

## Programme specification

*(Notes on how to complete this template are provide in Annexe 3)*

### 1. Overview/ factual information

<b>Programme/award title(s)</b>	Foundation Degree in Music and Sound for Digital Arts (Performance and Production)
<b>Teaching Institution</b>	Belfast Metropolitan College
<b>Awarding Institution</b>	The Open University (OU)
<b>Date of first OU validation</b>	19 March 2023
<b>Date of latest OU (re)validation</b>	N/A
<b>Next revalidation</b>	1 <sup>st</sup> September 2028
<b>Credit points for the award</b>	240
<b>UCAS Code</b>	
<b>HECoS Code</b>	
<b>LDCS Code (FE Colleges)</b>	
<b>Programme start date and cycle of starts if appropriate.</b>	September 2024
<b>Underpinning QAA subject benchmark(s)</b>	QAA Undergraduate Subject Benchmark Statement for Music (2019)
<b>Other external and internal reference points used to inform programme outcomes. For apprenticeships, the standard or framework against which it will be delivered.</b>	
<b>Professional/statutory recognition</b>	
<b>For apprenticeships fully or partially integrated Assessment.</b>	
<b>Mode(s) of Study (PT, FT, DL, Mix of DL &amp; Face-to-Face) Apprenticeship</b>	FT Face to Face
<b>Duration of the programme for each mode of study</b>	Full time 2 years
<b>Dual accreditation (if applicable)</b>	
<b>Date of production/revision of this specification</b>	30 <sup>th</sup> January 2024



**Please note: This specification provides a concise summary of the main features of the programme and the learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if s/he takes full advantage of the learning opportunities that are provided.**

**More detailed information on the learning outcomes, content, and teaching, learning and assessment methods of each module can be found in student module guide(s) and the students handbook.**

**The accuracy of the information contained in this document is reviewed by the University and may be verified by the Quality Assurance Agency for Higher Education.**

## 2.1 Educational aims and objectives

### **Aims**

The Foundation Degree in Music and Sound for Digital Arts (Performance and Production) programme aims have been developed with the learner in mind and that upon completion of the foundation degree the learner will be able to:

- Demonstrate knowledge and understanding of a range of topics related to the music and sound for media industries specialising in content and production.
- Appreciate the importance of both theory and practice for effective results.
- Develop critical thinking in practical and technical skills to encourage creativity and innovation.
- Develop academic writing and thinking skills.
- Stimulate the development of students' technical and industry skills and apply this to broader business activities and the role of the entrepreneur.
- Apply research methods, analysis and critical interpretation of data collected and use of proper technologies and techniques specific to Music and Sound practices and present in a more constructive and influential manner.
- Partake in National and Local Competitions to develop teamwork and industry knowledge.
- Demonstrate a range of transferable employability and lifelong learning skills, including the use of self-reflection, self-appraisal and independent approaches to learning as reflective practice for continuous professional development and career progression.
- Develop management and business skills relevant to the industry.
- Effectively use a range of communication skills for different purposes, including the effective use of ICT.

- Build confidence in learners presenting and professionally discussing work.
- Utilise enhanced employability skills in developing a career in the Music and Sound for Media industries.

*The proposed rationale of the programme is to:*

1. Equip learners with the skills and knowledge relevant to employment in the music and sound industry in the key creative and technical areas such as the application of IT skills, teamworking, composing, project managing, post production skills, recording skills, sound design skills and sound engineering skills.
2. To support the participation of learners from a range of disciplines to equip them with the knowledge and skills to enter employment where data is used to shape organisational growth and sustainability.
3. To provide a sustainable pipeline of new talent for employers currently experiencing skills deficit in the ever growing area of music and sound production.
4. To provide an opportunity for learners to progress to a range of bachelor's degree (Hons) programmes.
5. To provide an opportunity for learners to experience and apply the knowledge and transferable skills in the workplace.

Target Audience:

The target audience is learners who have recently completed, A-Level's or equivalent in relevant subjects e.g. Music, Music Performance, Music Production, Sound engineering.

The learners should have a specific interest in developing a career in music and/or sound for media however the skills would be transferrable to other areas of music/sound industry e.g. Music composition, Music Performance, Audio Engineering.

Structure:

- The FD in Music and Sound for Digital Arts (Performance and Production) will be structured in a way that supports the transfer of academic knowledge and understanding and that this integrates with, and supports the development of, vocational skills and competencies, whilst ensuring academic rigour.
- The structure of the Programme will take account of external reference points such as Frameworks for Higher Educational Qualifications, Professional Body accreditation schemes.
- The programme will ensure that the Work Based Learning (WBL) is relevant and contextualised within the scope of the industries need to promote and ensure the availability of a pipeline of talent. WBL will also be structured to support the enhancement of relevant transferable skills needed for employment in this sector. Cognisance will also be given to

ensuring the Programme is representing opportunities for employment across small and medium-sized enterprises, and self employment.

- WBL will be supported to enable learners to take on appropriate role(s) within the workplace, giving them the opportunity to learn and apply the skills and knowledge they have acquired as an integrated element of the course. WBL will be supported and encouraged for a range of media and integrated work placements and real work environments. The WBL activities should lead to the identification and achievement of defined and related learning outcomes for the learner.
- The structure of The FD in Music and Sound for Digital Arts (Performance and Production) will have at its core, an integrated approach to demonstration of characteristics that include employer involvement; accessibility; articulation and progression, flexibility; and partnerships with industry.
- The learners will take part in extracurricular production opportunities/initiatives, giving them real work experience of the industry. Students will be encouraged to collaborate with Film Production and our Games department for submissions for Cinemagic Film Festival, Epic Games, NI Screen and children animation projects from Score Draw Music. This will develop the learner's communication and teamworking skills as well as giving them a feel for the competitive nature of the media industry.

The predominant aim of the Foundation Degree in Music and Sound for Digital Arts (Performance and Production) course is to furnish a coherent yet flexible undergraduate programme of study which will immerse and engage learners in an academically challenging and stimulating educational experience and produce dynamic graduates who are intellectually competent and vocationally prepared to build and develop professional careers in the Music/Sound for media industries.

The emphasis is on equipping learners with the ability, skills and knowledge to successfully expand their creativity and develop careers within these sectors. The FD programme is regarded as a natural progression route for students completing the BTEC Level 3 Music/Music Production courses. The Foundation Degree course will focus on developing knowledge of the field (content) while giving the learners the opportunities to apply their learning in practical contexts (experience) while enhancing their learning through problem solving approaches (challenging and authentic tasks). The learning approaches will consider the diverse backgrounds of learners, nurturing them through Level 4 and 5 while developing them into independent learners and critical divergent thinkers ready for employment or post graduate study (through an inclusive learning environment and activities linked to the overall student experience).

The Foundation Degree programme looks to support the vision of Belfast Met learners by challenging current processes and practices and exploring new concepts. Our learners must be encouraged to adopt a critical approach and challenge conventional thinking about the Music/Sound/Media sectors.

One such evolving and expanding concept is emerging technology and this is embedded within the overall context of the programme to reflect the ongoing developments. Learners will be encouraged to apply creative thinking, solve problems, address solutions and apply strategies to identify issues.

The teaching and learning strategies have been formulated based on research and professional experience and practice. Teaching and learning are conducted through tutor led lectures and workshops, learner led workshops, seminars, practical sessions (in modern PC Workstation classrooms, our Recording Studios and through the use of our TV Studio), independent research and study, set individual and teamwork tasks, discussions and debates, individual and team presentations and showcases, invited industry and external speakers/stakeholders. Assessment is through a variety of assignment strategies (in various forms such as written, oral, video, observation) and research projects with end products and results.

Transferable skills gained include presentation, research and communication and a deeper academic understanding of the requirements of Music and Sound for Media. Learning will be facilitated in a range of ways such as:

- Interaction with experienced and accomplished lecturers who will contextualise learning relevant to the music and sound industries.
- Experiential industry visits.
- Hands on practical experience with industry standard equipment
- Interaction with a range of external speakers.
- Working alone as a self motivated and independent learner to accomplish learning tasks and assignments.
- Working as a team member to achieve a range of learning tasks and assignments.
- Taking part in local and National competitions.

Learners will have to demonstrate and apply their knowledge and understanding to a range of learning outcomes specific to each learning module providing transferable skills needed for lifelong learning. The learning modules aggregate to fulfil the programme learning outcomes. Learners will be able to graduate from the programme upon the achievement of these outcomes.

The Foundation Degree seeks to develop a range of intellectual, cognitive, practical and transferable skills. These are introduced across the programme and are developed both between and across each level. The programme has been designed in a way to provide learners with the opportunity to enhance their knowledge and skills at each level and within modules taught at each level. The programme and module design are based on research against similar programmes, benchmarking, the input of industry representatives and the views of students and alumni.

At Level 4 learners will undertake four compulsory modules:

- **Module 1 - Screenworks: Crafting Cinematic Music and Sound**
- **Module 2 - Behind the Scenes: Fundamentals of Music for Linear Media**
- **Module 3 - On Air: Crafting Music for Broadcast and Live Events**
- **Module 4 - Beyond the Screen: Exploring Music for Broadcast and Performance**

At level 5 learners will undertake four compulsory modules:

- **Module 5 - Level Up: Crafting Music and Sound for Interactive Media**
- **Module 6 - Inside New Realities: Exploring Music and Sound for Interactive Media**
- **Module 7 - Work Based Learning**
- **Module 8 - Professional Portfolio**

Upon successful completion of Level 4 and Level 5 modules, students will have attained the award of Foundation Degree (FD).

The programme will prepare learners to work in many creative industries covering a wide range of jobs within the Music and Sound for Media sectors.

Certificate of Higher Education (Cert HE) upon successful completion of 120 credits at Level 4.

Foundation Degree (Fd) upon successful completion of the Cert HE and a further 120 credits at Level 5.



### 3. Programme structure and learning outcomes

*(The structure for any part-time delivery should be presented separately in this section.)*

<b>Programme Structure - LEVEL 4</b>					
<b>Compulsory modules</b>	<b>Credit points</b>	<b>Optional modules</b>	<b>Credit points</b>	<b>Is module compensatable?</b>	<b>Year/Semester runs in</b>
<b>Module 1 - <i>Screenworks: Crafting Cinematic Music and Sound</i></b>	<b>40</b>			<b>No</b>	<b>1/1</b>
<b>Module 2 - <i>Behind the Scenes: Fundamentals of Music for Linear Media</i></b>	<b>20</b>			<b>Yes</b>	<b>1/1</b>
<b>Module 3 - <i>On Air: Crafting Music for Broadcast and Live Events</i></b>	<b>40</b>			<b>No</b>	<b>1/2</b>
<b>Module 4 - <i>Beyond the Screen: Exploring Music for Broadcast and Performance</i></b>	<b>20</b>			<b>Yes</b>	<b>1/2</b>

Intended learning outcomes at Level 4 are listed below:

<b><u>Learning Outcomes – LEVEL 4</u></b>	
<b>3A. Knowledge and understanding</b>	
<b>Learning outcomes:</b>	<b>Learning and teaching strategy/ assessment methods</b>
<p>By the end of Level 4, students will be expected to:</p> <p>L4.A1 Research and demonstrate knowledge of the social, cultural, ethical, environmental and legal issues which underpin best practice in the industry.</p> <p>L4.A2 Investigate the career pathways and relevant skillsets in music and sound for linear, broadcast and performance media.</p> <p>L4.A3 Demonstrate knowledge of some of the music fundamentals, concepts, techniques and principles within music creation for linear, broadcast and performance media.</p> <p>L4.A4 Demonstrate knowledge of planning and implementation processes within industry projects.</p>	<p><b>Teaching and Learning Methods:</b></p> <p>Lectures will provide foundational knowledge and theoretical concepts related to music and sound for media. Through lectures, students will gain an understanding of key principles and industry practices relevant to the music and sound field.</p> <p>Research activities include case studies, industry trends and fostering critical thinking skills to help learners understand the breadth of planning and preparation for media projects.</p> <p>Tutor directed tutorials will offer opportunities for discussions, personalised guidance and clarification on complex topics/course materials. Supervised practical sessions give students access to industry standard equipment and software to enable development of technical skills in music and audio production using a wide variety of technical equipment, such as microphones and monitors and software, such as Ableton, Unreal Engine, Pro Tools and Adobe Premier Pro.</p>

	<p>Students will use the college VLE for accessing course materials, resources and interactive learning activities.</p> <p><b>Assessment Methods:</b> Coursework related to, case studies and projects, presentations, practical observation and project reports. Projects may involve learners analysing and critiquing existing media music to understand the historical, cultural and aesthetic contexts of the genre or research and understand the work of job roles involved in media projects. Research activities may include case studies of successful media projects to understand the entire process, including idea generation, project development to postproduction deliverables.</p> <p>Projects or portfolios may include music creation for different types of media, such as scoring, synchronisation and soundtracks.</p>
--	---

<b>3B. Cognitive skills</b>	
<b>Learning outcomes:</b>	<b>Learning and teaching strategy/ assessment methods</b>
<p>Students will be expected to:</p> <p>L4.B1 Apply a range of study skills and research techniques demonstrating the ability to interpret data and undertake independent research.</p> <p>L4.B2 Analyse the effectiveness of process and outcome to inform future practice.</p> <p>L4.B3 Be able to analyse and interpret fundamental music and sound theory concepts in the context of music and sound for media.</p> <p>L4.B4 Synthesise music theory and cultural knowledge to enhance the effectiveness of sound and music for linear, broadcast and performance media products.</p>	<p><b>Learning and Teaching Methods:</b> Learners are challenged to develop their cognitive skills by developing arguments, strategies and hypotheses based upon their research. They will explore diverse topics and develop a critical analysis of their findings.</p> <p>Intellectual qualities are developed mainly through lectures, seminars, tutorials, coursework, assignments, experimental work and projects.</p> <p>Students will be presented with briefs that utilises Project Based Learning, a student-centred pedagogy.</p> <p>At Level 4, students will be introduced to fundamental practices across the industry that they will further build on and analyse at Level 5.</p> <p><b>Assessment Methods:</b> Learners will be assessed on their ability to critique and evaluate literature and carry out research. They will develop their knowledge using independent thinking skills and produce recommendations based upon and justified through supporting literature.</p>

	<p>The assessment focuses on the coursework submissions, presentations, essays and project reports.</p> <p>Assessment strategies offer students clear guidance concerning future development. Self-reflection and peer evaluation constitute an important part of formative assessment.</p>
--	---

<b>3C. Practical and professional skills</b>	
<b>Learning outcomes:</b>	<b>Learning and teaching strategy/ assessment methods</b>
<p>Learners will be expected to:</p> <p>L4.C1 Design, plan and produce content in a variety of industry techniques in relevant contexts, conforming to technical needs and procedures for the sector.</p> <p>L4.C2 Demonstrate practical/professional skills with due regard for safe working practices, procedures, concepts, and legislation.</p> <p>L4.C3 Produce music and sonic outcomes demonstrating understanding of musical elements, creative flair, attention to detail, and the ability to captivate audiences through sonic expression.</p>	<p>Teaching and Learning Methods: Lectures, tutor directed tutorials, student led seminars, supervised practical sessions and self-directed learning employing and use of the College's Virtual Learning Environment.</p> <p><b>Assessment Methods:</b> Coursework related to assignments, case studies and projects, presentations, practical work/observation and project reports.            Application of hardware and software in an industry context.            Guest speakers/workshops to reflect on industry standards, procedures, best practice, and current trends.            Use of project-based activities and case studies to build on knowledge and apply theoretical concepts and practical skills to real life situations.</p>

<b>3D. Key/transferable skills</b>	
<b>Learning outcomes:</b>	<b>Learning and teaching strategy/ assessment methods</b>
<p>Learners will be expected to:</p> <p>L4.D1 Demonstrate effective transferable personal and interpersonal skills such as time management, organisational, ICT and teamworking skills.</p> <p>L4.D2 Engage creatively with industry for professional advice and feedback.</p> <p>L4.D3 Develop coherent academic writing and efficient study skills.</p>	<p><b>Learning and Teaching Methods:</b>            Transferable and fundamental skills are delivered throughout the course, i.e., lectures, coursework assignments. The teaching and learning of ICT skills will be within the course structure. Workshops include demonstrations such as ICT skills, PowerPoint and other I.T. applications, presentations and library research skills. Other learning and teaching methodologies include team teaching, demonstration and peer learning.</p> <p>Workshops with lecturing staff and visiting professionals will support learners with research, academic writing and referencing throughout the year. Teaching and learning will be contextualised with social, ethical and legal relevance to the industry. Collaboration and communication techniques will be utilised through all learning and teaching activities, group discussions and simulations, project-based learning activities, report writing and blended and virtual learning platforms.</p> <p>Over the course of the programme, learners are provided with essential information which they must then research, analyse and interpret. Learners will undertake further independent reading to broaden the understanding of specific problems and design principles. This is designed to stretch and challenge learners and develop their ability at Level 4 as preparation for Level 5. Creative thinking and critical analysis are engendered in every aspect of the programme and will be further</p>

	<p>fostered and encouraged through regular mentoring sessions with the unit lecturer. Discussion and critiques will support the development of problem resolution at a higher intellectual level.</p> <p><b>Assessment Methods:</b> Learners will develop subject knowledge from data examination and enhance their understanding of assessments. Throughout the programme learners will develop digital literacy by completing assessments and presentations using suitable methods.</p> <p>The testing of learner knowledge is principally through coursework assignments, reports, and practical tasks. Assessment of teamwork is through submission of teamwork tasks, student/peer and self-assessment and oral presentations.</p> <p>Assessment strategies offer students clear guidance regarding future development. Self-reflection and peer evaluation constitute an essential part of formative assessment.</p>
--	--

**Exit Award:**

Certificate of Higher Education (Cert HE) in Music and Sound for Media.

<b>Programme Structure - LEVEL 5</b>					
<b>Compulsory modules</b>	<b>Credit points</b>	<b>Optional modules</b>	<b>Credit points</b>	<b>Is module compensatable?</b>	<b>Semester runs in</b>
<b>Module 5 - <i>Level Up: Crafting Music and Sound for Interactive Media</i></b>	<b>30</b>			<b>No</b>	<b>2/1</b>
<b>Module 6 - <i>Inside New Realities: Exploring Music and Sound for Interactive Media</i></b>	<b>20</b>			<b>Yes</b>	<b>2/1</b>
<b>Module 7 - <i>Work Based Learning</i></b>	<b>40</b>			<b>No</b>	<b>2/1 (10) and 2/2 (30)</b>
<b>Module 8 - <i>Professional Portfolio</i></b>	<b>30</b>			<b>No</b>	<b>2/2</b>

Intended learning outcomes at Level 5 are listed below:

<b><u>Learning Outcomes – LEVEL 5</u></b>	
<b>3A. Knowledge and understanding</b>	
<b>Learning outcomes:</b>	<b>Learning and teaching strategy/ assessment methods</b>
<p>Learners will be expected to:</p> <p>L5.A1 Research and synthesise knowledge of the social, cultural, ethical, environmental and legal issues which underpin best practice in the industry.</p> <p>L5.A2 Survey potential career trajectories and formulate realistic personal progression plans.</p> <p>L5.A3 Demonstrate knowledge of the concepts, techniques, and principles within music creation for interactive media.</p> <p>L5.A4 Exhibit proficiency in understanding and executing strategic planning and implementation procedures within industry projects.</p>	<p>Teaching and Learning Methods: Lectures, tutor directed tutorials, supervised practical sessions, student led seminars, research activities, and use of the College’s Virtual Learning Environment.</p> <p>Assessment Methods: Coursework related to assignments, case studies and projects, presentations, practical coursework/observation and project reports.</p> <p>Students will engage in research-based assignments that delve into the social, cultural, ethical, environmental, and legal considerations inherent in music and sound for media production. Coursework may include essays, case studies, and critical analyses of industry practices and trends.</p> <p>Practical projects that require them to apply their knowledge of industry issues and career paths in real-world scenarios. These projects may involve designing soundscapes for interactive media experiences, creating multimedia presentations on career options in the music and sound for media industry, and conducting surveys or interviews with industry professionals to inform personal progression plans. This may include hands-on experience with music production software and</p>

	<p>hardware, participation in studio recording sessions or live sound events and observation of industry professionals at work. Students will deliver presentations showcasing their research findings, career plans and understanding of music creation techniques for interactive media. Reports may include detailed analyses of project objectives, methodologies, outcomes, and reflections on challenges faced and lessons learned.</p>
--	---

<b>3B. Cognitive skills</b>	
<b>Learning outcomes:</b>	<b>Learning and teaching strategy/ assessment methods</b>
<p>Learners will be expected to:</p> <p>L5.B1 Integrate a range of study skills and research techniques to produce original content, hypotheses, conclusions and solutions, including the appropriate acknowledgement and referencing of sources.</p> <p>L5.B2 Evaluate the effectiveness of process and outcome in relation to the given brief to inform future practice.</p> <p>L5.B3 Synthesise, analyse and interpret music theory concepts and cultural knowledge in the context of music and sound for interactive media.</p>	<p><b>Learning and Teaching Methods:</b>            These intellectual cognitive skills are developed through lectures, seminars, tutorials or practical based activities, independent project work and work-based learning activities.            As with Level 4, students will be presented with briefs however, at Level 5, project-based learning will move to more complex industry defined problems, forcing the students to develop their critical thinking, creativity and communication skills.            At Level 5, WBL will guide the students to develop more critical awareness, enabling students to formulate ideas and confidently research and experiment to strengthen their outcomes.</p> <p><b>Assessment Methods:</b>            The formative and summative assessment focuses on coursework submissions, essays and project reports. Other assessment evidence may be generated using Logbooks / Diary / Digital Diary, Reflective Journals, A/V evidence and completed products.            Assessment strategies offer students clear guidance regarding future development. Self-reflection and peer evaluation constitute an important part of formative assessment.            Where students solve real life problems, cognitive skills are assessed via pitching and presenting ideas and peer feedback.</p>



<b>3C. Practical and professional skills</b>	
<b>Learning outcomes:</b>	<b>Learning and teaching strategy/ assessment methods</b>
<p>Learners will be expected to:</p> <p>L5.C1 Design, plan, execute practical activities and produce content using professional industry techniques in relevant contexts, conforming to technical needs and procedures for the sector.</p> <p>L5.C2 Apply creative techniques to business related problems, demonstrating professional skills.</p> <p>L5.C3 Produce polished music and sonic outcomes demonstrating a sophisticated understanding of musical and sound elements, creative flair, meticulous attention to detail, and the ability to captivate audiences through sonic expression.</p>	<p>Teaching and Learning Methods: Lectures, tutor directed tutorials, student led seminars, supervised practical sessions and self-directed learning and use of the College's Virtual Learning Environment.</p> <p><b>Assessment Methods:</b> Coursework related to assignments, case studies and projects, presentations, practical/observation and project reports.</p> <p>Site visits to organisation and companies to reflect on industry standards, procedures, best practice and current trends.</p> <p>Use of project based module and case studies to build on knowledge and apply theoretical concepts and practical skills to real life situations.</p>

<b>3D. Key/transferable skills</b>	
<b>Learning outcomes:</b>	<b>Learning and teaching strategy/ assessment methods</b>
<p>Learners will be expected to:</p> <p>L5.D1 Exhibit and reflect on effective personal and interpersonal skills such as effective planning, organisation, independent learning, time management, self-awareness, and teamwork.</p> <p>L5.D2 Engage creatively and independently with industry for professional advice and feedback and demonstrate ability to interact effectively within a workplace environment.</p> <p>L5.D3 Evaluate own strengths and weaknesses, challenge received opinion and develop own criteria and judgement.</p> <p>L5.D4 Employ articulate academic writing and study skills.</p>	<p><b>Learning and Teaching Methods:</b>            Key/transferable skills will be developed through lectures, seminars and tutorials. This also includes ICT skills, information management, library research skills and preparation for placement activities. All transferable skills apply to theoretical disciplines, practical and work based activities. Other learning and teaching methodologies include team teaching, demonstration and peer learning.            Learners will be provided with key information which they will research, analyse and interpret, then seek out further reading where they must independently broaden their understanding of specific problems and creative design principles. The fundamental design of the programme is to stretch learners, develop their skills at Level 5 as preparation for Level 6 and industry.            Work Based Learning at Level 5 enable students to work in industry (or simulated) contexts driving them to become effective in their time management, taking responsibility for their work and managing working with others in a professional environment.            Creative thinking and critical analysis are applied to all aspects of the programme and will be further fostered and encouraged through lecturer mentoring weekly. Discussion and critiques support the development of problem resolution at a higher</p>

	<p>intellectual level. At Level 5, students are encouraged to develop their self reflection and set targets with the tutor, reflecting on feedback and responding to this.</p> <p><b>Assessment Methods:</b> Formative and summative assessments will be shown through coursework submissions, essays and project reports. Other assessment evidence may be generated using Logbooks / Diary / Digital Diary, Reflective Journals, audio visual evidence and completed products, peer and supervisory review/evaluation.</p>
--	--

## Annexe 1 - Curriculum map

This table indicates which study units assume responsibility for delivering (shaded) and assessing (✓) particular programme learning outcomes.

Level	Study module/unit	Programme outcomes																															
		A1	A2	A3	A4	A5	A6	A7	A8	B1	B2	B3	B4	B5	B6	B7	B8	C1	C2	C3	C4	C5	C6	C7	C8	D1	D2	D3	D4	D5	D6	D7	
4	Module 1: <i>Screenworks: Crafting Cinematic Music and Sound</i>			✓							✓							✓	✓	✓						✓	✓						
	Module 2: <i>Behind the Scenes: Fundamentals of Music for Linear Media</i>	✓	✓	✓							✓	✓						✓		✓						✓		✓					
	Module 3: <i>On Air: Crafting Music for Broadcast and Live Events</i>			✓	✓								✓					✓	✓	✓						✓	✓	✓					
	Module 4: <i>Beyond the Screen: Exploring Music for Broadcast and Performance</i>	✓	✓								✓	✓	✓					✓		✓						✓		✓					

Level	Study module/unit	Programme outcomes																														
		A1	A2	A3	A4	A5	A6	A7	A8	B1	B2	B3	B4	B5	B6	B7	B8	C1	C2	C3	C4	C5	C6	C7	C8	D1	D2	D3	D4	D5	D6	D7
5	Module 5: <i>Level Up: Crafting Music and Sound for Interactive Media</i>			✓	✓						✓							✓	✓	✓						✓	✓	✓				
	Module 6: <i>Inside New Realities: Exploring Music and Sound for Interactive Media</i>	✓	✓							✓	✓	✓						✓		✓						✓		✓	✓			
	Module 7: <i>Work-Based Learning</i>		✓		✓					✓	✓							✓	✓									✓	✓			
	Module 8: <i>Professional Portfolio</i>	✓		✓						✓	✓							✓	✓	✓						✓	✓		✓			