Programme Specification

Overview

Programme Code	30900
Programme Title	Sound Technology
Programme Type	Degree
Language of Programme	All LIPA programmes are delivered and assessed in English
Programme Leader	Jon Thornton

Awards

Award Type	Award Description	Award Learning Outcomes
Target Award	Bachelor of Arts with Honours – BA (Hons)	See Learning Outcomes below
Alternative Exit	Bachelor of Arts - BA	Demonstrate a broad and comparative knowledge of the general scope of the subject, its different areas and applications, and its interactions with related subjects. A detailed knowledge of a defined subject or a more limited coverage of a specialist area balanced by a wider range of study. In each case, specialised study will be informed by current developments in the subject. Demonstrate a critical understanding of the essential theories, principles and concepts of the subject(s) and of the ways in which these are developed through the main methods of enquiry in the subject.
Alternative Exit	Diploma of Higher Education - DipHE	1. Demonstrate high level skills in the operation of range of Sound Technology equipment and systems with both digital and analogue signal paths 2. Demonstrate a developing understanding of the scientific and physical principles underpinning relevant technologies 3. Apply mathematics to support the application of audio

		engineering principles including digital signal processing
		4. Demonstrate high level skills in written and oral communication, teamwork and problem-solving
		5. Identify professional and vocational pathways into employment in the audio or related industries
		6. Display a clear grasp of the professional standards and values associated with audio production
		7. Demonstrate increasing competency in a widening spectrum of audio production disciplines and techniques
		8. Demonstrate increasing competency in scheduling, time management and administration of practical projects
		9. Evaluate their strengths and weaknesses as a practitioner and develop action plans to address these
		10. Demonstrate high level skills in creating and developing projects, working both individually and as part of a team
		11. Be increasingly independent and reflective in their learning and to take more responsibility for their study choices
Alternative Exit	Certificate of Higher Education - CertHE	1. Demonstrate basic competency in the operation of a range of Sound Technology equipment and systems, with predominantly analogue signal paths
		2. Demonstrate a basic understanding of the scientific and physical principles underpinning relevant technologies
		3. Apply basic skills in written and oral communication, teamwork and problem solving
		4. Apply basic mathematics to support the application of audio engineering principles
		5. Evaluate their strengths and weaknesses as a learner and develop action plans to address these
		6. Produce practical work within a range of production areas to a specific brief and with guidance
		7. Manage and apply safe systems of work

External Benchmarks

Subject Benchmark Statement	UG-Engineering (2019), UG-Communication, Media, Film and Cultural Studies (2024)

Accreditation
Programme Accredited by

PSRB Name	Valid From Date	Valid To Date
Joint Audio Media Education Services (JAMES)	01-May-2023	01-Feb-2026

Programme Offering(s)

Mode of Study, Mode of Delivery	Intake Month	Programme Length
Full-Time, Face to Face	September	3 Years

Learning Outcomes

Code	Description
PLO1	Recognise the scientific principles and methodologies which underpin audio engineering practice (UKSPEC)
PLO2	Choose relevant mathematical and statistical methods for the analysis and solution of audio engineering problems (UK-SPEC)
PLO3	Demonstrate operational practice and convention in a range of audio production and engineering environments
PLO4	Identify the professional, technical, and formal choices which realise, develop or challenge existing practices and traditions, and of the possibilities and constraints involved in audio production processes (CMF)
PLO5	Recognise the technical, aesthetic, and logistical requirements of complementary disciplines in the entertainment industries
PLO6	Research and examine information, materials (both secondary and primary sources) and experiences, formulate independent judgements, and articulate reasoned arguments through reflection, review and evaluation
PLO7	Analyse and solve technical problems using quantitative methods and relevant computer software where appropriate
PLO8	Evaluate relevant technical and aesthetic production values from existing bodies of work, and apply these in critical analysis and production of own work and that of others
PLO9	Operate effectively and professionally a wide range of Sound Technology equipment and systems in areas including, but not limited to, recording studio applications, radio and broadcast production, live sound reinforcement, location recording, post-production for Film and Television, new media applications, music production and audio test and measurement

PLO10	Deploy effectively and professionally specialist Information and Communication Technology (ICT) for audio engineering and production applications including, but not limited to, MIDI programming, desktop recording and editing, CAD, audio processing and audio networking
PLO11	Apply advanced problem-solving skills, technical knowledge and understanding to establish rigorous and creative solutions in developing complex audio systems or products (UK-SPEC)
PLO12	Produce practical work within a range of applications (recorded music, live sound reinforcement, sound design for film and television, radio production) which demonstrates an understanding of the forms, conventions, and qualitative issues in each of the above areas
PLO13	Synthesise a range of approaches to achieve successful working relationships and project outcomes, and an effective professional manner or attitude
PLO14	Evaluate, select, and apply appropriate techniques and methods for professional and effective oral and written communication (UK-SPEC)
PLO15	Perform effectively within a team environment including leadership, team building, influencing and collaborative skills (UK-SPEC)
PLO16	Plan self-learning and improve performance as the foundation for lifelong learning (UK-SPEC)
PLO17	Evaluate professional opportunities and create plans for successful personal development

Aims and Outcomes

Educational Aims of the Programme

The programme aims to provide a comprehensive and challenging programme of study for learners - intellectually, technically, artistically and vocationally. Specifically, it will develop:

- detailed operational and technical skills in a broad range of applications of Sound Technology
- an understanding of, and ability to apply in a theoretical and practical sense, the underlying theories of acoustics, physical principles, design and manufacture as appropriate to sound recording and production
- an understanding of, and ability to apply appropriately, the creative and artistic considerations inherent in a sympathetic and appropriate use of technology
- the capacity to analyse and articulate processes, products and the relationship between the two within the Sound Technology industry
- interpersonal skills, team working methodologies and an understanding of Sound Technology within the wider framework of the entertainment industries
- knowledge and skills that enable students to achieve sustained employment in the audio and wider entertainment industries.

Programme Structure

Programme Structure Description

All modules at Level 4 are core, with no options.

At Level 5, 45 credits are core. In addition, students choose 2 x 30 credit and 1 x 15 credit options from those listed. All option combinations are available for the 30 credit and 15 credit choices.

At Level 6, 75 credits are core. Students choose 1 x 30 credit option module and 1 x 15 credit option module from those listed. There are no pre-requisites for the 15-credit choice, but the 30-credit choice has pre-requisites based on Level 5 option modules as follows:

6600STE – must have taken 5600STE at Level 5
6602STE – must have taken 5602STE at Level 5
6603STE – must have taken 5603STE at Level 5
6605STE – must have taken 5603STE at Level 5

Programme Structure - 360 credit points
Level 4 - 120 credit points
CORE - 120 credit points
[MODULE] 4600STE Audio Practice - 30 credit points
[MODULE] 4601STE Technical Foundations – Acoustics and Audio – 30 credit points
[MODULE] 4602STE Live Sound 1 - 30 credit points
[MODULE] 4603STE Sound for Picture - 15 credit points
[MODULE] 4604STE Collaborative Technical Project - 15 credit points
Level 5 - 120 credit points
CORE - 45 credit points
[MODULE] 5601STE Advanced Technical Studies – Digital Systems & Processing - 30 credit points
[MODULE] 5604STE Professional Preparation 1 - 15 credit points
OPTIONAL - 75 credit points
[MODULE] 5600STE Music Recording - 30 credit points
[MODULE] 5602STE Live Sound 2 - 30 credit points
[MODULE] 5603STE Audio Post Production - 30 credit points
[MODULE] 5605STE Music Production - 15 credit points
[MODULE] 5606STE Sound Design for Theatre - 15 credit points
[MODULE] 5607STE Broadcast Audio - 15 credit points
Level 6 - 120 credit points
CORE - 75 credit points
[MODULE] 6601STE Final Portfolio - 60 credit points
[MODULE] 6604STE Professional Preparation 2 - 15 credit points
OPTIONAL - 90 credit points
[MODULE] 6600STE Advanced Studio Production - 30 credit points
[MODULE] 6602STE Advanced Live Sound - 30 credit points
[MODULE] 6603STE Advanced Post Production - 30 credit points

[MODULE] 6605STE Game Audio - 30 credit points	
[MODULE] 6606STE Video Production - 15 credit points	
[MODULE] 6607STE Lighting, Rigging and Power - 15 credit points	
[MODULE] 6608STE Location Recording - 15 credit points	

Teaching, Learning and Assessment

Core knowledge and understanding is taught through lectures, practical workshop activities in relevant technical / production environments, small group seminars and individual tutorials. These methods are employed across all three levels, with a heavier reliance on tutorials at Level 6 to support students' progression as independent learners.

Assessment is conducted through assignment and examination. Assignments include artefacts (completed audio / video recordings), portfolios, presentations, practical tasks (such as studio or live event operations) and oral/written reports.

Visits by industry and current practitioners are embedded in delivery to ensure currency and to strengthen links between theory, practice, and vocational skills.

Opportunities for Work Related Learning

Industry standard facilities, hardware and software are used throughout the programme, and practical assessment briefs positioned against industry standards and processes wherever possible in order to replicate 'real world' situations. Students are also given access to a broad range of opportunities to undertake voluntary, extra-curricular work in the industry throughout the programme.

Entry Requirements

Type	Description
A levels	We are committed to accepting students on to this course who have the potential to succeed as practitioners and who will gain sustained work in the performing arts and entertainment industries. With this in mind we wish to identify through applications and interview or audition key attributes and achievements. The key attributes that we seek to identify are: • Knowledge, ability and experience of sound technology • Commitment to the performing arts • Ability to work effectively with others • Broad interest and engagement • Self-awareness • Spirit of enterprise

	The minimum educational standard that we are looking for is: **GCSEs** We normally require a minimum of five GCSEs grade C. These should include Maths, English and Physics/Dual Science Award. Plus a minimum of 112 UCAS tariff points (2017 tariff) or 280 UCAS tariff points (2016 tariff). We accept all types of equivalent qualifications, the following are the most common UK qualifications that people tend to apply to us with: **A/AS Level** This should be from three A Levels (i.e. grades B, B, C), excluding General Studies. Points from AS and Key Skills are not counted.
International Baccalaureate	Acceptable on its own and with other qualifications. Welsh Baccalaureate Needs to be combined with other qualifications as it is equivalent to one A Level.
Alternative qualifications considered	**Equal Opportunity** LIPA is an equal opportunities organisation and aims to successfully recruit students from a wide range of different socio-economic and personal backgrounds. To ensure we provide effective equality of opportunity within the application process we carefully consider each application individually and acknowledge differences that can exist between applicants' experiences from diverse backgrounds. We regularly update our approaches to take into account changing understanding of communities and cultures and we monitor applicant/student characteristics such as age, gender and ethnicity. **Recognition of Prior (Experiential) Learning [RP(E)L] and Credit Transfers** If you can demonstrate that you have already achieved learning equivalent to a module or modules, or a level of study, in the programme then you may be eligible to be awarded credit for this learning or to have credit transferred from another UK institution. You will be required to complete an application to have your qualifications or experience approved by the Head of Discipline and the university. This requires the presentation of appropriate evidence and we will map the evidence against the programme outcomes to be certain of equivalence. If approved credit will be awarded and you will proceed on to the appropriate level of the course to complete the remaining credit for the award.

BTECs	Extended Diploma (i.e. Distinction, Merit, Merit profile). BTEC Diploma (i.e. Distinction*, Distinction). Acceptable on its own and combined with other qualifications such as an A Level, in which case total needs to be 112 (2017 UCAS tariff points) or 280 (2016 UCAS tariff points) across both qualifications. 90 Credit Diploma but needs to be combined with other qualifications such as an A Level, in which case total needs to be 112 (2017 UCAS tariff points) or 280 (2016 UCAS tariff points).
Interview required	**Audition or Interview** Candidates are invited to audition/interview on the basis of completing the LIPA and/or UCAS application form. We look for evidence of the key attributes and an ability to achieve the qualifications standard. In exceptional cases people may be invited to audition/interview who have not met or are not on course to meet the qualifications standard. In these cases there must be substantial potential demonstrated against the other attributes. The audition or interview allows us to evaluate you as a practitioner in your area of interest. Offers of a place will follow where you demonstrate high ability and the potential to succeed. At the interview for this course, candidates take part in a group interview during which they present elements of their portfolio. They also undertake a written test.
Other international requirements	We welcome applications from students with qualifications from outside of the UK. Each application is considered on an individual basis and mapped to the appropriate entry level. We value the diversity of experience that students from different backgrounds bring to the course. IELTS score of 6 is required.