University of Hertfordshire, School of Creative Arts, Music
Programme: Music and Sound Technology / Programme Code: CTMUS

IMPORTANT NOTE:

Due to periodic review, the courses as outlined below are available for direct entry students into Level 6 in 2025/26, and 2026/27 only. The information contained below is accurate up until these dates.

ABOUT THE PROGRAMME, and it's two awards for Kristiania students:

• **BSc (Hons) Music Production**
• **BSc (Hons) Music and Sound Design Technology**

The two awards above within the Music and Sound Technology Programme at the University of Hertfordshire, investigate the nature of current music, sound and event technologies and the diverse range of applications within which they are deployed. The student is placed at the center of these investigations, empowered to explore and engage in the full spectrum of current practices seen from both technical and creative perspectives.

The development of technical expertise is central to the philosophy of the awards, whereby intuitive abilities are extended by underlying theory, analytical skills and self-appraisal. The role of the technologist can sit between those of the hardware/software engineer and of the creative artist. This facilitates in one direction the delivery of effective systems for users and in the other, aids artists in the realisation of creative works.

Curriculum design stresses wherever possible the interconnectivity of these activities and disciplines, so that knowledge, understanding and skills are developed and progressed within a holistic, interactive and stimulating environment. Recent changes in sound production and distribution allow informed technologists to realise and exploit their own creative and entrepreneurial vision in new ways, particularly online. The course supports this generation of technologically empowered musicians and sound specialists and equips them for business in the 21st century.

The nature of the BSc award is reflective of the course content – creative processes and techniques are built upon a solid technical knowledge and understanding, including electronics, acoustics, signal routing techniques, audio protocols and standards, studio design and installation, monitoring, mixing, networking and advanced DSP techniques. The use of I.T, including digital audio workstations and other advanced software, is fundamental to the course, as is a scientific understanding of sound and music as physical phenomena.

The structure of the course has been designed to equip students with knowledge, understanding and skills through a range of study and learning experiences, with significant opportunities for cross disciplinary collaboration with film, animation, media and other music students as well a practical, experiential learning.

Both awards are designed to recruit students who have already discovered an interest in and engaged at some level in music, sound or event technologies; attracting students who are motivated by this dynamic and rapidly developing specialist environment.

Study culminates (in both awards) at level 6, which includes a major technology project accounting for 25% of the final year assessment.

There are two Named Awards within the Programme for Kristiania students:

BSc (Hons) Music Production

Music Production students are creative technologists, wanting to produce their own music, enhanced by the very best sound production values. Students create and work on a range of musical projects centered around music creation, to develop and hone skills and understanding of a range of musical styles, musical theories and cultural contexts, as well as working with others to develop and realise an overall music 'production' vision.

BSc (Hons) Music and Sound Design Technology

Music and Sound Design Technology students are those students who wish to interrogate music and media through music, sound design and immersive audio applications. Focus is placed on sound and music as a component of multimedia, including the world of sound design as a creative process. Students create and work on a range of media focused projects including moving image, game audio and voice over production as well as determining how sound can be delivered within both multi-speaker environments and virtual spaces.

Module Content at a Glance (Final Year, Level 6 Modules only)

CORE MODULES

All students in the music program, regardless of their chosen award, will undertake the following two modules:

6CTA1125: Sound Technologies and Techniques 3 (30 credits)

This module explores advanced functionality within audio manipulation, mastering and restoration techniques, coupled with appropriate design of spaces for engaging with audio, sound and music. This module seeks further enhance students' techniques and strategies for audio manipulation and enhancement, whilst also ensuring that they are able to define requirements needed to enable the creation of suitable space within which to work. **The following topics are covered: Advanced Sound Editing and Manipulation / Re-mastering & Audio Restoration / Live Sound / Studio Design & Specification Project.**

6CTA1038: Professional and Industrial Context 3 (30 credits)

This module provides students with a wider perspective on music and media related industries and associated career options. Project management skills are covered with a view to professional development. Also included is the evolution of music/audio technologies and companies from historical origins through to the present day. Students participate in managing, staging or recording Music activities. **The following topics are covered: The music and media industries / History & Development of Audio Systems / Project planning and management / Field Project.**

AWARD MODULES

In addition to the above, students will undertake the following module, as appropriate to their award area:

BSc (Hons) Music Production

6CTA1124: Music Production Practice 3 (30 credits)

Creative production aesthetics are investigated and evaluated, and this feeds into the developing production vision for students. Non-linear functions and their respective approaches are also introduced here. Students also work on typical external facing project(s) with the input of academic and industry professionals to develop strategies for their realisation. **The following topics are covered: Game Audio / Music & Sound Production and its Context / Music Production Deliverable Project.**

BSc (Hons) Music and Sound Design Technology

6CTA1123: Music and Sound Design Technology Practice 3 (30 credits)

This module explores advanced concepts of linear and non-linear sequencing in a variety of contexts, connecting to game-based applications and also into creating immersive audio experiences. Students also work on typical external facing project(s) with the input of academic and industry professionals to develop strategies for their realisation. **The following topics are covered: Game Audio / Spatial / Immersive Audio & Virtual Reality Sound / Music & Sound Design Technology Deliverable Project.**

Finally, all L6 students undertake a Final Major Project that is tailors toward their award area:

6CTA1131: Major Technology Project (30 credits)

This module allows students to undertake a substantial piece of independent work, which demonstrates an area of interest or specialism. Students will be assigned a tutor and regular tutorials and guidance will be given throughout the academic year in order to help the student maintain sufficient progress to complete the project successfully. The project may take a variety of forms, determined by the nature of the chosen specialism, for example: **An album production / A written dissertation / An experimental project / Software or hardware design / etc.**