Programme Specification

BSc (Hons) Music Technology

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 Technology Diploma of Higher Education Music Technology BSc (Ord) Music Technology
UCAS code / GTTR / other:	
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

BSc (Hons) Music Technology is a practical, hands-on course with a focus on developing highly skilled audio professionals. You will gain a deep understanding of the technologies and techniques used in contemporary music making in the studio, in live music venues, in interactive audio installations, and any audio production scenarios.

One of the fundamental principles of teaching on this programme 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 work and feedback, from yourself, your peers and your tutors, enabling you to build up your technical skills and a portfolio of examples at the same time.

You will study the principles of sound and acoustics and the workings of analogue and digital audio equipment. You will apply and develop this understanding in recording studios and live music environments, gaining the core technical skills of the professional sound engineer. You will learn the theory and practice of synthesis and sampling, develop a contextual understanding of electronic music production and sound design and apply it in the operation of hardware units and digital audio workstations. You will advance this understanding to the programming of your own virtual instruments, and the creative use of cutting-edge interactive music technologies.

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

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. The programme has a solid foundation in music industry practices and you will develop your professionalism working on client-based live projects. For some projects you will work in small collaborative production teams, honing your enterprise and project management skills and modelling industry practice. Intertwined with this is the academic study of music production giving you the insight and critical thinking skills needed to become forward-thinking, solution-driven audio professionals.

We teach in small groups allowing you to have lots of dedicated time in the studios with expert tutors, and there are no weekly limits on studio time. The department has with an enviable stock of equipment that you can borrow. This gives you space to develop the confidence to design solutions to specific sound technology requirements, such as designing and assembling bespoke location recording rigs. Dolby atmos and spatial audio formats can be explored in our new state-of-the-art critical listening and screening facility.

In Level 6, you will define, plan and produce a major music technology project in your chosen area, such as an album project or live event. This is supported in one-to-one mentoring sessions for the full year with one of the staff team.

As an integral part of the student experience, you are challenged to apply their skills working on a commercial project at Abbey Road studios. This field trip, which is funded internally from the School of Arts budget, focuses and consolidates your production learning, and provides the opportunity for a valuable credit at the start of your career. 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:

- good basic understanding of maths and physics

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 'A' level Maths and Physics or equivalent). You will be asked to provide a portfolio or write a short piece of writing to demonstrate sufficient knowledge 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)

BSc (Hons) Music Technology aims to:

- enable you to produce audio in a broad range of contexts, using appropriate technology and techniques for a range of production outcomes;
- ensure you have a critical and analytical understanding of music technology and production, and the ability to engage in contemporary debates and discussions;
- prepare you with relevant critical and technical skills and understanding of technology to pursue your career as effective engineers and 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 and theoretical understanding of underlying scientific principles and technical specifications of key music production devices and technology, and the context in which they are used

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 principles of electronic music, instruments and cutting-edge interface technologies in historical, technological and social contexts

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

5.4 Demonstrate a critical understanding of the physical dimensions of sound and acoustics in relation to traditional and emerging spatial audio technologies

5.5 Demonstrate a critical understanding of the historical, social and technological development of recording technology and its use in music production

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 undertake a high quality music technology focused project

6.2 Critically evaluate project outcomes, technology and processes in technical, commercial and social contexts

6.3 Apply a detailed theoretical conceptual understanding of contemporary and emerging music technology in practical context

6.4 Demonstrate a critical understanding of music technology 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)	non-compensatable (NC) or compensatable (X)
MUP4012M	4	1	Sound Engineering and Recording Studio Practice	20	C	NC
MUP4013M	4	1	Digital Audio Workstation (DAW)	20	C	NC
MUP4014M	4	2	Professional Engineering Practice	20	C	NC
MUP4018M	4	2	Analogue and Digital Studio Systems	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
MUP5026M	5	1	Interactive Music Technologies	20	C	X
MUP5019M	5	1	Studio Recording, Synthesis and Sampling	20	C	NC
MUP5028M	5	2	Live Sound Reinforcement	20	C	X
MUP5021M	5	1&2	Critical Studies in Music and Technology	20	C	X
MUP5027M	5	1&2	Stereo to Spatial Audio Studio Design and Practice	20	C	X
Choose one 20 credit module from the options below						
MUP5022M	5	2	Mixing Music	20	O	X
MUP5025M	5	2	Marketing in the Music Industry	20	O	X
MUP5029M	5	2	Song Production	20	O	X
MUP5030M	5	2	Songwriting	20	O	X
MUP5031M	5	2	Sound Design for the Moving Image	20	O	X
MUP5032M	5	2	Music Production for the Moving Image	20	O	X
MUP5033M	5	2	Electronic Dance Music	20	O	X
MUP5034M	5	2	Live Performance Recording	20	O	X
MUP5035M	5	2	Music and Sound for Videogames	20	O	X
MUP6012M	6	1&2	Major Project: Music Technology	60	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

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-compensatable. A non-compensatable 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-compensatable.

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: