Programme Specification

BA (Hons) Music Production

School:	School of the Arts
Subject area:	Production
Entry from academic year:	2025-26
in the month(s) of	September
Awarding institution:	York St John University
Teaching institution:	York St John University
Delivery location:	York St John University
Programme/s accredited by:	N/A
Exit awards:	Certificate of Higher Education Music Production Diploma of Higher Education Music Production BA (Ord) Music Production
UCAS code / GTTR / other:	J930
Joint Honours combinations:	N/A
QAA subject benchmark statement(s):	Music (2019)
Mode/s of study:	Undergraduate periods of study[1] for full time / part time
Language of study:	English
Paired with Foundation Year	No
Study abroad opportunities:	No
Opt-in YSJU Placement Year opportunity:	Yes

Introduction and special features

BA (Hons) Music Production develops creativity, technical expertise and professionalism in those who want to make a career out of their passion for making music. It is a very practical course with a solid foundation in music industry practices. We welcome producers, songwriters, electronic music programmers, sound engineers, musicians, band members and anyone who shares our passion for technology and music-making.

One of the fundamental principles of teaching on the music production programmes is that it is practical. This means that your learning is underpinned by project work as much as possible. You will work in a practice-led environment. You will work through a constant cycle of practical production work and feedback, from yourself, your peers and your tutors, enabling you to build up your production skills and a portfolio of examples at the same time.

You will explore your creativity in composition, studio recording and computer-based production. You will apply your skills in professional scenarios, working side-by-side with our network of industry artists and clients to develop a portfolio of productions and prepare them for work in the field of music production.

You will develop a firm grasp of the music business, its operations and its legal frameworks so you are prepared to work as professionals in creative industry settings. For some projects you will work in small collaborative production teams, honing your enterprise and project management skills and modelling industry practice.

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[1] The standard period of study will apply unless otherwise stated

We prepare you for work in the field of music production. As such, personal organisation, project management, business skills and entrepreneurship are embedded in the heart of the programme, and flow throughout. Intertwined with this is the academic study of music production.

We teach in small groups allowing you lots of dedicated time in the studios with expert tutors. The course is designed to be flexible, giving you the space to take charge of your learning and focus on your chosen direction in music. For example, if you who want to focus on yourself as an independent artist releasing your own music you will be guided through processes of artist development and tutored in contemporary music marketing practices so you can build a solid and engaged fanbase. If your goal is to produce other artists, activities will include sourcing and developing local talent and working with them. If your interests are in producing music for media you will be able to produce music on film, TV commercial or podcast projects collaborating with the clients directly.

In Level 6, you will define, plan and produce a major production project in your chosen area, such as a full album production. This is supported in one-to-one mentoring sessions with one of the staff team.

Your learning on our programmes will also benefit from regular visits from industry partners, drawn from all areas of the industry including creative practitioners, business experts and lawyers.

All staff teaching on our music production programmes are research active and their work, much of which is published in the international arena, persistently informs the development of curriculum content across our degrees. Two of our staff are general editors and authors for the Routledge Perspectives on Music Production series, a flagship publishing initiative comprising monographs and edited collections of research on all aspects of the music production studies field. See here for further information:
https://www.routledge.com/Perspectives-on-Music-Production/book-series/POMP

Admissions criteria

You must meet the minimum entry requirements which are published on the programme specific webpage. In addition, you must have:
- foundational knowledge and experience of music production
- foundational understanding of music theory and performance

We will interview all candidates to enable you to demonstrate these additional abilities, so you do not need to be certified by specific qualifications (i.e., you don't need to have ABRSM grades or equivalent and you don't need to have 'A' level or BTEC Music Production or Technology). You will be asked to provide a portfolio of your recent music production work to demonstrate sufficient knowledge and experience in these areas.

If your first language is not English, you need to take an IELTS test or an equivalent qualification accepted by the University (see https://www.yorksj.ac.uk/international/how-to-apply/english-language-requirements/).

If you do not have traditional qualifications, you may be eligible for entry on the basis of Recognition of prior learning (RPL). We also consider applications for entry with advanced standing.

Programme aim(s)

BA (Hons) Music Production aims to:
- enable you to produce music and sound in a broad range of music production contexts, using appropriate technology and techniques for a range of production outcomes, working in collaboration and for clients;
- ensure you have a critical and analytical understanding of music production and the music industry, and the ability to engage in contemporary debates and discussions;
- prepare you with relevant critical and creative skills to pursue your music career as effective music producers in the contemporary creative industries.

Programme learning outcomes

Upon successful completion of the programme students will be able to:

Level 4
4.1 Demonstrate a robust and broad-based understanding of contemporary music production technology and apply appropriate skills and techniques in the creation of a music product

4.2 Demonstrate a practical understanding of the rudiments of music (i.e. melody, harmony, rhythm, etc.) and their application in a range of creative musical contexts

4.3 Apply critical listening skills to identify musical and sonic features in a production context

4.4 Demonstrate a practical understanding of personal and project management theories, skills and techniques

4.5 Engage in scholarly research in music production and articulate theoretical ideas in written form

4.6 Analyse the historical, cultural and commercial development of the contemporary music industry

4.7 Demonstrate theoretical and practical application of relevant business skills for the music business and entrepreneurship

Level 5
5.1 Demonstrate a critical understanding of production technology and detailed production techniques in the creation of a music product

5.2 Demonstrate a critical understanding of fundamental music theory (e.g. harmonic progression, instrumentation, etc.) and apply a range of established techniques in composition and arrangement of a music product

5.3 Apply critical listening skills to identify and analyse components of sound and music in a production context

5.4 Deploy complex personal and project management techniques in the creation of a music product

5.5 Manage a commissioned project to completion and critically assess the outcome

5.6 Apply critical and analytical skills to research contemporary issues in music production, and evaluate contexts and concepts in written form

5.7 Synthesise knowledge and skills across music production in working in diverse audio and music related practical and commercial contexts

Level 6
6.1 Synthesise critical, practical, technical and creative techniques and high-level project management skills to produce a high quality music product

6.2 Critically evaluate product outcomes and production processes in technical, commercial and social contexts

6.3 Apply critical and creative skills and techniques to produce a high-quality music product

6.4 Demonstrate a critical understanding of the music product in historical, technical, commercial and social contexts

6.5 Utilise research methodologies and analytical skills to sustain a coherent intellectual written critique, which synthesises insights, theories, practice and knowledge in contemporary scholarship

6.6 Apply a critical understanding of the contemporary music industry context to support your continuing professional development planning

Programme structure

Code	Level	Semester	Title	Credits	Module status Compulsory (C) or optional (O)	Module status non-compensable (NC) or compensable (X)
MUP4012M	4	1&2	Sound Engineering and Recording Studio Practice	20	C	NC
MUP4013M	4	1	Digital Audio Workstation (DAW)	20	C	NC
MUP4015M	4	2	Music Production Practice 1	20	C	NC
MUP4019M	4	1&2	Creative Composition	20	C	X
MUP4016M	4	1&2	21st Century Music Business	20	C	X
MUP4017M	4	1&2	Music and Technology Studies	20	C	X
MUP5019M	5	1	Studio Recording, Synthesis and Sampling	20	C	NC
MUP5022M	5	2	Mixing Music	20	C	X
MUP5020M	5	1&2	Music Production Practice 2	20	C	NC
MUP5021M	5	1&2	Critical Studies in Music and Technology	20	C	X
MUP5036M	5	1	Copyright and Marketing in the Music Business	20	C	X
Choose one 20 credit module from the options below						
MUP5018M	5	2	Composing and Arranging	20	O	X
MUP5033M	5	2	Electronic Dance Music	20	O	X
MUP6023M	6	1&2	Major Project: Music Production	40	C	NC
MUP6014M	6	1&2	Dissertation	20	C	NC
MUP6015M	6	1	Progressing Your Career	20	C	X
MUP6016M	6	2	Audio Mastering	20	C	X
Choose one 20 credit module from the options below						
MUP6018M	6	1	Songwriting	20	O	X
MUP6020M	6	1	Sound Design for the Moving Image	20	O	X
MUP6021M	6	1	Music Production for the Moving Image	20	O	X
MUP6022M	6	1	Music and Sound for Video Games	20	O	X

Please note that not all options may be available every year as they depend on student demand and staff availability.

Any modules that must be passed for progression or award are indicated in the table above as non-compensable. A non-compensable module is one that must be passed at the relevant level (with a mark of 40) in order to progress.

Learning, teaching and assessment

The programme is structured such that you learn practical skills as well as creating your own productions and you learn how to evaluate and critique those productions, all with the fundamental idea that you will improve your own music and your skills in communication and evaluation, so that you are educated to degree level and employable.

The **module diet** has been carefully created to enable you to develop your knowledge and skills across the range of skills needed in order to be a successful and effective music producer. For example, at Level 4 the modules focus on theory and practice in both the musical and technical skills needed to produce music, and these are set in the context of the music business and the study of production practice past and present. These themes are maintained, deepened and expanded as the programme progresses through to Level 6.

At Level 6 you engage in a major production project, which allows you to specialise in a broad area of music production practice. This sits alongside the dissertation module and represents the culmination of all the skills

and abilities you will have learned throughout the programme. Your final production portfolio will be a major work that you will have chosen and designed yourself demonstrating that you are a producer capable of moving into a career in this field.

Learning in this programme is varied but with a leaning towards the practical 'doing' of production rather than just the 'study of' it. How to record, how to mix, etc. are learned in practice as well as learned in theory. We use an 'experiential' learning cycle of beginning with practice, reflecting on this practical activity, and using critical reflection to improve future practice.

Assessments are mostly through practical coursework projects, critical work may be written essays, journal articles or presentations and there are some 'tests' with regard to practical skills, but no formal examinations. Because this programme is based in 'real-world' experience the nature of the assessments, particularly the practical ones, are aimed at reflecting what is expected in the music industry. Formative assessment is included where supportive of your development on a module, alongside the development group supervisions which form the central feature of your practical learning through doing.

Research Informed Teaching
Every member of staff on the programme engages with research and professional activity ranging from the philosophy of music production to composing to creating the latest production techniques. Professional recordings, articles and books on music production subjects written by the staff are used in the teaching to help keep you up to date with the latest developments in both research and practice. You will be using these texts and material created by your teachers and industry partners so you can connect *directly* to the authors rather than being at a distance from them (i.e. faceless names on the book covers). In this way you gain confidence in being able to engage with the researchers and to co-create knowledge with them rather than only being receivers of knowledge.

Progression and graduation requirements

The University's general regulations for undergraduate awards apply to this programme.

Any modules that must be passed for progression or award are indicated in the Programme Structure section as non-compensable.

Internal and external reference points

This programme specification was formulated with reference to:
- University mission and values
- University 2026 Strategy
- QAA subject benchmark statements
- Frameworks for Higher Education Qualifications
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Date written / revised:
Programme originally approved: