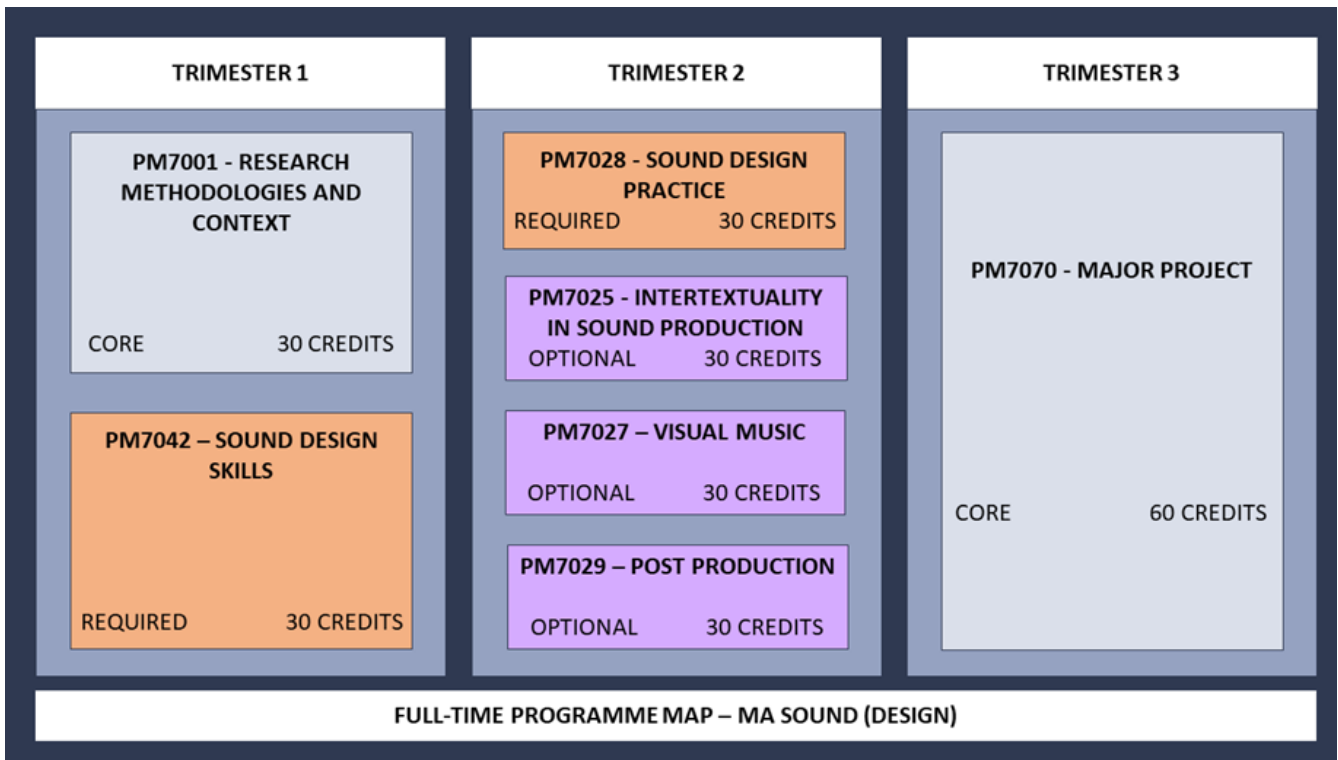
Nature of modification	Date(s) of approval and approving bodies	Date modification comes into effect

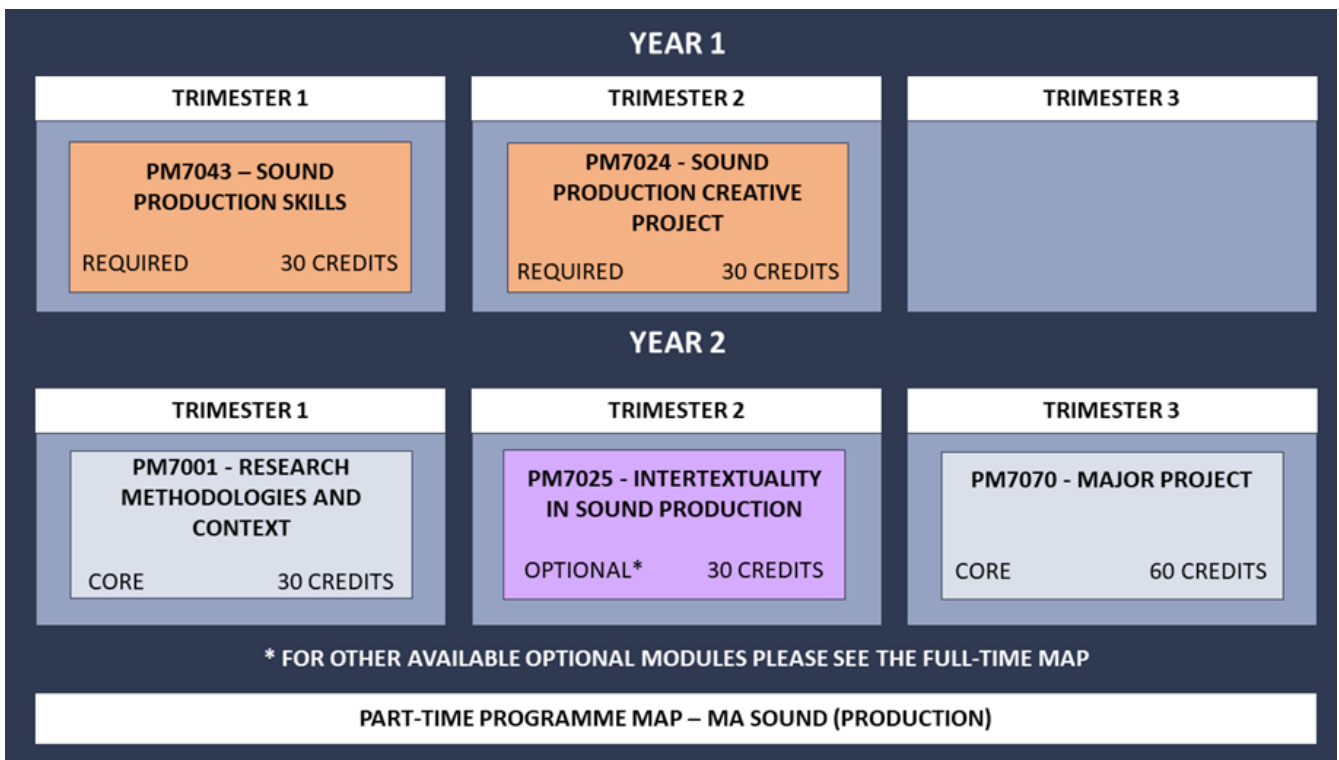
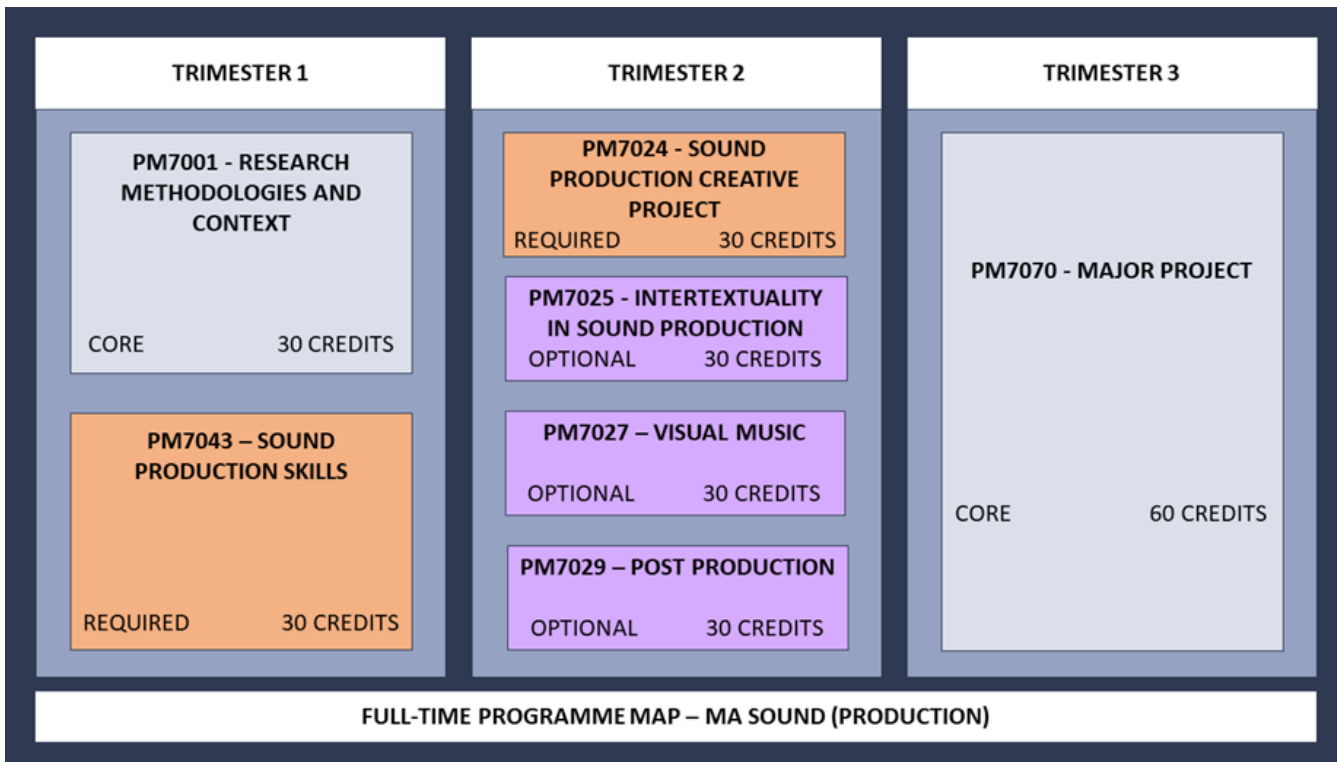
Attached as appendices:

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

Appendix 1: Programme Structure Diagram - MA Sound







Appendix 2: Map of Intended Learning Outcomes

Level	Module Code	Module Title	Status (C,R,O)	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
7	PM7001-30	Research Methodologies & Context	C					X		X	X		X	X		X		X	X
7	PM7041-30	Sound Arts Skills	R	X				X								X			X
7	PM7042-30	Sound Design Skills	R	X				X								X			X
7	PM7043-30	Sound Production Skills	R	X				X								X			X
7	PM7024-30	Sound Production Creative Project	R	X	X	X	X	X		X	X	X		X		X		X	X
7	PM7025-30	Intertextuality in Sound Production	O	X			X	X	X	X	X	X		X		X		X	X
7	PM7026-30	Sonic Architecture	R	X	X	X	X				X					X		X	X
7	PM7027-30	Visual Music	O	X	X		X				X					X		X	X
7	PM7028-30	Sound Design Practice	R		X	X	X	X		X	X					X		X	X
7	PM7029-30	Post Production	O		X	X	X		X	X				X		X	X	X	X
7	PM7070-30	Major Project	C	X	X		X	X	X	X			X	X	X	X	X	X	X

Key: C = Core; R = Required; O = Optional

Appendix 3: Map of Summative Assessment Tasks by Module

Most word counts below are indicative, they often combine practical and written elements. There are no examinations in any Music and Performance MAs.

Level	Module Code	Module Title	Status (C, R, O)	Assessment method											
				Coursework					Practical						
				Composition Portfolio	Research Project	Journal / Blog	Portfolio	Evaluation commentary	Essay	Performance Recital	Practical Project	Presentation	Skills Projects		
7	PM7001	Research Methodologies and Context	C		8,000 words										
7	PM7041	Sound Arts Skills	R					1,500 words							3 projects
7	PM7042	Sound Design Skills	R					1,500 words							3 projects
7	PM7043	Sound Production Skills	R					1,500 words							3 projects
7	PM7024	Sound Production Creative Project	R					1,500 words equivalent			3,750 words equivalent	15-minute presentation on project			
7	PM7025	Intertextuality in Sound Production	O	1 Intertextual composition				2,500 words							
7	PM7026	Sonic Architecture	R					2,500 words			5,500 words				
7	PM7027	Visual Music	O					1,500 words			6,500 words				
7	PM7028	Sound Design Practice	R					2,000 words			6,000 words				
7	PM7029	Post Production	O					1,000 words			1 Post Production Project	1 Project Presentation (20 mins)			
7	PM7070	Major Project	C		1 x Major Project										

Key: C = Core; R = Required; R* = Required*; O = Optional