



Sound Engineering and Production BSc (Hons)

COURSE FACTS

Faculty	Computing, Engineering and the Built Environment
School	Digital Media Technology
Application	Apply through UCAS. Institution code B25, Course code J930
Location	City Centre Campus, Millennium Point
Duration	Full-time: three years, sandwich: four years



KEY FACTS

- The School of Digital Media Technology is equipped with over 1200m² of advanced equipment including film/television studios, multi-track recording studios, post-production facilities, and several hundred multimedia stations.
- Our city centre campus includes cutting-edge facilities, including radio studios and the largest university TV studio, housed within a purpose-built media centre at The Parkside building.
- The course is taught by experienced academic staff, many having worked in industry for a number of years, bringing with them a wealth of skills and knowledge.
- Our close industry links add currency, consistency and colour to your subject, putting you in prime position to take advantage of industrial placements, real-life projects and career opportunities.
- The course covers a range of key areas: industry, production, post production, synthesis, digital audio, acoustics, audio electronics and live and recorded sound.

WHY CHOOSE US?

- Gain the technical competence and market awareness to impress employers - or go your own way - in the modern audio industry.
- Access excellent sound facilities including eight recording and mixing studios, sharing five live spaces with different acoustic characteristics. State of the art radio and television studios at Parkside.
- Develop excellent and wide-ranging professional partnerships which provide opportunities for you to link with relevant industries.
- You will have various opportunities to interact with industry professionals through guest lectures.
- There are a wide range of potential placements that you may pursue such as working in recording studios, record companies, in professional audio and theatres. There are also various opportunities to pick up valuable work experience in areas such as live sound.

COURSE OVERVIEW

The programme has been designed to meet the exacting requirements found within the audio industry. The combination of subjects supports entrance into a range of career paths and further study opportunities.

The course provides a dynamic study programme that allows students to explore recording, audio-related programming, digital signal processing, the capture and production of live and recorded sound as well as developing a solid understanding of the business environment.

Industry and Product Development Theme	Audio Electronics and Software/Product Development Theme	Live and Studio Sound Production and Project Theme	Digital Signal Processing Theme	Acoustics Theme
YEAR 1				
Music and Audio Industries 15 Credits	Audio Electronics 15 Credits Audio Software Development 15 Credits	Live Sound Engineering 15 Credits Studio Recording and Production 30 Credits	Digital Audio Technology 30 Credits	
YEAR 2				
Employability, Projects and Management 15 Credits	Embedded Audio Systems 30 Credits	Live and Studio Engineering 30 Credits Broadcast Sound 15 Credits	Sound Synthesis 15 Credits	Acoustic Principles 15 Credits
YEAR 3				
Audio Product Design 30 Credits		Technology Project 45 Credits	Digital Audio Processing 30 Credits	Acoustic Engineering 15 Credits

COURSE STRUCTURE

The course comprises five themes:

The **Industry theme** and Product Development theme develops the students' understand of the wider audio sector and in particular explores project management.

The **Audio Electronics and Software/Product Development theme** allows students to gain an insight into audio electronics through the practical application of theory. In the first year students are introduced to computer programming where their skills are developed and applied in the context of audio. This learning is enhanced in subsequent modules as students apply their knowledge and understanding. Students also explore embedded systems and these skills are brought together in the design of an audio system in the final year. These two themes are brought together in terms of product development in the final year where the students design a system and get hands-on experience of the process of product development.

The **Live and Studio Sound Production and Project theme**

explores the fundamentals of sound capture and signal routing on analogue and digital desks. Students develop their studio craft as they gain experience of mixing desks, dynamics, effects and EQ. This knowledge is expanded into sound for radio and television broadcast. For their final year project, students research and report on a topic of their choice that relates to their programme.

The **Digital Signal Processing theme** provides students with detailed instruction in digital audio and digital signal processing. Students explore creative possibilities through experiments in audio synthesis environments such as MaxMSP, Pure Data or SuperCollider.

The Acoustics theme explores psychoacoustics, the analysis of musical instruments, room and environmental acoustics and acoustic treatment.

ASSESSMENT

A range of assessment methods are used throughout the course including continuous assessment, in-class tests, examinations, laboratory exercises and project work.

ENTRY REQUIREMENTS

- 300 (B/B/B) points minimum from two six-unit or one 12-unit A Level (GCE or VCE)
- National Diploma with Merit/Merit/Distinction
- Advanced Diplomas are accepted
- AGNVQ overall Merit and GCSE Maths at grade C or above

FURTHER STUDY

The University offers a range of taught (MSc) and research (MPhil and PhD) postgraduate courses. Details can be found on the postgraduate section of the website.

EMPLOYABILITY

Recent graduates from the school have gone onto work for companies including Naim Audio, The Music Group, Focusrite, Spotify, SSE Audio Group and Cloud One

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