MA Sound (All Pathways) (Redesign)

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	n/a
Name of award(s)	MA Sound (Composition and Sonic Art) MA Sound (Design) MA Sound (Production)
Qualification (final award)	MA
Intermediate awards available	PgCert, PgDip
Routes available	Single
Duration of award	1 year full-time, 2 years part time
Professional Placement Year	No
Modes of delivery offered	campus-based
Regulatory Scheme[1]	Taught Postgraduate Framework
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	n/a
Route code (SITS)	SOCASMA (Composition and Sonic Art), SDMA (Sound Design), SPRMA (Sound Production)
Relevant QAA Subject Benchmark Statements (including date of publication)	There is no relevant Masters benchmark statement, but the BA honours Subject Benchmark Statement for Music (2019) has provided some context.
Date of most recent approval	September 2017
Date specification last updated	June 2023

[1]This should also be read in conjunction with the BSU Qualifications Credit Framework

Programme Overview 🔗

The MA Sound programme consists of three pathways: MA Sound (Composition and Sonic Art), MA Sound (Design) and MA Sound (Production). Although there is considerable overlap in terms of curriculum and delivery, with 90 credits in

common between them, the pathways are aimed at three distinct professional contexts:

- MA Sound (Production) is for those producing music and sound as an artist-producer or in a 'behind the glass' setting producing for other performers and artists. It offers a perspective that fuses commercial credibility, contemporary mixing approaches, and emerging production practice.
- MA Sound (Design) is for those working with sound for moving image, game audio, theatre sound, audio installation and covers areas of audio post-production, sound editing and processing, spatial audio and the design of bespoke sound that participates in narrative storytelling and sonic immersion.
- MA Sound (Composition and Sonic Art) is for those working in more experimental areas as composers and sound artists, both in terms of musical style and context. It focuses on score-based, digital and physical workflows leading to work that is presented as performance, sound installations and immersive environments, 3D audio and virtual reality, and interactive systems.

All three pathways share a common model where your studies are built around your practice, and the course centres around the iterative production of a substantial portfolio of work, which reaches its definitive form in the Major Project and is an invaluable tool in your on-going professional practice. Theory underpins all practical

work, with a grounding in postgraduate research methodology. You are supported through a range of teaching methods, including individual tutorials, small-group workshops and seminars and input from industry professionals. Optionality and collaboration are key features: you have opportunities to collaborate with musicians and other creatives across a wide range of disciplines. You also can complete skills options across the three MA Sound pathways.

As with all of the Music and Performance Masters, this programme places you within a creative and vibrant artistic community dedicated to all aspects of music and the performing arts. Your programme therefore sits within a dynamic environment where we actively encourage you to work with other practitioners and scholars from other disciplines. You will also work with professional practitioners from a similar range of

backgrounds who will bring differing perspectives to your work.

As well as teaching you how to work with sound through the filter of your chosen specialism, the programme also prepares you for a range of career opportunities across sound, music and the wider arts, including, but not limited to, music production, composition, teaching and doctoral study.

Programme Aims 🔗

1. Develop an understanding of current contexts for creative working with sound and music
2. Extend your creative practice in relation to critical, analytical and interdisciplinary contexts and, where relevant, industry practice
3. Develop your critical facility, both written and oral, in evaluating your own work and that of others.
4. Develop an understanding of suitable research methodologies as a support to both your creative practice and academic research.
5. Enhance your professional skills to support the development and dissemination of your practice.
6. Produce a portfolio of new work with associated documentation

Programme Intended Learning Outcomes (ILOs) 🔗

(NB These ILOs are at level 7 of the FHEQ)

A Subject-specific Skills and Knowledge

A1 Critical understanding of how recent sound and music creative practice exists within analytical, historical and collaborative contexts

A2 Practical understanding of contemporary industry practices utilising emerging digital tools for composition, sonic art, music production and sound design

A3 Critical and practical understanding of the interdisciplinary potential of sound and music in collaborative practice

A4 Creativity and innovation in both artistic and technical projects across a wide range of sound and musical scenarios by refining personal sonic identity or 'voice'

A5 Highly-developed sense of sonic acuity demonstrated through the ability to analyse and critically interpret sound, composition and music production

B Cognitive and Intellectual Skills

B1 Critical and analytical discussion of sound and music creative practice and its contexts in both oral and written form

B2 Retrieval, sifting and selection of information from a variety of sources with a view to applying that information in a range of creative, critical and evaluative contexts

B3 Critical faculty for the interpretation, analysis and development of appropriate responses to peer, professional and tutor criticism in evaluating personal work and that of others

B4 Creative thinking and problem-solving skills through project conception, design, management and delivery, in individual, collaborative and/or team settings

B5 Advanced understanding of suitable research methodologies as a support to personal artistic practice and academic research, working within reflective and ethical frameworks

B6 Research and digital literacy skills employed to communicate complex information and ideas about sound and its contexts to specialist and non-specialist audiences

C Skills for Life and Work

On achieving Level 7 you will be able to:

C1   **Work Independently**

Act autonomously in planning and implementing tasks in a professional context.

C2   **Work with Others**

Plan for and actively engage in inclusive collaboration with others to tackle and solve complex problems and develop original insights.

C3   **Communicate with Impact**

Communicate complex ideas clearly, effectively and impactfully with specialist and non-specialist audiences.

C4   **Demonstrate Digital Fluency**

Use digital skills productively, critically and ethically to enhance creativity and communication in a professional context.

Intermediate awards

PgCert Intended Learning Outcomes

A2, A5, B2, B4, B6, C1, C3, C4

PgDip Intended Learning Outcomes

A2, A3, A4, A5, B2, B3, B4, B6, C1, C2, C3, C4

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.

Subject offered with pathways

MA Sound				Pathway		
Level	Code	Title	Credits	Composition and Sonic Art	Sound Design	Sound Production
7	SOU7001-30	Sound Skills	30	C	C	C
7	SOU7002-30	Practice and Research	30	C	C	C
7	SOU7003-30	Creative Portfolio	30	C	C	C
7	SOU7004-30	Presenting Practice	30	R		
7	SOU7005-30	Advanced Audio Workflows	30		R	
7	SOU7006-30	Production Project	30			R
7	SOU7007-60	Major Project (Composition and Sonic Art)	60	R		
7	SOU7008-60	Major Project (Sound Design)	60		R	
7	SOU7009-60	Major Project (Production)	60			R

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 which tasks are used in which 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 may be required to undertake a summative assessment task that does not appear in the assessment grid here in order to pass that module.

Work experience and placement opportunities 🔗

You produce work aimed at professional performance, presentation, placement and distribution contexts throughout the MA. While it is not an assessment criterion, there is an expectation that you will seek external opportunities for your work, in contexts appropriate to each pathway, such as Bath Spa's SparkFest series.

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Table of Additional Costs 🔗

Module Code & Title	Type of Cost	Cost
All modules.	Technical equipment.	We recommend: - a USB external SSD drive (500 GB or more recommended) for storing work, costing between £40 to £100. - a pair of good quality over-ear headphones. The computer rooms require headphones usually costing between £50 - £150. Depending on the particular study focus, many students choose to invest in certain Software purchases during the programme, to run on their own computer. However there is good access to computers with the necessary audio and video softwares at Bath Spa University.

Graduate Attributes 🔗

	Bath Spa Graduates…	In MA Sound, this means…
	Will be employable: equipped with the skills necessary to flourish in the global workplace, able to work in and lead teams	• Developing core business skills for arts professionals, such as project planning, management, delivery and evaluation. • Enhancing creative practice through increased individuality and autonomy as a practitioner, allied to core practical skills when working with other creative artists and organisations.
	Will be able to understand and manage complexity, diversity and change	• Understanding current professional and artistic contexts and how to relate these to personal creative practice. • To be able to work to brief and collaborate with others in order to work within professional and artistic constraints.

	Will be creative: able to innovate and to solve problems by working across disciplines as professional or artistic practitioners	Producing individual creative outputs that demonstrate independent and innovative thinking.
	Will be digitally literate: able to work at the interface of creativity and technology	• Producing creative work that engages technology in appropriate ways. • To use digital tools to support practice through documentation and dissemination of outputs.
	Will be internationally networked: either by studying abroad for part of the their programme, or studying alongside students from overseas	• Working with international staff and students in the University, as well as interacting with international visitors and external networks • Where appropriate, having work realised outside of the UK, including online.
	Will be creative thinkers, doers and makers	• Developing independent creative practice and realising this in appropriate ways.
	Will be critical thinkers: able to express their ideas in written and oral form, and possessing information literacy	• Understanding issues in current thought relevant to sound and music and its related contexts, and to articulate this both through creative practice and academic writing.
	Will be ethically aware: prepared for citizenship in a local, national and global context	• Understanding the role of artists in society and their obligations when working with others.

Modifications 🔗

Module-level modifications

Code	Title	Nature of modification	Date(s) of approval and approving bodies	Date modification comes into effect

Programme-level modifications

Nature of modification	Date(s) of approval and approving bodies	Date modification comes into effect

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 – MA Sound (All Pathways) 🔗

Full-Time			Part-Time		
Level 7					
Trimester 1	Trimester 2	Trimester 3	Trimester 1	Trimester 2	Trimester 3
Core Modules			Core Modules, Year 1		
SOU7001-30 Sound Skills			SOU7001-30 Sound Skills		
SOU7002-30 Practice and Research			SOU7002-30 Practice and Research		
SOU7003-30 Creative Portfolio			Required Modules, Year 1		
					SOU7007-60 Major Project (Composition and Sonic Art) *PART 1*
Required Modules					

	SOU7004-30 Presenting Practice (Composition and Sonic Art)	SOU7007-60 Major Project (Composition and Sonic Art)			SOU7008-60 Major Project (Sound Design) *PART 1*
	SOU7005-30 Advanced Audio Workflows (Sound Design)				SOU7009-60 Major Project (Production) *PART 1*

Core Modules, Year 2		
SOU7006-30 Production Project (Production)	SOU7008-60 Major Project (Sound Design)	SOU7003-30 Creative Portfolio		

Required Modules, Year 2		
	SOU7009-60 Major Project (Production)		SOU7004-30 Presenting Practice (Composition and Sonic Art)	SOU7007-60 Major Project (Composition and Sonic Art) *PART 2*
			SOU7005-30 Advanced Audio Workflows (Sound Design)	SOU7008-60 Major Project (Sound Design) *PART 2*
			SOU7006-30 Production Project (Production)	*SOU7009-60 Major Project (Production) PART 2*

Rule Notes: Students will take the Required modules according to their chosen pathway.

Appendix 2: Map of Intended Learning Outcomes 🔗

Level	Module Code	Module Title	Status (C,R,R*,O)	Intended Learning Outcomes														
				Subject-specific Skills and Knowledge					Cognitive and Intellectual Skills						Skills for Life and Work			
				A1	A2	A3	A4	A5	B1	B2	B3	B4	B5	B6	C1	C2	C3	C4

7	SOU7001-30	Sound Skills	C		x		x				x				x			x
7	SOU7002-30	Practice and Research	C	x		x			x	x	x	x	x	x	x		x	x
7	SOU7003-30	Creative Portfolio	C	x	x	x	x	x			x	x			x	x		x
7	SOU7004-30	Presenting Practice	R	x	x	x	x	x			x	x			x	x	x	x
7	SOU7005-30	Advanced Audio Workflows	R	x	x	x	x	x			x	x			x	x	x	x
7	SOU7006-30	Production Project	R	x	x	x	x				x	x			x	x	x	x
7	SOU7007-60	Major Project (Composition and Sonic Art)	R	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x

| 7 | SOU7008-60 | Major Project (Sound Design) | R | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x |
| 7 | SOU7009-60 | Major Project (Production) | R | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x |

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

Appendix 3: Map of Summative Assessment Tasks by Module 🔗

MA Sound (Composition and Sonic Art)

MA Sound (Design)

MA Sound (Production)

Level	Module Code	Module Title	Status (C,R,R*,O)	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)

Level	Code	Title	Status		Assessment			Assessment	Assessment				Assessment				
7	SOU7001-30	Sound Skills	C					Portfolio equivalent to 6000 words [80%]	Written Commentary equivalent to 1500 words [20%]								
7	SOU7002-30	Practice and Research	C		Research Project, 5,000 words [60%]								Presentation, 15 minutes [40%]				
7	SOU7003-30	Creative Portfolio	C					Portfolio equivalent to 7,500 words [100%]									
7	SOU7004-30	Presenting Practice	R					Portfolio equivalent to 7,500 words [100%]									

7	SOU 7005-30	Advanced Audio Workflows	R					Advanced audio workflow project, 6000 words [80%]	Peer project review, 1500 words [20%]								
7	SOU 7006-30	Production Project	R					Production Project equivalent to 4,500 words [60%]					Presentation and documentation equivalent to 3,000 words [40%]				
7	SOU 7007-60	Major Project (Composition and Sonic Art)	R					Practical Project equivalent to 15,000 words [100%]									

7	SOU 7008-60	Major Project (Sound Design)	R					Practical Project equivalent to 15,000 words [100%]								
7	SOU 7009-60	Major Project (Production)	R					Practical Project equivalent to 15,000 words [100%]								

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