Programme Specification HND Popular Music Practice

Date of Publication to Students [Enter date]

NOTE: This specification provides a concise summary of the main features of the course and the learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if s/he takes advantage of the learning opportunities that are provided. More detail on the specific learning outcomes, indicative content and the teaching, learning and assessment methods of each module can be found (1) at www.sbc.ac.uk, (2) in the Module Specifications and (3) in the Student Handbook.

The accuracy of the information contained in this document is reviewed by the University and may be checked within independent review processes undertaken by the Quality Assurance Agency.

Awarding Institution / Body:	**Birmingham City University**
Teaching Institution:	**South Birmingham College**
Interim Awards and Final Award:	**HND**
Programme Title:	**HND Popular Music Practice**
Main fields of Study:	***Popular Music***
Modes of Study:	**Full time**
Language of Study:	**English**
UCAS Code:	
JACS Code:	

Relevant subject benchmark statements and other external reference points used to inform programme outcomes:

Descriptors for Higher Nationals: 2008

Programme philosophy and aims

Explain the overall approach adopted by the programme and how it leads to the aims shown below

The HND Popular Music Practice aims to develop students' knowledge and understanding of popular music practice in preparation for a career in the popular music industry, and for progression to undergraduate degree study. Students' have the opportunity to develop relevant creative and practical industry skills including performance and production via live musical situations, producing finished products such as performances, recordings and composition portfolios.

The aims of the programme are to:
1. Provide the educational foundation for a range of careers in the professional music industry and allied sectors and the progression to undergraduate degree study
2. Develop an interest and understanding of the contextual nature of music through an awareness of historical, cultural and contextual perspectives;
3. Provide specialised studies, techniques, experience and underpinning knowledge directly relevant to the vocations and professions in which students are working or intend to seek employment
4. Provide flexible and transferable skills in sector-related disciplines as a basis for future studies and career development
5. Develop students' ability in academic music studies through the effective use and combination of knowledge and skills gained throughout the programme
6. Develop a range of interpersonal skills essential for success in working life in the relevant industries

Intended learning outcomes and the means by which they are achieved and demonstrated:

Learning Outcomes[1]

1. Knowledge and understanding
- Demonstrate knowledge and critical understanding of the underlying principles, techniques and processes of the chosen specialist study

- Demonstrate the ability to evaluate, interpret and apply underlying principles in a variety of industry relevant environments.

- To demonstrate knowledge and comprehensive understanding of the professional culture through which popular music is created, performed, produced and marketed.

- Apply and integrate contextual evidence into their live, production, enterprise and technical practices.

- Draw independent conclusions and communicate them effectively

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[1] Guidance on the specification of learning outcomes is available from the Centre for the Enhancement of Learning and Teaching.

- Indentify problems and use a variety of methods to solve them.

- Show a comprehensive understanding of a wide range of musical and technical practices

- demonstrate an awareness of the way in which the chosen field of study fits into the wider context of the popular music industry

- Demonstrate a critical understanding of the relationships between music and society and how music consumption is embedded in everyday life.

- Demonstrate knowledge and understanding of the conventions and culture of popular music performance including solo and ensemble work and the technology used in performance and in support of performance in live and recording environments.

2. Practical skills and musicianship
- Demonstrate the musical and creative skills required by the performer, composer or producer.

- Integrate a high level of technical skill into all aspects of music creation and performance.

- Deploy advanced communication skills in a variety of industry relevant situations.

- Develop an individual profile suitable for an artist progressing to employment with in the sector

- Work autonomously as a practitioner to the standard required by industry.

- Apply sound musicianship skills and techniques

- Reflect on individual progress as an artist and action plan effectively to improve

3. Generic and graduate skills
- Work in flexible, creative and independent ways showing self-discipline and self - direction and recognition of accountability

- Gather, organize and deploy ideas and information in order to formulate arguments cogently and express them effectively through a variety of methods

- Make effective oral presentations

- Demonstrate ability to communicate effectively in written form in accordance with good academic practice.

- Reflect on and develop appropriate professional skills

- show confidence and self-awareness in reflection, evaluation and self-criticism through Personal Development Planning (PDP)

- Show a potential for continuing artistic and creative development

- Demonstrate the ability to work well in teams, with appropriate leadership, negotiation, organisation and decision-making skills

- Understand professional ethics, etiquette, legislation and conventions

Learning teaching, and assessment methods used

Learning and teaching methods used
- Individual instrumental tuition

- Small and large group lectures

- Master classes, workshops, ensembles, seminars and tutorials

- Practical workshops (Performance/Live Sound/Sequencing/Recording)

- Recording sessions

- Online learning materials (academic modules) including lessons, quizzes and interactive documents

Assessment methods
- Portfolio of creative work (Production/Composition)

- Live events

- Individual and ensemble performances

- Technical examination

- Essays

- Group presentations

- Individual presentations

- Practical group work

- Recording sessions

- Written and on-line examinations

- Student-defined project via negotiated briefs

- Evaluative reports

- Reflective journals via Moodle

Programme structure and requirements, levels, modules, credits and awards

The structure of the course, the modules, levels, assessment (including weightings) and credit values, and the awards which can be gained are given below.
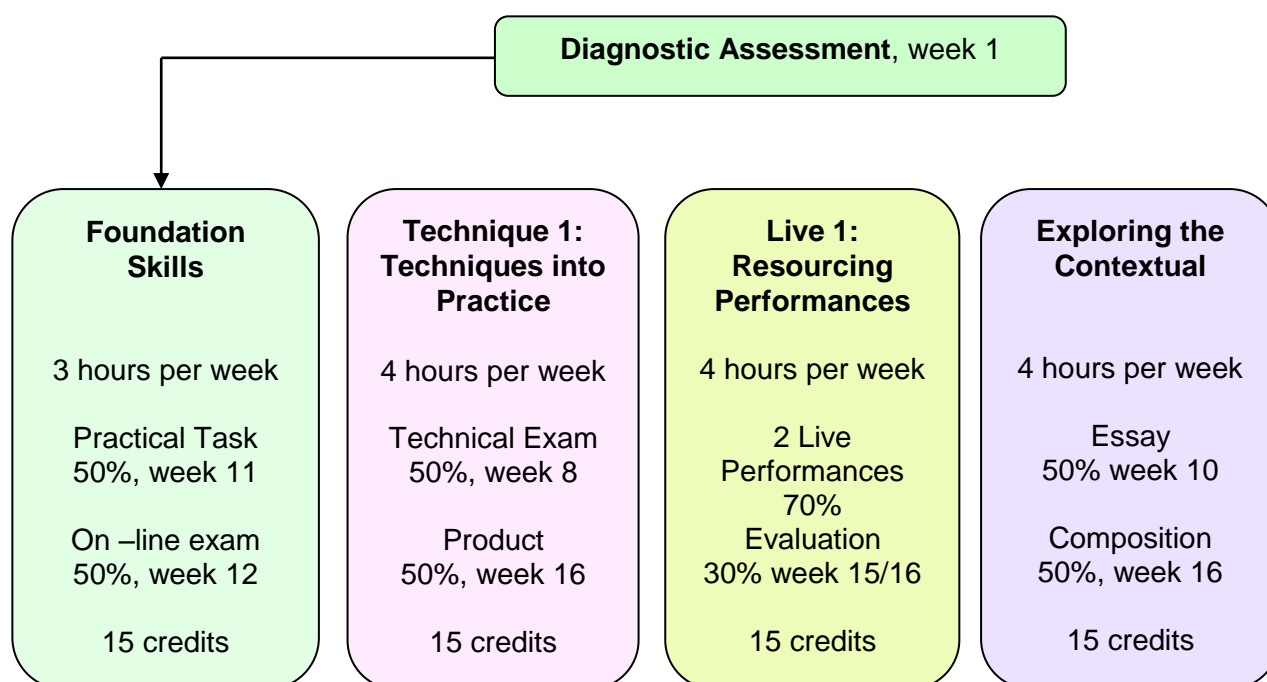
General Information
- The programme runs full time over two years. Each year is 32 weeks in duration. Each week has 17 hours contact time including a 1-hour group tutorial and 0.5 hours individual instrumental tuition.

- Year one has 8 modules; and each module has a value of 15-credits. Year two has 6 modules and each module has a value of 15 credits except for the final project in semester 4 which has a value of 45 credits. The programme requires extensive private study, in particular instrument practice.

- All modules must be passed to be awarded the HND Popular Music Practice.

- Delivery of the practical elements of modules takes place in industry standard environments and students participate in performances, recording sessions, pod-casts and other relevant activity within college and at external venues.
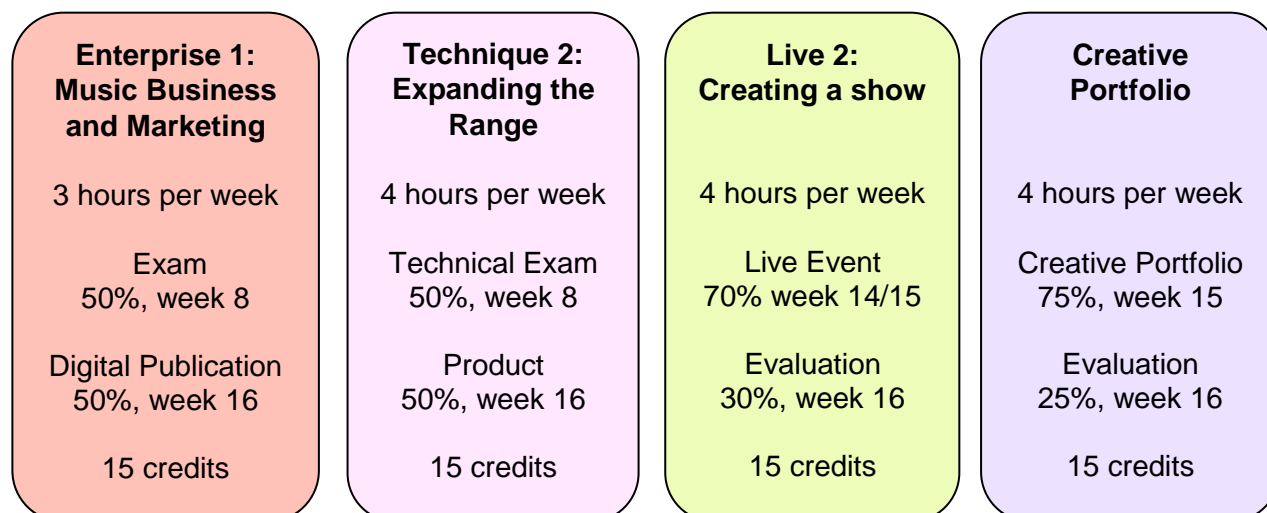
Programme structure:

HND Popular Music Practice: The Learning Experience

Year One: Level 4
Semester One: (Weeks 1-16)

Diagnostic Assessment, week 1

Foundation Skills	**Technique 1: Techniques into Practice**	**Live 1: Resourcing Performances**	**Exploring the Contextual**
3 hours per week	4 hours per week	4 hours per week	4 hours per week
Practical Task 50%, week 11	Technical Exam 50%, week 8	2 Live Performances 70%	Essay 50% week 10
On –line exam 50%, week 12	Product 50%, week 16	Evaluation 30% week 15/16	Composition 50%, week 16
15 credits	15 credits	15 credits	15 credits

Year One: Level 4
Semester Two: (Weeks 17-32)

Enterprise 1: Music Business and Marketing	**Technique 2: Expanding the Range**	**Live 2: Creating a show**	**Creative Portfolio**
3 hours per week	4 hours per week	4 hours per week	4 hours per week
Exam 50%, week 8	Technical Exam 50%, week 8	Live Event 70% week 14/15	Creative Portfolio 75%, week 15
Digital Publication 50%, week 16	Product 50%, week 16	Evaluation 30%, week 16	Evaluation 25%, week 16
15 credits	15 credits	15 credits	15 credits

Year Two: Level 5
Semester Three: (Weeks 1-16)

Enterprise 2: Contemporary Music Business in Practice

3 hours per week

Online Exam
50%, week 8

Presentation
50%, week 14

15 credits

Technique 3: Extending Creative Techniques

4 hours per week

Technical Exam
50%, week 8

Reflective Written Task
50%, week 16
15 credits

Live 3: Expanding the Performance Horizon

4 hours per week

Timed Task
40%, week 8

External Event
60%, week 16

15 credits

Independence in Research and Practice

4 hours per week

Essay
50%, week 10

Timed Task
50%, week 14

15 credits

Year Two: Level 5
Semester Four: (Weeks 17-32)

Techniques 4: Showcasing Extended Techniques

4 hours per week

Essay
50%, week 31

Final Showcase
50% week 32

15 credits

Final Project

12 hours per week

Project planning and event
70%, by week 31

Evaluation by presentation
30%, week 32

45 credits

Pro-forma issued January 2009

Module Guide
Diagnostic assessment: During induction, all students will undertake a diagnostic test to assess their level of skill in performance, creative music technology, recording, live sound, popular music in context and academic music skills. Following the assessment, students will meet with their personal tutor and agree which elements of the Foundation Skills module they need to attend in order to achieve the module by passing the 2 assessments in weeks 11 and 12 of semester one.
The credit value of each module is 15 except **Projec**t in Semester Four which carries 45 credits

Year One: Semester One

Foundation Skills:
This module will consist of lectures, seminars and practical workshops in popular music in context, academic music skills, creative technology, live sound and recording. Following diagnostic assessment and consultation with their personal tutor, each student will attend the sessions which address their individual learning needs. Students will complete all of the assessments which will consist of :
   1) A practical task in one of the following: live sound, performance, creative music technology or recording. Chosen subject will not be a pre-existing specialism
   2) A 3 hour exam (on –line in a supervised environment) which will cover all subjects delivered in the module.

Techniques 1: Techniques into practice
In this module, students choose a specialism e.g. performance, creative music technology, songwriting and begin to develop the practical skills and underpinning knowledge required to achieve at level 4. Assessment:
   1) A technical exam in which students will demonstrate their practical and creative skills in the chosen area e.g. instrumental performance, live sound or recording techniques.   50%
   2) A product such as a CD, DVD or composition portfolio which demonstrates the application of techniques in the chosen area   50%

Live 1; Resourcing performances
In this module students will explore how music translates into performance from the perspective of the performer, live sound engineer or composer. There will be sessions in the application of live music technology, rehearsal and performance technique and compositional and arrangement (including relevant technologies). Assessment:
   1) Application of chosen specialism in live performance (2 performances in different environments)   70%
   2) Written evaluation reflecting on personal experience of performance events 30%

Exploring the contextual
This module introduces the historical, social, political, musical, technological and cultural contexts which have influenced the development of popular music in the west since the late 19thcentury. Delivery will consist of lectures on the development of popular music and the emergence of a variety of musical genres and their contexts. Students will participate in seminar groups which explore specific aspects of context

and genre. In addition, workshops will develop practical skills relevant to a variety of musical styles and genre. Assessment:
1) 2000 word essay exploring the context of specific genres of popular music. 50%
2) Presentation (on CD/DVD) of original song composed and arranged in a specific style   50%

Year One: Semester Two

Enterprise 1: Music Business and Marketing
The module provides underpinning knowledge of the current music industry, its structures, organizations, regulations and legislation. Delivery consists of lectures supported by presentations by visiting speakers, both independent and freelance practitioners and representatives from industry organizations such as the Musicians' Union, record labels, music agencies and publishers. The module also develops an awareness of marketing and promotion essential for artist development. Assessment:
1) A 3 hour exam (on-line in a supervised environment) assessing knowledge of the industry and legislation 50%
2) A digital publication demonstrating awareness of marketing and promotional techniques and strategies   50%

Technique 2: Expanding the Range
This module involves extending specialist techniques to a wider range of music. Delivery will mostly consist of practical workshops and one to one instrumental classes in which the relevant underpinning theory supports the practice. Assessment:
1) Technical exam in which students will demonstrate technical skills in a chosen area (for instance: instrumental/composition/creative technology) 50%
2) A product demonstration application of techniques in chosen area e.g. software; mastering; instrumental skills - presented on CD/DVD 50%

Live 2: Creating a show
This module concentrates on all the elements of putting together and applying creative processes to a live music event. All of the roles and responsibilities for such an event are introduced. These may include performance, live sound, live recording, marketing, rehearsal, composition and arrangement. Delivery will include lectures, workshops and one to one tutorials, however, students are expected to demonstrate the ability to work independently and as part of a group. For assessment, each student chooses a specific role (agreed with personal tutor) for the event and in addition by means of an on-line journal reflects on the process and the final show. Assessment:
1) Role (agreed by tutor) in live performance event   70%
2) Evaluation   - reflection on on-line (via *Moodle*) journal 30%

Creative Portfolio
In this module students apply the skills they have developed to produce a portfolio of original work which demonstrates creativity and knowledge and understanding of current industry practice. Delivery will consist mainly of skills workshops (music

academic skills/creative technology) to support the creative process. Students are expected to demonstrate some independence. Assessment:

1) Creative Portfolio of original work   75%
2) Written evaluation with critical contextual analysis   25%

Year Two: Semester Three

Enterprise 2: Contemporary Music Business in Practice
The module further develops music business skills and knowledge so that students can understand appropriate industry practices in various environments e.g. performance venues, recording studios. Delivery will consist mostly of practical activity in different environments supported by lectures on relevant aspects of legal and industry practice. Students will continue to develop their own artistic profile through application of relevant digital technologies and will reflect on how commercial practice and regulation applies to individual artists and practitioners. Assessment:

1) 3 hour exam on industry framework and relevant practice and legislation 50%
2) Presentation demonstrating application of digital technology in creation of artistic profile. 50%

Technique 3: Extending Creative Techniques
In this module, students extend the techniques specific to their specialism and extend them. Sessions will explore extended genre and supported by one to one tutorials and skills sessions. Students are expected to demonstrate a high level of technical skill and to comment critically on the ways in which theoretical or technological aspects underpin practice.

1) Technical exam in chosen specialism   50%
2) Written task (1000 words) reflecting on individual artistic development. 50%

Live 3: Expanding the Performance Horizon
This module introduces the practice and underpinning knowledge of putting together an external event including event planning, time management, crew and stage management, plotting lighting and sound, publicity, rehearsing and final performance. The module leads up to an end of semester show(s) in an external venue in which students carry out previously agree roles in a professional environment. Assessment:

1) Timed Task (Event Planning)   40%
2) Student –defined role (negotiated in advance) in live external event   60%

Independence in Research and Practice
In Semester three students are expected to demonstrate the ability to work and create independently. This module continues to develop academic practice and research skills and explores specific musical genres and how these are represented in practice. Assessment:

1) 2000 word Essay   50%
2) Timed –task relevant to chosen specialism   50%

Year Two: Semester Four

Techniques 4: Showcasing Extended Techniques
This module is the culmination of the individual artistic development which has taken place across the course. Students will have a sound understanding of their own artistic profile and how that fits into the current music industry and its traditions. Students will showcase their work at the end of the semester, for instance in a Final Performance or CD launch. Assessment:
1) 2000 word essay on individual artistic development and context   50%
2) Final Showcase 50%

Final Project
The Project draws together all of the skills developed during the programme including technical, practical, and business. Projects will be group activities with students agreeing roles in advance. Much of the module will involve the planning process, review and troubleshooting and action- planning. The Final projects must demonstrate the skills required in industry environments and the ability to adapt and respond to problems within an agreed time frame. Assessment:
1) Final Project - assessment of individual role and its realisation 70%
2) Evaluation by presentation   30%

Delivery Structure

Year 1	Weekly Hours	Total Contact Hours	Credits
Semester 1 (weeks 1-16)			
Foundation Skills (ends week 12)	3	48	15
Techniques 1: Techniques into practice	4	64	15
Live 1: Resourcing Performances	4	64	15
Exploring the Contextual	4	64	15
Tutorial	1	16	
One to one instrumental session	0.5	8	
Academic support	0.5	8	
Total	**17**	**272**	**60**
Semester 2 (weeks 17-32)			
Enterprise 1: Music Business & Marketing	3	48	15
Techniques 2: Expanding the Range	4	64	15
Live 2: Creating a Show	4	64	15
Creative Portfolio	4	64	15
Tutorial	1	16	
One to one instrumental session	0.5	8	
Academic support	0.5	8	
Total	**17**	**272**	**60**

Year 2	Weekly Hours	Total Contact Hours	Credits
Semester 3 (weeks 1-16)			
Enterprise 2: Contemporary Music Business in Practice	3	64	15
Techniques 3: Extending Creative Techniques	4	64	15
Live 3: Expanding the Performance Horizon	4	64	15
Independence in Research and Practice	4	64	15
Tutorial	1	16	
One to one instrumental lessons	0.5	8	
Academic support session	0.5	8	
Total	**17**	**272**	**60**
Semester 4 (weeks 17-32)			
Techniques 4: Showcasing Extended Techniques	4	64	15
Final Project	12	192	45
Tutorial	1	16	
One to one instrumental lessons	0.5	8	
Academic support session	0.5	8	
Total	**17**	**272**	**60**

Support for Learning including Personal Development Planning (PDP)

Students are encouraged to identify and, with guidance, to reflect on their own learning needs and are offered support as appropriate to those needs. Students have access to dedicated music technology suites, practice rooms and library facilities for private study. Academic support workshops provide specific support on preparation of presentations and written assignments. One to one instrumental lessons support development of individual technique and performance skills.

Personal Development Planning (PDP) is a process undertaken by students at Birmingham City University to reflect upon their own learning, performance and achievement and to plan for their personal, educational and career development. It will enable you to articulate the skills you are developing in order to open up opportunities for the future.

Where specific learning needs are identified (e.g. Where a disability is declared,) the course team will liaise with the University Student Support Department to ensure that the requirements of the statement are met.

Students are encouraged to identify and, with guidance, to reflect on their own learning needs and are offered the following support as appropriate to meet those needs:

- Individual tutorials
- Learning agreements
- Online resources (Moodle)

- A programme of study skills within Year One Foundation module which focuses on the planning and presentation of written work
- Student Handbook with information relating to the course, modules, assessment, the College and the University
- Access to the Liaison Librarians (Learning and Teaching; Enquiries; Collection Management)
- Access to the Technical Co-ordinator
- Access to college resources such as pianos, practice rooms, IT facilities and the Library, and recording facilities and auditorium
- Assistance and support from the University's Academic Skills Unit.
- Access to the University's Student Services, including those offered by the careers service, financial; advisers, medical centre, disability service, crèche, counselling service and chaplaincy

Moodle is used extensively as a tool to support learning; providing a wide range of learning resources. It can be used for confidential discussions with tutors and for wider discussions via online forums. Moodle is also an important tool for personal development planning.
Moodle is accessible both within the College and externally via the College's website. Practice rooms, studios and equipment can be booked for use using the Moodle booking system.

Criteria for admission

Candidates must satisfy the general admission requirements of the programme.

The current admission requirements can be found under the 'Entry Requirements' tab of the web page for this course.

Methods for evaluation and enhancement of quality and standards including listening and responding to views of students

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Quality and standards are enhanced through:

Committees:
- Board of Studies
- Examination/ Award Board
- Birmingham City University Faculty academic planning and development sub-committee
- Faculty Board

Mechanisms for review and evaluation:
- Review and validation event
- Annual monitoring report
- Student feedback questionnaires
- Annual teaching appraisal
- External examiner's report
- Course team meetings
- Quality monitoring liaison tutors

External Examiners who monitor the programme are recruited from similar programmes of high standing at other Higher Education Institutions. They are very experienced in running Popular Music programmes to degree level. Their work includes:
- Approving coursework assignments and assessment criteria
- Approving examination papers
- Monitoring standards through moderation of completed assessments
- Attending Examination Boards
- Participating in the review and validation processes.