# PROGRAMME SPECIFICATION

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| **Section 1**  **General information** |
| Programme Title: Cert HE in Electronic Music Production |
| Duration: 1yrs; Start date September 2024 |
| Intermediate Awards Available: N/A |
| Location of Delivery: Institute of Contemporary Music Performance |
| UCAS Code: |
| Relevant QAA Benchmark Statements: Subject Benchmark Statement for Music, 2019  Framework for Higher Education Qualifications, 2024 |
| Professional, Statutory and Regulatory Bodies Accreditation: |
| Additional Versions of this programme: |
| Programme Leader: Josh Hills |
| Updated: 10/04/24 |
| HECoS Code: 100223 |

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| **Section 2**  **Programme Description and Learning Outcomes** | |
| **Programme Aims and Ethos** | This programme aims to explore the realm of live electronic performance technologies, fostering development and enhance skills in DJ performance, processing, sampling, synthesis, sound design, mixing, and mastering. Placing a high value on invention, the programme adheres to the ethos that student creations are those that blend effects observable in existing practice with elements unique to the individual creator.  The ethos of the programme emphasizes the integration of diverse music, engaging delivery methods, and incorporating computer-based technologies. Through technical expertise and critical thinking, participants will shape your artistic identity within a community of composers, performers, producers, and sound designers.  Preparation for a music industry career focuses on current revenue streams, contemporary developments, being culturally aware and ethical in your professional conduct. Participants will acquire skills in ideation, workflow mastery, and project management while benefiting from guest lectures by industry professionals across various disciplines. |
| **Programme Learning Outcomes** | **Industry Readiness & Employability:**   * Acquisition of skills, qualities, and behaviours pertinent to the contemporary practice of electronic music production; * Effective communication and collaboration within creative teams in the context of electronic music creation; * Evaluation, analysis, and application of modern music business practices specific to electronic music, including marketing strategies, promotion techniques, and crafting business plans and funding proposals.   **Imagination & Enterprise:**   * Cultivation of communication, imagination, and creative skills essential for electronic music production; * Leadership, management, and execution of creative projects in electronic music production from conception to completion; * Recognition of the diverse professional opportunities for electronic music production within various music and associated industries.   **Adaptability:**   * Evaluation and organization of personal learning processes tailored to electronic music production; * Embrace of uncertainty, ambiguity, and the evolving nature of electronic music production; * Effective decision-making in intricate and unpredictable electronic music production contexts; * Development of teamwork, negotiation, leadership, project development, and organisation skills relevant to electronic music production.   **Global Citizenship:**   * Demonstration of initiative and personal responsibility in the realm of electronic music production; * Adoption of practices and principles to support and maintain mental health and well-being within the electronic music production industry; * Enhancement of emotional and cultural intelligence pertinent to electronic music production, DJing and its global impact. * Acknowledge and celebration of the diversity and cultural history of electronic music production and DJing. * The ability to construct a reasoned, evaluative, and intersectional argument with an independent point of view. |

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| **Section 3**  **Learning and Teaching Activities** | |
| ICMP’s mission is to “inspire, encourage and equip our students to succeed by delivering a relevant and innovative educational experience of the highest quality”.  The LTA Strategy defines ICMP’s approach in relation to classroom activity and the student experience, setting out our aspirations and priorities for 2019- 22, and ensuring we meet ICMP’s institutional strategic objective to achieve the highest quality of teaching and learning and deliver outstanding student and graduate outputs.  The aim of the Strategy is to articulate and implement a strategic approach to learning, teaching and assessment that:   * Delivers an education experience of the highest quality; * Values students as active partners in learning; * Supports student success; * Develops academic excellence in teaching and learning.   The strategy is specifically designed to support students in meeting the Attributes of an ICMP graduate. | |
| **Industry readiness & employability are developed through:** | Lecturers; Workshops; Seminars; Creative Labs; Industry Briefs, Industry Guest Sessions; Extra-Curricular Experiential Learning; Networking Opportunities. |
| **Imagination and enterprise are developed through:** | Lecturers; Workshops; Seminars; Creative Labs; Industry Briefs, Industry Guest Sessions; Extra-Curricular Experiential Learning; Networking Opportunities. |
| **Adaptability is developed through:** | Workshops; Seminars; Creative Labs; Work Placements and Professional studio trips; Forming Collaborative teams and writing partnerships; Extra-Curricular Experiential Learning. |
| **Global citizenship is developed through:** | Tutorials; Lectures, Workshops; Seminars; Creative Labs;; Industry Guest Sessions; Extra-Curricular Experiential Learning; Networking Opportunities. |

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| **Section 4**  **Programme Structure** | | | | | | |
| Programmes are made up of modules that are each credit weighted.  A core module for a programme is a module which a student must have passed (i.e. been awarded credit) in order to achieve the relevant named award. An optional module is a module selected from a range of modules available on the programme. | | | | | | |
| **Level** | **Module Code** | **Module Title** | **Semester** | **Credit Weighting** | **Core/ Optional** | **Available via Distance Learning** |
| 4 | BAEMP4001 | Electronic Music Production Fundamentals | A | 20 | Core | **N** |
| 4 | BAEMP4002 | Mixing Techniques | A | 20 | Core | **N** |
| 4 | BAEMP4003 | Fundamental DJ Skills | A | 20 | Core | **N** |
| 4 | BAEMP4004 | Creative Production Approaches | B | 20 | Core | **N** |
| 4 | BAEMP4005 | Sound Design - Sampling & Synthesis | B | 20 | Core | **N** |
| 4 | BAEMP4006 | Music Industry for Electronic Music Producers | B | 20 | Core | **N** |

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| **Section 5**  **Assessment** **Overview** | | | | |
| **Module Code** | **Module Name** | **Component of Assessment** | **Percentage Weighting** | **Word count / duration / production hours** |
| **Level 4** | | | | |
| BAEMP4001 | Electronic Music Production Fundamentals | Creative Technical Exercise | 100% | 140 production hours |
| BAEMP4002 | Mixing Techniques | Creative Technical Exercise | 100% | 140 production hours |
| BAEMP4003 | Fundamental DJ Skills | Creative Technical Exercise | 100% | 140 production hours |
| BAEMP4004 | Creative Production Approaches | Portfolio | 100% | 98 production hours  and a 1500 Commentary |
| BAEMP4005 | Sound Design - Sampling & Synthesis | Portfolio | 100% | 98 production hours  and 1200 Commentary |
| BAEMP4006 | Music Industry for Electronic Music Producers | Essay | 100% | 2500 Words |
| *Students with disabilities and/or particular learning needs should discuss assessments with the Programme Leader to ensure they are able to fully engage with all assessment within the programme.* | | | | |

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| **Section 6**  **Graduate Attributes** | | | | |
| The programmes at ICMP are designed to ensure that all ICMP students have the opportunity to develop the following graduate attributes:  *Industry ready & employable*   * Expert and highly skilled in their discipline * Able to navigate the complexities the creative industries * Digitally literate * Articulate, confident and effective communicators * Able to negotiate constructively and to influence others   *Imaginative & enterprising*   * Resilient to change * Creative problem solvers * Skilled in collaboration * Committed to challenging established practices   *Adaptable*   * Adept at team-working and collaboration * Creative in applying solutions to complex problems * Able to work flexibly in both physical and digital environments   *Global citizens*   * Socially and environmentally responsible * Community-minded * Respectful of difference * Sensitive to a range of cultural perspectives   These attributes are developed in the following modules | | | | |
| **Module Code**  *List modules* | Industry ready and employable [Y/N] | Innovative and enterprising  [Y/N] | Adaptable  [Y/N] | Global citizens  [Y/N] |
| Electronic Music Production Fundamentals | Y | Y | Y | Y |
| Mixing Techniques | Y | Y | Y | Y |
| Fundamental DJ Skills | Y | Y | Y | Y |
| Creative Production Approaches | Y | Y | Y | Y |
| Sound Design - Sampling & Synthesis | Y | Y | Y | Y |
| Music Industry for Electronic Music Producers | Y | Y | Y | Y |

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| **Section 7**  **Additional Information** |
| More information about this programme is available from:   * [icmp.ac.uk](http://icmp.ac.uk/) * ICMP Dashboard: <http://home.icmp.ac.uk/> * Programme Handbook * Canvas * ICMP Academic Regulations |
| **Additional costs**  The CMA (Competition and Markets Authority) requires that information be provided about all significant and specific costs (eg. equipment, excursions) that are not included in the fees. |
| * Device with internet connection |
| * Computer with DAW software & headphones/suitable monitors |
| * Audio interface, microphone & necessary cables |
| * MIDI Keyboard/input device |