



Definitive Programme Document

MA Sound

To include:

- **MA Sound (Arts)**
- **MA Sound (Production)**
- **MA Sound (Design)**

Awarding institution	Bath Spa University
Teaching institution	Bath Spa University
School	College of Liberal Arts
Department	Bath School of Music and Performance
Main campus	Newton Park
Other sites of delivery	NA
Other Schools involved in delivery	NA
Name of award(s)	Master of Arts in Sound
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	NA
Date of most recent PSRB approval (month and year)	NA
Renewal of PSRB approval due (month and year)	NA
UCAS code	NA
Route code (SITS)	
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	
Date specification last updated	

Programme Overview

MA Sound 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.

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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)

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

MA Sound				Status		
Level	Code	Title	Credits	Arts	Design	Prod.
7	PM7001	Research Methodologies & Context	30	C	C	C
7	PM7005	Skills Portfolio	30	C	C	C
7	PM7024	Sound Production Creative Project	30			R
7	PM7025	Intertextuality In Sound Production	30			R
7	PM7026	Sonic Architecture	30	R		
7	PM7027	Visual Music	30	R		
7	PM7028	Sound Design Practice	30		R	
7	PM7029	Post Production	30		R	
7	PM7070	Major Project	60	C	C	C

PGCert Sound				Status		
Level	Code	Title	Credits	Arts	Design	Prod.
7	PM7001	Research Methodologies & Context	30	C	C	C
7	PM7005	Skills Portfolio	30	C	C	C

PGDip Sound				Status		
Level	Code	Title	Credits	Arts	Design	Prod.
7	PM7001	Research Methodologies & Context	30	C	C	C
7	PM7005	Skills Portfolio	30	C	C	C
7	PM7024	Sound Production Creative Project	30			R
7	PM7025	Intertextuality In Sound Production	30			R
7	PM7026	Sonic Architecture	30	R		
7	PM7027	Visual Music	30	R		
7	PM7028	Sound Design Practice	30		R	
7	PM7029	Post Production	30		R	

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

Programme-level modifications

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

TRIMESTER 1

**PM7001 - RESEARCH
METHODOLOGIES AND
CONTEXT**

CORE 30 CREDITS

PM7005 – SKILLS PORTFOLIO

CORE 30 CREDITS

TRIMESTER 2

**PM7026 - SONIC
ARCHITECTURE**

REQUIRED 30 CREDITS

PM2027 - VISUAL MUSIC

REQUIRED 30 CREDITS

TRIMESTER 3

PM7070 - MAJOR PROJECT

CORE 60 CREDITS

FULL-TIME PROGRAMME MAP – MA SOUND (ARTS)

YEAR 1

TRIMESTER 1

PM7005 – SKILLS PORTFOLIO

CORE 30 CREDITS

TRIMESTER 2

**PM7001 - RESEARCH
METHODOLOGIES AND
CONTEXT**

CORE 30 CREDITS

TRIMESTER 3

YEAR 2

TRIMESTER 1

**PM7026 - SONIC
ARCHITECTURE**

REQUIRED 30 CREDITS

TRIMESTER 2

PM2027 - VISUAL MUSIC

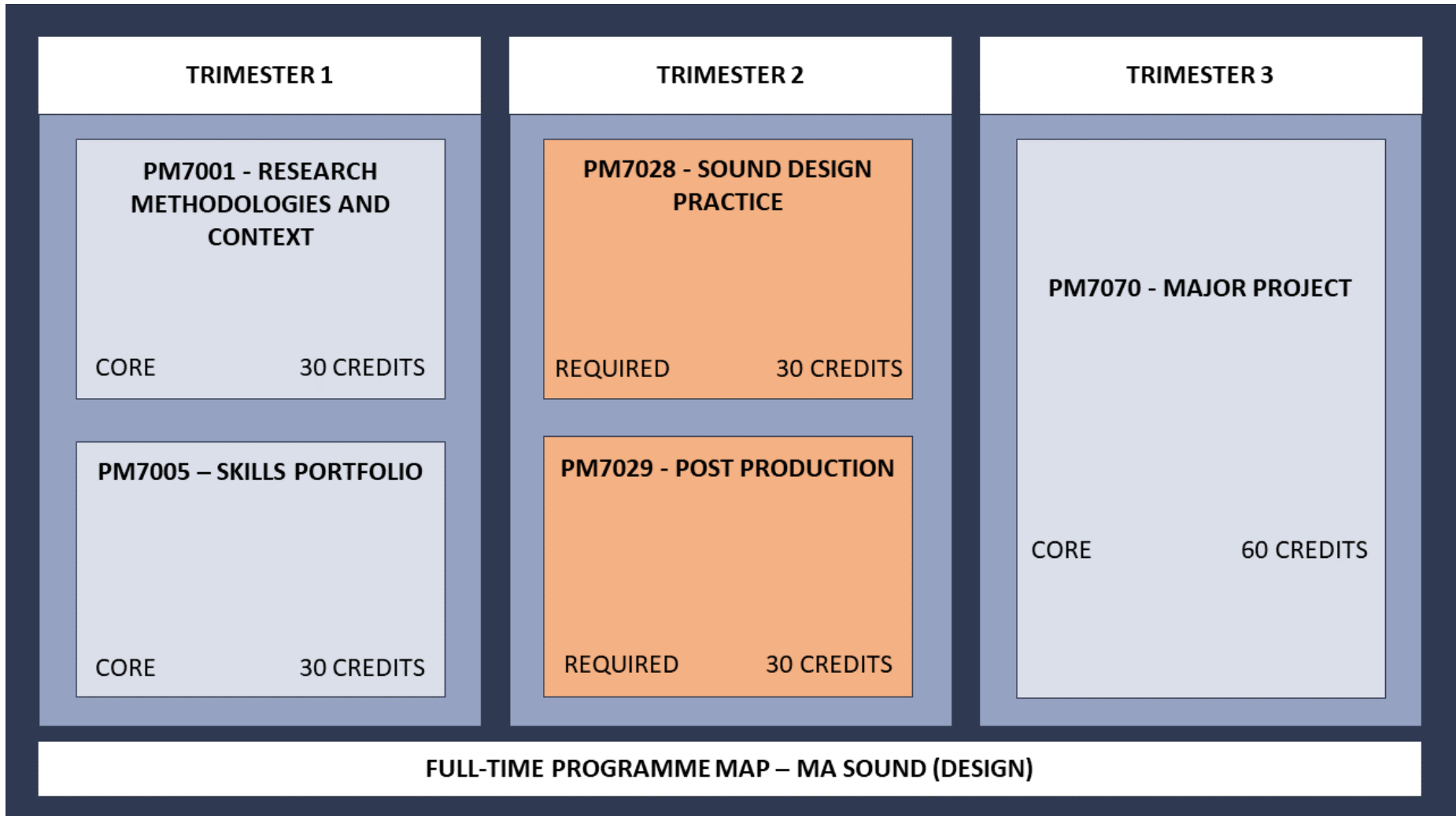
REQUIRED 30 CREDITS

TRIMESTER 3

PM7070 - MAJOR PROJECT

CORE 60 CREDITS

PART-TIME PROGRAMME MAP – MA SOUND (ARTS)



YEAR 1

TRIMESTER 1

PM7005 – SKILLS PORTFOLIO

CORE 30 CREDITS

TRIMESTER 2

**PM7001 - RESEARCH
METHODOLOGIES AND
CONTEXT**

CORE 30 CREDITS

TRIMESTER 3

YEAR 2

TRIMESTER 1

**PM7028 - SOUND DESIGN
PRACTICE**

REQUIRED 30 CREDITS

TRIMESTER 2

PM7029 - POST PRODUCTION

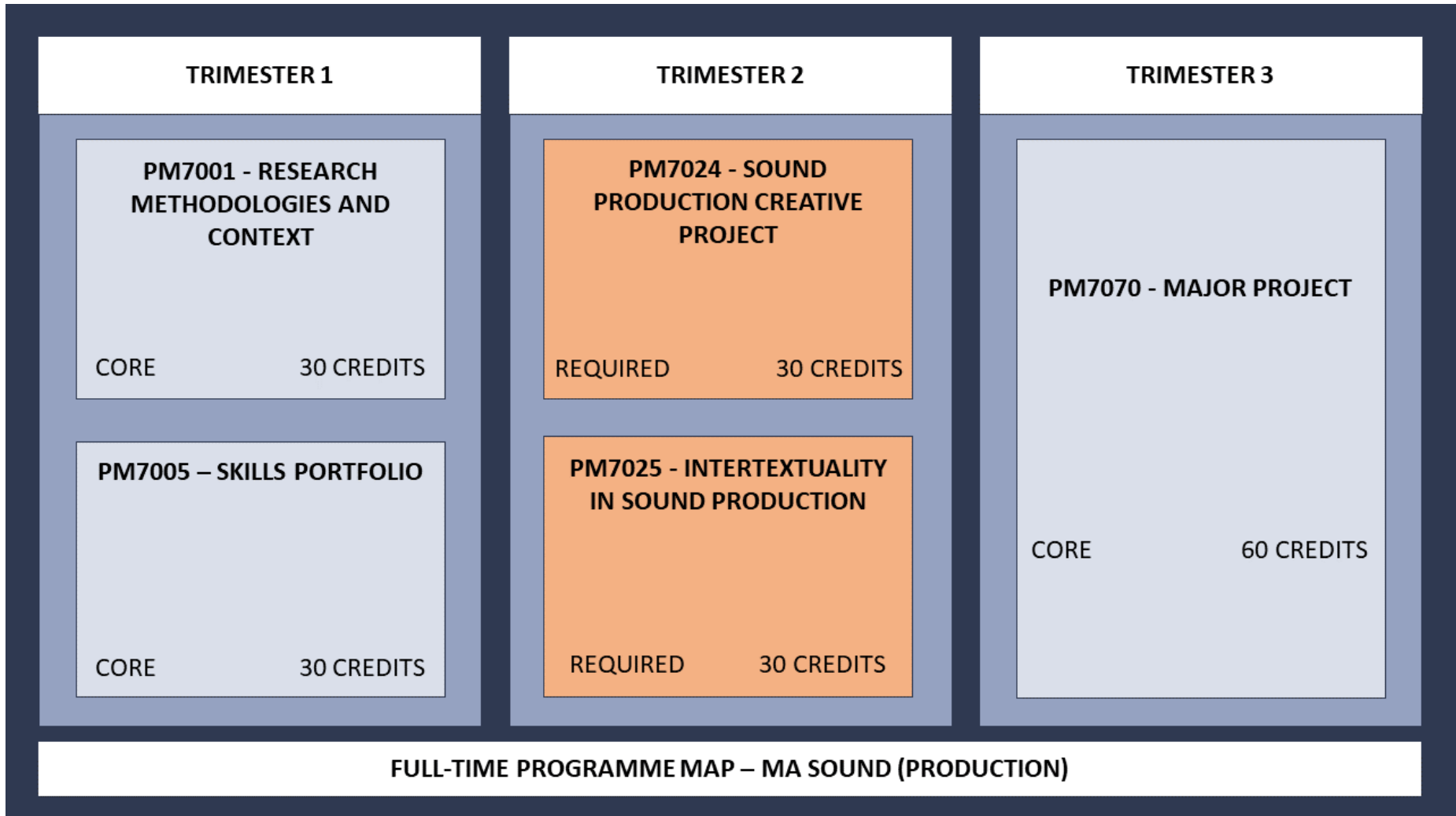
REQUIRED 30 CREDITS

TRIMESTER 3

PM7070 - MAJOR PROJECT

CORE 60 CREDITS

PART-TIME PROGRAMME MAP – MA SOUND (DESIGN)



YEAR 1

TRIMESTER 1

PM7005 – SKILLS PORTFOLIO

CORE 30 CREDITS

TRIMESTER 2

**PM7001 - RESEARCH
METHODOLOGIES AND
CONTEXT**

CORE 30 CREDITS

TRIMESTER 3

YEAR 2

TRIMESTER 1

**PM7024 - SOUND
PRODUCTION CREATIVE
PROJECT**

REQUIRED 30 CREDITS

TRIMESTER 2

**PM7025 - INTERTEXTUALITY
IN SOUND PRODUCTION**

REQUIRED 30 CREDITS

TRIMESTER 3

PM7070 - MAJOR PROJECT

CORE 60 CREDITS

PART-TIME PROGRAMME MAP – MA SOUND (PRODUCTION)

Map of Intended Learning Outcomes (ILOs) against modules

MA Sound (Arts), MA Sound (Design), MA Sound (Production)



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	C4
7	PM7001	Research Methodologies & Context	C						✓		✓	✓		✓	✓		✓		✓	✓
7	PM7005	Skills Portfolio	C	✓					✓								✓			✓
7	PM7024	Sound Production Creative Project	R	✓	✓	✓	✓		✓		✓	✓	✓		✓		✓		✓	✓
7	PM7025	Inter-textuality in Sound Production	R	✓			✓	✓	✓		✓	✓	✓		✓		✓		✓	✓
7	PM7026	Sonic Architecture	R	✓	✓	✓	✓						✓				✓		✓	✓
7	PM7027	Visual Music	R	✓	✓		✓						✓				✓		✓	✓
7	PM7028	Sound Design Practice	R		✓	✓	✓	✓		✓		✓	✓				✓		✓	✓
7	PM7029	Post Production	R		✓	✓	✓		✓	✓					✓		✓	✓	✓	✓
7	PM7070	Major Project	C	✓	✓		✓	✓	✓	✓			✓	✓	✓	✓	✓	✓	✓	✓



Map of summative assessment tasks by module

MA Sound (Arts), MA Sound (Design), MA Sound (Production)

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		7,500 words									
7	PM7005	Skills Portfolio	C					1,500 words						3 projects
7	PM7024	Sound Production Creative Project	R					500 words			3,750 words	15 Mins		
7	PM7025	Intertextuality in Sound Production	R	5,500 words				2,000 words						
7	PM7026	Sonic Architecture	R					2,000 words			5,500 words			
7	PM7027	Visual Music	R					2,000 words			5,500 words			
7	PM7028	Sound Design Practice	R					1,850 words			5,150 words			
7	PM7029	Post Production	R					1,000 words			1 project	20 mins		
7	PM7070	Major Project	C		15,000 words.									