BA (Hons) Creative Music Technology (and pathway)

Awarding institution	Bath Spa University
Teaching institution	Bath Spa University
School	Bath School of Music and Performing Arts
Main campus	Newton Park
Other sites of delivery	N/A
Other Schools involved in delivery	None
Name of award(s)	Creative Music Technology Creative Music Technology (Games and Interactive Media)
Qualification (final award)	BA (Hons)
Intermediate awards available	CertHE, DipHE, BA
Routes available	Single
Professional Placement Year	Optional
Duration of award	3 years full-time 4 years with Professional Placement Year 6 years part time
Modes of delivery offered	Campus-based
Regulatory Scheme [1]	Undergraduate Academic Framework
Exemptions from regulations/framework[2]	N/A

Professional, Statutory and Regulatory Body accreditation	N/A
Date of most recent PSRB approval (month and year)	N/A
Renewal of PSRB approval due (month and year)	N/A
UCAS code	J931
Route code (SITS)	MTSPS (Creative Music Technology) and MTGIMSIN (Games and Interactive Media pathway)
Relevant QAA Subject Benchmark Statements (including date of publication)	Music October 2016
Date of most recent approval	April 2018
Date specification last updated	January 2025

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[1] This should also be read in conjunction with the University's Qualifications Framework

[2] See section on 'Exemptions'

Exemptions 🔗

There are no exemptions

Programme Overview 🔗

Creative Music Technology at Bath Spa University fuses audio production, composition, sound design, critical listening, and the creative exploration of audio technologies alongside a wider view of digital media through three areas -

- Cutting edge urban and commercial music creation and production
- Experimental music, the sonic arts and 'visual music'
- Sound design, music and audio production for the Audio Visual sector such as gaming, broadcast and audio-post.

The course seeks to extend individual creative voices as well as enable technical confidence and knowledge, whilst developing and nurturing artist producers, audio professionals, and sonic artists in a broad range of skills recognised by the global creative industries.

Level 4 consolidates foundational skills in audio recording, sound and music production, and sound design alongside the nurturing of creative pursuits that have been defining for you prior to your studies.

Level 5 encourages explorations of technical and creative skills in music production, and offers an introduction to visual media to support the development of promotional material. You will also address a range of employability skills across the music and sound industries, with the opportunity to undertake a professional placement, a creative collaboration, or a commercial project.

Level 6 allows you to fully explore and consolidate previous learning through your choice of professional practice projects. You will do a major creative project and will undertake portfolio work in creative areas such as game sound, sonic performance, studio production,

composition for media. You are also able to take open modules from across the university.

CMT embraces multi and inter-disciplinary working both inherent within the subject area and in collaborations or team working with students from across BSU. You will be part of a vibrant community creating exciting work that crosses subject boundaries, as a producer, composer and a collaborator.

Programme Aims 🔗

The aims of the **Creative Music Technology** programme are to:

1 - Develop confident, creative and industry competent graduates that are able to contribute to and/or define emerging artistic and technical boundaries

2 - Enable graduates to explore and gain confidence in a wide range of software and technologies that can capture, edit, process and organise audio, sound, and visual media alongside broader digital literacies including the creation of web content.

3 - Equip graduates with transferable techniques, artistic approaches, and working practices that can continue to evolve beyond their degree in a cultural landscape where software and technology are in a constant state of change

4 - Promote the exploration and harnessing of a personal creative voice within all creative and technical projects through the development of innovative approaches to their work.

5 - Support graduates to engage in audio and inter/multi-discipline works that freely explore experimental uses of technology and challenge received expectations of artistic work in the field

6 - Produce highly digitally and culturally literate graduates that are confident to communicate and engage internationally with the creative and cultural industries

7- Create graduates who are confident to discuss, promote and market their own creative work, allowing them to thrive across a full range of professional and creative working scenarios ranging from brief driven commissions to multidisciplinary or interdisciplinary collaborations and team working.

8 - Equip graduates with a wide range of sector related transferable skills and awareness intended to broaden the scope of their future employment opportunities.

Programme Intended Learning Outcomes (ILOs) 🔗

 A Subject-Specific Skills and Knowledge

	Programme Intended Learning Outcomes (ILOs) On Achieving Level 6	On Achieving Level 5	On Achieving Level 4
A1	Creativity and innovation in both artistic and technical projects across a wide range of sound and musical scenarios	Creativity and exploration in both artistic and technical projects across a range of sound and musical scenarios	Creativity in artistic and technical projects across a range of sound and musical scenarios

A2	Use of sonic acuity to aurally analyse and critically interpret sound, composition and music production	Sonic acuity to aurally analyse and interpret sound, composition and music production	Ability to aurally evaluate and analyse sound, composition and music production
A3	Critically and analytically informed use of commercially available and emerging digital tools for composition, music production and sound design	Deploy key techniques in the use of commercially available tools for composition, music production and sound design	Ability to work with the underlying concepts and principles in the use of commercially available tools for composition, music production and sound design
A4	Exploration and innovation pushing at the accepted boundaries in the creative and technical areas of composition, sound design and music production	Exploration and experimentation in the creative and technical areas of composition, sound design and music production	Exploration in the creative and technical areas of composition, sound design and music production
A5	Creation of a unique and critically informed artistic identity or personal 'voice' through advanced artistic and technical skills	Creation of an artistic identity or personal 'voice' through artistic and technical skills	Ability to create artistic identity through artistic and technical skills
A6	A Critical engagement of Industry practice, protocols and standards within the fields of sound and music production	Coherent and detailed knowledge of Industry practice, protocols and standards within the fields of sound and music production	Knowledge of the underlying principles associated with Industry practice, protocols and standards within the fields of sound and music production
A7	Critical engagement with the interdisciplinary potential of sound, composition and/or music production through collaboration and team working	Engagement with the potential of interdisciplinary potential of sound, composition and/or music production through collaboration and team working	Exploration into the interdisciplinary potential of sound, composition and/or music production through collaboration and team working

B Cognitive and Intellectual Skills

	Programme Intended Learning Outcomes (ILOs) On Achieving Level 6	On Achieving Level 5	On Achieving Level 4
B1	Systematic understanding of the cultural context and implications of sound, composition and music technology	Critical awareness of the cultural context and implications of sound, composition and music technology	Knowledge of the basic theories and concepts in the cultural context of sound, composition and music technology
B2	Critically discuss and evaluate technical and compositional aspects of sound, composition and music production	Interpret and evaluate technical and compositional aspects of sound, composition and music production	Interpret technical and compositional aspects of sound, composition and music production

B3	Conceptual thinking and problem solving skills through project creation, design, management and delivery, individually, collaboratively, and/or in teams	Devising and problem solving skills through project conception, design, management and delivery, individually, collaboratively, and/or in teams	Use established skillsets to design, manage and delivery projects, individually, collaboratively, and/or in teams
B4	Systematic understanding and execution of established research and digital literacy skills	Utilise a range of established research and digital literacy skills	Knowledge and application of key research and digital literacy skills
B5	Communicate complex information and ideas to specialist and non-specialist audiences	Communicate information and ideas to specialist and non-specialist audiences	Communicate information and ideas accurately and reliably
B6	Critically reflective and ethical practice in all areas of artistic and technical work, responding to accepted codes of practice and etiquette within creative communities, particularly around the areas of collaboration, ownership, copyright, and artistic integrity	Reflective and ethical practice in all areas of artistic and technical work, responding to accepted codes of practice and etiquette within creative communities, particularly around the areas of collaboration, ownership, copyright, and artistic integrity	Knowledge of reflective and ethical working practices in all areas of artistic and technical work, responding to accepted codes of practice and etiquette within creative communities, particularly around the areas of collaboration, ownership, copyright, and artistic integrity

C Skills for Life and Work

	On achieving Level 6 you will be able to:	On achieving Level 5 you will be able to:	On achieving Level 4 you will be able to:
C1	**Work Independently** Exercise initiative, independence and personal responsibility to manage your own learning and time.	**Work Independently** Exercise independence and personal responsibility to manage your own learning and time.	**Work Independently** Manage your own learning and time.
C2	**Work with Others** Work collaboratively with others to achieve individual and common goals, solve problems creatively and build interpersonal relationships to flourish in a global workplace.	**Work with Others** Work collaboratively with others to achieve individual and common goals, solve problems creatively.	**Work with Others** Work collaboratively with others.

C3		**Communicate with Impact** Communicate clearly, effectively and impactfully with specialist and non-specialist audiences.	**Communicate with Impact** Communicate clearly and effectively with others.	**Communicate with Impact** Communicate accurately and reliably with others.
C4		**Demonstrate Digital Fluency** Use digital skills productively, critically and ethically to enhance creativity and communication.	**Demonstrate Digital Fluency** Use digital skills productively, critically and ethically.	**Demonstrate Digital Fluency** Use digital skills productively.

[3] i.e. the ability to review, direct and manage one's own workload

Programme Content 🔗

This programme comprises the following modules

Key:

Core = C

Required = R

Required* = R*

Optional = O

Not available for this status = N/A

If a particular status is greyed out, it is not offered for this programme.

BA Creative Music Technology				Status	
Level	Code	Title	Credits	Single	Joint
4	CMT4000-20	Audio Recording	20	C	
4	CMT4001-20	Sound Design Exploration	20	C	
4	CMT4002-20	Creative Practice	20	C	
4	CMT4003-20	Audio Production	20	C	
4	CMT4004-20	Sonic Cultures	20	C	

4	CMT4005-20	Applied Sound Design	20	C		
5	CMT5000-20	Foundations of Audio Processing	20	C		
5	CMT5001-20	Sonic Art	20	R		
5	CMT5002-20	Hyper Production Techniques	20	R		
5	CMT5003-20	Sound and Music Industries	20	C		
5	CMT5005-20	Audio Visual Practice	20	R		
5	CMT5100-20	Experimental Audio Processing	20	O		
5	CMT5102-20	Composition	20	O		
5	PPY5100-120	Professional Placement Year	120	O		
6	CMT6000-20	Research Project	20	C		
6	CMT6001-20	Sonic Signatures	20	R		
6	CMT6100-20	Composition for Media	20	O		
6	CMT6104-20	Game Audio	20	O		
6	CMT6105-20	Portfolio Project	20	C		
6	CMT6003-20	Sonic Performance	20	R		
6	CMT6102-20	Audio Post Production for Moving Image	20	O		
6	CMT6106-20	Audiovisual Project	20	O		

Subject offered with pathways

Creative Music Technology offers one pathway -

-       Creative Music Technology (Games and Interactive Media)

This is available for single honours Creative Music Technology students only who wish to work in the technical and creative areas of game sound and music, including sound design, composition, the technical implementation of sound through 'middleware' applications, and the areas of immersive and 3D sound. Two of the pathway's Required modules are from the Creative Computing (Gaming) pathway, thus embedding industry-style collaborative and cross-disciplinary team working.

BA Creative Music Technology	Pathway

Level	Code	Title	Credits	Games and Interactive Media
4	CMT4000-20	Audio Recording	20	C
4	CMT4001-20	Sound Design Exploration	20	C
4	CMT4002-20	Creative Practice	20	C
4	CMT4003-20	Audio Production	20	C
4	CMT4004-20	Sonic Cultures	20	C
4	CMT4005-20	Applied Sound Design	20	C
5	CMT5000-20	Foundations of Audio Processing	20	C
5	CMT5001-20	Sonic Art	20	O
5	CMT5002-20	Hyper Production Techniques	20	O
5	CMT5003-20	Sound and Music Industries	20	C
5	GDT5003-20	Extended Realities	20	R
5	CMT5100-20	Experimental Audio Processing	20	R
5	PPY5100-120	Professional Placement Year	120	O
6	CMT6000-20	Research Project	20	C
6	CMT6104-20	Game Audio	20	R
6	CMT6100-20	Composition for Media	20	O
6	CMT6001-20	Sonic Signatures	20	O
6	CMT6105-20	Portfolio Project	20	C
6	GDT6005-20	Games Studio Sound	20	R
6	CMT6102-20	Audio Post Production for Moving Image	20	O
6	CMT6106-20	Audiovisual Project	20	O
6	CMT6003-20	Sonic Performance	20	O

Assessment methods 🔗

A range of summative assessment tasks will be used to test the Intended Learning Outcomes in each module. These are indicated in the attached assessment map, which shows the varying tasks in different modules.

Students will be supported in their development towards summative assessment by appropriate formative exercises.

Please note: if you choose an optional module from outside this programme, you will be required to undertake summative assessment tasks that do not appear in the assessment grid here in order to pass that module.

Work experience and placement opportunities 🔗

The Sound and Music Industries module CMT5003-20 in year 2 is a Core professional development module for all students. It enables you to engage with a choice between a short industry placement/work experience, an entrepreneurial project, or a collaboration with an existing professional in the field. If you choose the industry placement or work experience will be expected seek your own professional opportunity, supported by the Careers and Enterprise team.

This programme can also be taken as a 'Sandwich' degree, which is studied over 4 years and includes a year-long work placement in a sector of your choice. The placement year is completed between years 2 and 3 of your degree and counts for 120 Level 5 credits. During this time, you will be able to utilise knowledge gained as part of your studies in a real work environment to gain 'hands on' experience. This placement may be in a broader field then music technology, and the University has a dedicated Careers & Employability team to help you find and prepare for a placement. Following your placement year, you will return to University to complete your final year of study.

Table of Additional Costs 🔗

Module Code & Title	Type of Cost	Cost

Graduate Attributes 🔗

Graduate Attribute	While at Bath Spa, I will develop my ability to:	This programme will help me to do this through:
Confidently Self-Aware	Reflect on and recognise my unique skills, strengths, and values and be able to apply and articulate them in a range of different contexts.	Creative Music Technology fosters confident self-awareness by embedding regular reflection, evaluation, and professional awareness through formative feedback and project evaluations that include peer and self assessment alongside tutor support and commentary. Students are mentored to constantly review and refine their work, allowing the development of a unique creative voice.

Emotionally Attuned	Be mindful of how my actions and emotions impact those around me so I can better navigate difficult situations and build effective interpersonal relationships.	Students will be mentored toward becoming an important part of a creative community, sharing work-in progress and final projects, sharing critical reflections and discussion, and offering feedback on completed projects as part of the assessment process.
Inclusive Collaborator	Contribute independently to collaborative projects while working effectively with others, valuing diversity and respecting individual differences.	During independent working and collaborative projects students are facilitated to engage in group discussion for progress discussion and final assessment. The sharing of final project outcomes develops a combination of critical discussion, peer support comments and peer assessment.
Adaptable Innovator	Embrace challenges, taking risks where needed and applying individual and collective problem solving.	Creating new and exciting work across discipline boundaries is central to the area of music composition, production and sound design. The underlying approach in all our technical teaching is that the personal uses, and even the creative abuse of digital tools and protocols, lead to innovation and original work.
Critical Thinker	Keep an open mind, ask curious questions and think creatively to gain a deeper and broader understanding of global perspectives and the world around me.	The course will encourage you to become skilled in your communication and thinking. To support this you will develop cultural and critical thinking skills alongside the creative and technical areas. You will also develop critical and interpretive listening skills, enabling you to analyse the sounds and music that are all around us in the modern world. In turn this will help you to achieve more meaning and connection in your own sound and music creations.
Forward Thinker	Set goals, plan ahead and utilise resources to support my personal ambitions and achieve my own version of success.	Many modules embed industry skills and practice through the use of proto-real assignments and industry style technical/creative projects throughout the course. You will also develop professionalism through the use of assignment submissions in the form of Online Portfolios, Blogs and Vlogs, thus building a credible outward facing portfolio.
Ethical Leader	Act with empathy, making decisions grounded in ethical principles while advocating for sustainability and positive social change.	You will develop an understanding of the areas of intellectual property, and the respectful use of third-party content in creative and collaborative projects. You will also learn the difference between personal opinions or bias and a more critically objective interpretation when discussing or commenting on existing creative work.
Responsible Self-Starter	Be accountable for my actions and decisions while demonstrating creativity, proactivity, and a focus on solutions.	Throughout the course, self-confidence, intuition, creative play and critical reflection are encouraged to help empower and strengthen independent thought and ambition. Engagement with professional industry contexts also supports this process.
Compassionately Resilient	Respond to setbacks with a reflective and positive attitude, flexibility and a self-caring approach.	Through exercising key skills in problem solving in creative practice and developing positive approaches to challenging situations. Students are encouraged to work with flexibility, empathy, integrity and self-care throughout the course and to consider the value of peer support, community and professionalism as part of their creative practice.
Digitally Resourceful	Utilise and responsibly leverage existing and emerging technologies to solve problems and communicate.	Digital Literacy and Digital Creativity are core in all areas of the course. We will promote the exploration of digital tools in music technology to take you beyond the role of 'end users' and into the area of 'creators and makers'. Digital Tools should not show us what they can do, you should be empowered to push them to see what the tools are capable of doing.

Modifications 🔗

Module-level modifications

Module Code	Module Title	Nature of modification	Date(s) of approval and approving bodies	Date modification comes into effect
MUS5002-20	Composition 3	Module deleted	approved by BSMPA SQMC 18th November 2019	2020/21
MUS5108-20	Composition 3 (Methods)	New Module	approved by BSMPA SQMC 18th November 2019	2020/21
MUS5004-20	Composition 4	Module deleted	approved by BSMPA SQMC 18th November 2019	2020/21
MUS6006-20	Composition 6	Module deleted	approved by BSMPA SQMC 18th November 2019	2020/21
MUS6109-20	Composition 6 (Event)	New Module	approved by BSMPA SQMC 18th November 2019	2020/21
CMT5101-20	Composition 4	New Module Code	approved by BSMPA SQMC 8th February 2021	2020/21
MUS6108-20	Composition 5 (Contexts)	Module deleted	approved by BSMPA SQMC 17th November 2020	2021/22
MUS6109-20	Composition 6 (Event)	Module deleted	approved by BSMPA SQMC 17th November 2020	2021/22
CCO5101-20	Game Studio	Module deleted	approved by Curriculum Committee 15th December 2021	2022/23
GDT5003-20	Extended Realities	Module added	approved by Curriculum Committee 15th December 2021	2022/23
MUS5108-20	Music Composition 3 (Methods)	Module deleted	approved by Curriculum Committee 15th December 2021	2022/23
GDT6005-20	Games Studio Sound	New module	Curriculum Approval Panel December 2024	2025/26
CCO6004-20	Commercial Games	Module deleted	Curriculum Approval Panel December 2024	2025/26
CMT4004-20	Sonic Cultures	Various module updates	Curriculum Approval Panel December 2024	2025/26
CMT5000-20	Foundations of Audio Processing	Various module updates	Curriculum Approval Panel December 2024	2025/26

CMT5001-20	Sonic Art	Various module updates	Curriculum Approval Panel December 2024	2025/26
CMT6000-20	Research Project	Various module updates	Curriculum Approval Panel December 2024	2025/26
CMT6101-20	Interactive and Procedural Audio	Various module updates	Curriculum Approval Panel December 2024	2025/26
CMT6002-20	Independent Study	Various module updates	Curriculum Approval Panel December 2024	2025/26
CMT6103-20	Audio Visual Performance	Various module updates	Curriculum Approval Panel December 2024	2025/26

Programme-level modifications

Nature of modification	Date(s) of approval and approving bodies	Date modification comes into effect
CMT5004-20 Music Video Production renamed to CMT5005-20 Audio Visual Practice	Curriculum Approval Panel March 2024	2024/25
CMT5101-20 Composition 4 renamed to CMT5102-20 Composition	Curriculum Approval Panel December 2024	2025/26
CMT6101-20 Interactive and Procedural Audio renamed to CMT6104-20 Game Audio	Curriculum Approval Panel December 2024	2025/26
CMT6002-20 Independent Study renamed to CMT6105-20 Portfolio Project	Curriculum Approval Panel December 2024	2025/26
CMT6103-20 Audiovisual Performance renamed to CMT6106-20 Audiovisual Project	Curriculum Approval Panel December 2024	2025/26

Attached as appendices:

1. Programme structure diagram
2. Map of module outcomes to level/programme outcomes
3. Assessment map
4. Module descriptors

Appendix 1: Programme Structure Diagram - BA (Hons) Creative Music Technology

Creative Music Technology	Creative Music Technology (Games and Interactive Media) (Pathway)

Level 4			
Semester 1	**Semester 2**	**Semester 1**	**Semester 2**
Core Modules		**Core Modules**	
CMT4000-20 Audio Recording	CMT4003-20 Audio Production	CMT4000-20 Audio Recording	CMT4003-20 Audio Production
CMT4001-20 Sound Design Exploration	CMT4004-20 Sonic Cultures	CMT4001-20 Sound Design Exploration	CMT4004-20 Sonic Cultures
CMT4002-20 Creative Practice	CMT4005-20 Applied Sound Design	CMT4002-20 Creative Practice	CMT4005-20 Applied Sound Design
Level 5			
Core Modules		**Core Modules**	
CMT5000-20 Foundations of Audio Processing	CMT5003-20 Sound and Music Industries	CMT5000-20 Foundations of Audio Processing	CMT5003-20 Sound and Music Industries
Required Modules		**Required Modules**	
CMT5001-20 Sonic Art	CMT5005-20 Audio Visual Practice		GDT5003-20 Extended Realities
CMT5002-20 Hyper Production Techniques			CMT5100-20 Experimental Audio Processing
Optional Modules		**Optional Modules**	
	CMT5100-20 Experimental Audio Processing	CMT5001-20 Sonic Art	
	CMT5102-20 Composition	CMT5002-20 Hyper Production Techniques	
	OR - an OPTION from a recommended CMU or open module	OR - OPTIONS from recommended CMU or open modules	
Optional Professional Placement Year 120 credits			
Level 6			
Core Modules		**Core Modules**	
CMT6000-20 Research Project	CMT6105-20 Portfolio Project	CMT6000-20 Research Project	CMT6105-20 Portfolio Project
Required Modules		**Required Modules**	
CMT6001-20 Sonic Signatures	CMT6003-20 Sonic Performance	CMT6104-20 Game Audio	GDT6005-20 Games Studio Sound
Optional Modules		**Optional Modules**	

CMT6100-20 Composition for Media	CMT6106-20 Audiovisual Project	CMT6100-20 Composition for Media	CMT6102-20 Audio Post Production for Moving Image
CMT6104-20 Game Audio	CMT6102-20 Audio Post Production for Moving Image	CMT6001-20 Sonic Signatures	CMT6106-20 Audiovisual Performance
OR - an OPTION from a recommended CMU or open module	OR - an OPTION from a recommended CMU, OM, LA module	OR - an OPTION from a recommended CMU or open module	CMT6003-20 Sonic Performance
			OR - an OPTION from a recommended CMU, OM, LA module
Rule Notes: Core modules must be taken by all students on the programme, regardless of the pathway, whereas Required modules are only required for the chosen pathway.			

Modules may have to change semesters depending on timetable constraints

Appendix 2: Map of Intended Learning Outcomes 🔗

Level	Module Code	Module Title	Status (C, R,R*,O) [4]	Intended Learning Outcomes																
				Subject-specific Skills and Knowledge							Cognitive and Intellectual Skills						Skills for Life and Work			
				A1	A2	A3	A4	A5	A6	A7	B1	B2	B3	B4	B5	B6	C1	C2	C3	C4
4	CMT4000-20	Audio Recording	C		x		x	x				x	x			x		x	x	x
4	CMT4001-20	Sound Design Exploration	C	x	x	x	x	x	x		x		x		x	x	x		x	x
4	CMT4002-20	Creative Practice	C	x	x	x	x	x			x	x	x	x		x	x	x	x	x

Level	Code	Module	Type																	
4	CMT4003-20	Audio Production	C	x	x	x	x	x	x			x	x			x	x		x	x
4	CMT4004-20	Sonic Cultures	C						x	x	x	x		x	x	x	x		x	x
4	CMT4005-20	Applied Sound Design	C	x	x		x	x		x	x	x	x			x	x			x
5	CMT5000-20	Foundations of Audio Processing	C	x	x	x	x		x			x	x		x	x	x			x
5	CMT5001-20	Sonic Art	R/O		x				x		x	x		x	x	x	x		x	
5	CMT5002-20	Hyper Production Techniques	R/O	x	x	x	x	x	x	x	x	x	x			x	x	x	x	x
5	CMT5003-20	Sound and Music Industries	C					x	x	x	x	x		x	x	x	x	x	x	x

Year	Code	Title	Type	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
5	CMT5005-20	Audio Visual Practice	R	x				x	x		x		x	x	x	x	x			x
5	CMT5100-20	Experimental Audio Processing	O/R	x	x	x	x		x		x	x	x	x	x	x	x		x	x
5	CMT5102-20	Composition	O	x			x	x			x		x			x	x	x		x
5	GDT5003-20	Extended Realities	R	x		x	x	x	x	x			x	x	x	x		x	x	x
5	PPY5100-120	Professional Placement Year	O						x	x				x	x	x	x	x	x	x
6	CMT6000-20	Research Project	C	x					x	x	x	x	x	x	x	x	x	x	x	x
6	CMT6001-20	Sonic Signatures	R/O	x	x	x	x	x	x		x	x	x			x	x			x

Level	Code	Module	Type																	
6	CMT6100-20	Composition for Media	O	x	x	x	x	x	x		x	x				x	x			
6	CMT6106-20	Audiovisual Project	O	x			x	x		x	x		x	x		x	x	x		x
6	CMT6105-20	Portfolio Project	C	x	x	x	x	x	x	x	x		x	x	x	x	x	x	x	x
6	CMT6003-20	Sonic Performance	R/O	x	x	x	x	x	x	x	x		x		x		x	x	x	x
6	CMT6102-20	Audio Post Production for Moving Image	O	x	x	x	x	x	x	x	x		x		x		x	x	x	x
6	CMT6104-20	Game Audio	O/R	x		x	x		x	x		x	x		x	x	x	x	x	x
6	GDT6005-20	Games Studio Sound	R	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x

Appendix 3: Map of Summative Assessment Tasks by Module 🔗

Level	Module Code	Module Title	Status (C,R,R*,O)[5]	Assessment method													
				Coursework						Practical					Written Examination		
				Composition	Dissertation	Essay	Journal	Portfolio	Report	Performance	Practical Project	Practical skills	Presentation	Set exercises	Written Examination	In-class test (seen)	In-class test (unseen)
4	CMT4000-20	Audio Recording	C						1x		1x						
4	CMT4001-20	Sound Design Exploration	C	1x							1x						
4	CMT4002-20	Creative Practice	C								1x		1x				
4	CMT4003-20	Audio Production	C								2x						
4	CMT4004-20	Sonic Cultures	C						1x				1x				
4	CMT4005-20	Applied Sound Design	C	2x													

Level	Code	Module	Type												
5	CMT 5000-20	Foundations of Audio Processing	C						1x			1x			
5	CMT 5001-20	Sonic Art	R/O			1x			1x						
5	CMT 5002-20	Hyper Production Techniques	R/O								2x				
5	CMT 5003-20	Sound and Music Industries	C						1x		1x				
5	CMT 5005-20	Audio Visual Practice	R						1x		1x				
5	CMT 5100-20	Experimental Audio Processing	O/R	1x								1x			
5	CMT 5102-20	Composition	O	2x											
5	GDT 5003-20	Extended Realities	R			1x					1x				

#	Code	Title	Type	1	2	3	4	5	6	7	8	9	10	11	12	13	14
5	PPY 5100-120	Professional Placement Year	O				1x	1x									
6	CMT 6000-20	Research Project	C				1x										
6	CMT 6001-20	Sonic Signatures	R/O							2x							
6	CMT 6100-20	Composition for Media	O	1x			1x										
6	CMT 6106-20	Audiovisual Project	O			1x				1x							
6	CMT 6105-20	Portfolio Project	C							1x							
6	CMT 6003-20	Sonic Performance	R/O			1x			1x								
6	CMT 6102-20	Audio Post for Moving Image	O							1x							
6	CMT 6104-20	Game Audio	O/R				1x			1x							

6	GDT 6005 -20	Games Studio Sound	R							1x						

[5] C = Core; R = Required; R* = Required*; O = Optional