This information should be used to serve as a guide to prospective students considering an application for admission to Southampton Solent University's degree programs.

Students at the Diploma in Music and Sound design at Kristiania who plan to start at Southampton Solent University in September 2026 or September 2027 will join the third year (Level 6) of the **BA (Hons) Popular Music Production.**

The level 6 courses of the BA (Hons) Popular Music Production and program are:

- TSM605 Surround Mixing
- TSM607 Advanced Music Production
- TSM610 Major Project
- TSM614 Live Project Brief
- TSM615 Live Event Technology
- TSM616 Experimental Music Production
- TSM617 Live Sound Technology

SOLENT UNIVERSITY SOUTHAMPTON

Solent University Module Descriptor

Module Code: TSM605 **Module title:** Surround Mixing

Why is this module important?
As media and entertainment industries push beyond stereo audio, an awareness of the challenges and skills in mixing sound in surround formats will help your understanding and confidence.

What you will learn on the module
You will experience recent and emerging technological developments including 5.1 surround sound and Dolby Atmos. The issues in mixing music and film sound will be examined and you will learn how to achieve effective mixes in these formats. Indicative content includes:

Demistifying surround formats
Key concepts – Immersion and localisation
Calibration and consistency
The point one – Low frequency issues
Separation and denoising
Upmixing and downmixing, comb filtering problems
Introduction to Dolby Atmos mixing

How you will learn
Theories of spatial audio are linked to practical projects in surround mixing environments. You will develop appropriate proficiency in Digital Audio Workstation surround mixing (currently Avid Pro Tools). Lecture content is followed by practical workshops each week, to build your understanding and confidence in surround mixing. You will also get the chance to experience a format beyond 5.1, (currently Dolby Atmos) using our specialist facilities.

How much time the module requires
You are expected to study for 200 hours (which equates to 10 hours per credit. This total learning time is made up of contact time, directed learning tasks, independent learning and assessment activity.

How you will be assessed
Tasks which help you to learn and prepares you for summative tasks (Formative):
Practical workshops each week build skills in understanding the challenges of mixing music and film sound in 5.1

Tasks which count towards your degree (Summative):
Assignment 1 is a presentation of a 5.1 mix of a 3 – 4 minute project of your choosing, followed by a 20 minute *viva-voce* style discussion to consolidate testing of your understanding.
Assignment 2 is a practical mix task including the addition of Spatial Audio elements (currently Dolby Atmos) to your 5.1 mix.

When assessment does not go to plan

Re-assessment of assignment 1 will be a reworked 5.1 mix. Re-assessment of assignment 2 will be a reworked spatial audio mix. Both re-assessment tasks allow you to demonstrate the same learning outcomes as the original assignments.

What you will be able to do after the module

1. Through research and inquiry, demonstrate a breadth of knowledge of the repertoires, debates and technologies in the field of popular music and sound production, including the interrelationships with other creative forms and the work of prominent theorists and practitioners

2. Critically analyse and evaluate information, data and ideas related to music production practices and technologies.

3. Utilise intellectual, diagnostic, analytical and problem-solving skills in a wide variety of theoretical and practical situations, including those in a work or vocational context

4. Independently identify objectives, manage and prioritise workloads, and respond to the demands of the work environment

5. Contribute effectively to team activities, including authentic and outward facing productions and performances, accept responsibility in determining and achieving the outcomes of roles undertaken, including leadership, and critically reflect on those roles

How this relates to the dimensions of Solent's Real-world curriculum framework

Dimensions	How students learn	How students are assessed
Students are challenged to think in critical, creative and applied ways	Students will evaluate multiple approaches to surround sound mxing	5.1 mixing task
Students are inspired to do research through inquiry, curiosity and problem-solving	students are tasked to solve a problem using research evidence and experiments	Conclusions are demonstrated through practical demonstration and viva.
Students experience an intellectually stimulating curriculum which inspires them to learn for life	Students identify and work on authentic problems and examine the ever-changing nature of the discipline	Students link theory to practice by proposing workflows for emerging audio formats
Students learn from authentic, engaging and programmatic assessment	Students see the value of formative tasks and feedback because they are creative, meaningful and engaging	Students undertake assessment which mirrors practice in the discipline

Summative assessment details

AE1	Weighting:	70%
	Assessment type:	Individual surround/5.1 mix and viva
	Aggregation:	Aggregated to AE1
	Length/duration:	3-4 minutes + 20 minutes *viva voce*
	Online submission:	No
	Grade marking:	Yes
	Anonymous marking:	No

AE1	Weighting:	30%
	Assessment type:	Group spatial audio mix
	Aggregation:	Aggregated to AE2
	Length/duration:	3-4 minutes
	Online submission:	No
	Grade marking:	Yes
	Anonymous marking:	No

Module Author: Toni Diaz

Module Title: Surround Mixing			
Credit Points:	20	Module Code:	TSM605
FHEQ Level:	6	School/Service	SMAT
Module Delivery Model:	CD	Max/Min student numbers	N/A
Module Leader:	Toni Diaz		
HECOS code	100223		

Module change history:

Module Approved/Year Implemented/Code	September 2019	2020/21	TSM605
Module modified/Year Implemented/Code			
Module modified/Year Implemented/Code			
Add extra rows as required			

SOLENT UNIVERSITY SOUTHAMPTON

Solent University Module Descriptor

Module Code: TSM607 **Module title:** Advanced Music Production

Why is this module important

This module allows you the freedom to choose a production technique for an in depth study, culminating in a demonstration of your advanced skills in a combined audio-visual product.

What you will learn on the module

As well as advanced production techniques such as mastering, this module will examine how you can solve practical production problems and present your findings in a video or interactive format designed to train others.

How you will learn

A series of technical workshops and seminars will examine current and emerging production practice, and how to present information in a format suitable for video playback and streaming.

Indicative content includes:

- Advanced sound engineering principles
- Music production training products
- Key studio devices and processes
- Mastering, the Art and the Science
- Practical sound design
- Stereo techniques
- Sample Packs
- Digital emulations
- Project planning
- Audio and video delivery formats

How much time the module requires:

You are expected to study for 200 hours (which equates to 10 hours per credit). This total learning time is made up of contact time, directed learning tasks, independent learning and assessment activity.

How you will be assessed

Tasks which help you to learn and prepares you for summative tasks (formative)

A formative task on video presentation helps you to understand and plan your project. Regular group tutorials enable peer discussion of mixing and mastering issues.

Tasks which count towards your degree (summative)

- Assignment 1 is a group (pair) video or interactive submission of music production skills.
- Assignment 2 is a technical analysis of the sonic and musical issues encountered in the project

When assessment does not go to plan
Re-assessment of assignment 1 is a reworked video submission, undertaken in the original group (pair) or individually in the case of a single student not achieving a pass. Re-assessment of assignment 2 is a reworked technical analysis

What you will be able to do after the module

1. Through research and inquiry, demonstrate a breadth of knowledge of the repertoires, debates and technologies in the field of popular music and sound production, including the interrelationships with other creative forms and the work of prominent theorists and practitioners

2. Work idiomatically with a variety of musical styles, materials and media, and manipulate them as desired

3. Critically analyse and evaluate information, data and ideas related to music production practices and technologies.

4. Autonomously and collaboratively perform and produce music, undertake research, and use a broad range of technical, creative, cognitive, and workplace skills

5. Communicate effectively using appropriate established and emergent media, styles and forms, including academic referencing

How this relates to the dimensions of Solent's Real-world curriculum framework

Dimensions	How students learn	How students are assessed
Students are challenged to think in critical, creative and applied ways	Students will evaluate multiple approaches too creating content	Group video production
Students are inspired to do research through inquiry, curiosity and problem-solving	students are devise a solution using research evidence	Research into sonic manipulation informs both assessment tasks
Students face outward to the community, industry and the global environment	Students aim to create audio and video content suitable for dissemination	Video and audio demonstration 0f production technique
Students learn from authentic, engaging and programmatic assessment	Students demonstrate real-world application of their findings	Assessment mirrors industry practice in creating audio production training content.

Summative assessment details

AE1	Weighting:	70%
	Assessment type:	Group Training Product
	Aggregation:	Aggregated to AE2
	Length/duration:	10-15 Minutes equivalent
	Online submission:	Yes
	Grade marking:	Yes
	Anonymous marking:	No

AE2	Weighting:	30%
	Assessment type:	Individual Analysis
	Aggregation:	Aggregated to AE1
	Length/duration:	1500 words
	Online submission:	Yes
	Grade marking:	Yes
	Anonymous marking:	Yes

Module Author: Toni Diaz

Module Title: Advanced Music Production			
Credit Points:	20	Module Code:	TSM607
FHEQ Level:	6	School/Service	SMAT
Module Delivery Model:	Campus delivery	Max/Min student numbers	na
Module Leader:	Toni Diaz		
HECOS code	100070		

Module change history:

Module Approved/Year Implemented/Code			MUS613
Module modified/Year Implemented/Code	September 2019	2020/21	TSM607

SOLENT UNIVERSITY SOUTHAMPTON

Solent University Module Descriptor

Module Code: TSM610 **Module title:** Major Project

Why is this module important?

The ability to produce a significant project underpinned by deep and meaningful research, presented using the correct academic protocols will provide you with essential *graduate skills* that you will need for future. This project should be interesting, exciting and insightful, and will help you to shape the next stage of your professional or academic life.

What you will learn on the module

You will further develop and enhance a range of research perspectives, practical skills and theoretical knowledge gained across the curriculum. The teaching in the module will focus on developing methodologies that can aid a combination of creative, technical, professional and academic research.

How you will learn

In this module you will undertake a major research project in an area of your choosing. It may take a variety of forms (including a written dissertation, business, or practical project), and is negotiated with support and feedback from module tutors who will discuss and approve project proposals.

Lectures will provide you with the theoretical base of knowledge needed to investigate the individual themes of the module and to help you to develop practical and academic work. Tutorials will provide the opportunity for you to focus on specific individual skills.

Additionally, you will be required to conduct relevant research and consult appropriate authorities and representatives pertinent to your chosen assignment.

How much time the module requires

You are expected to study for 400 hours (which equates to 10 hours per credit). This total learning time is made up of contact time, directed learning tasks, independent learning and assessment activity.

How you will be assessed

Tasks which help you to learn and prepares you for summative tasks (formative):

Regular formative feedback will be provided through individual tutorials that will help you to refine and develop your project and underpinning research skills.

Tasks which count towards your degree (summative):

- Assessment 1 takes the form of a work in progress presentation. This will require you to identify theories, concepts and key practices as appropriate.

- Assessment 2 is the final project submission in a form agreed with the module tutors.

Assessment marks will be aggregated for the final module mark.

When assessment does not go to plan

Re-assessment of AE1 will require a reworked presentation.
Re-assessment of AE2 will require a reworked project portfolio.

Re-assessment task enable you to demonstrate the same learning outcomes as the original assignments.

What you will be able to do after the module

1. Through research and inquiry, demonstrate a breadth of knowledge of the repertoires, debates and technologies in the field of popular music performance and production, including the interrelationships with other creative forms and the work of prominent theorists and practitioners

2. Critically review the creative and/or historical and/or contextual and/or cultural significance of popular music performance and production practice

3. Critically analyse and evaluate information, data and ideas related to creative music performance and production practices

4. Utilise evaluative, intellectual, diagnostic, analytical and problem-solving skills in a wide variety of theoretical and practical and situations, including those in a work or vocational context

5. Communicate effectively using appropriate established and emergent media, styles and forms, including academic referencing

6. Independently identify objectives, manage and prioritise workloads, and respond to the demands of the work environment

How this relates to the dimensions of Solent's real-world curriculum framework

Dimensions	How students learn	How students are assessed
Students are challenged to think in critical, creative and applied ways	Students will evaluate multiple perspectives and will be required to conduct relevant research pertinent to their chosen assignment.	Students will show evidence of developing methodologies that aid a combination of creative, technical, professional and academic research.
Students are inspired to do research through inquiry, curiosity and problem-solving	As well as ongoing formative feedback at the proposal stage and in tutorials, summative assessment is also provided in two stages.	A 'work in progress' presentation at the early stage will identify theories, concepts and key practices as appropriate, followed by the final project submission in a form agreed with the module tutors.
Students experience an intellectually stimulating curriculum which inspires them to learn for life	Critically review the historical and contextual significance of popular music practices in relation to the creative industries and society.	Students are able to link theory and practice to make outward facing projects.

Students reflect and grow inwardly, social and ethically to be able to confront the challenges of the world	Demonstrate a breadth of knowledge of the repertoires, debates and technologies in the field of popular music, including its interrelationships with other creative forms.	Students will further develop their project management, communication and presentation skills.

Summative assessment details

AE1	Weighting:	20%
	Assessment type:	Presentation
	Aggregation:	Aggregated to AE2
	Length/duration:	10 mins + 5 mins Q&A
	Online submission:	No
	Grade marking:	Yes
	Anonymous marking:	No

AE2	Weighting:	80%
	Assessment type:	Major Project
	Aggregation:	Aggregated to AE1
	Length/duration:	10,000 word dissertation or equivalent research portfolio to be negotiated with tutor
	Online submission:	Yes
	Grade marking:	Yes
	Anonymous marking:	No

Module Author: Daniel Pennie

Module Title: Major Project			
Credit Points:	40	Module Code:	TSM610
FHEQ Level:	6	School/Service	SMAT
Module Delivery Model:	Campus delivery	Max/Min student numbers	na
Module Leader:	Daniel Pennie		
HECOS code	100070		

Module change history:

Module Approved/Year Implemented/Code	September 2019	2020/21	TSM610

SOLENT UNIVERSITY SOUTHAMPTON

Solent University Module Descriptor

Module Code: TSM614 **Module title:** Live Project Brief

Why is this module important?

Freelance work forms the basis of much of our industry, yet many clients are reluctant to take a chance on new sound engineers or producers. This module helps you get a freelance client as a first step in building your portfolio of clients.

What you will learn on the module

You will examine how to approach new projects in a way that suggests professionalism and inspires clients to trust you with a project. A key emphasis of the module is to give students confidence to approach unfamiliar problems by synthesising and developing knowledge, skills and previous experience. Example briefs could include, but are not limited to, recording studio projects, music networking and dissemination projects, composition or music creation projects, live sound and events, community music projects, sound design projects, hybrid and combined projects.

How you will learn

Beginning with an examination of your own preferences for working style, lectures and seminars guide you in approaching a client for new business. You will also learn how to draft a press release so you can disseminate your account of the project through your own or other media channel. As each project is unique, individual tutorial support is provided

How much time the module requires

You are expected to study for 200 hours (which equates to 10 hours per credit.) This total learning time is made up of contact time, directed learning tasks, independent learning and assessment activity.

How you will be assessed

Tasks which help you to learn and prepares you for summative tasks (Formative):
A draft press release is submitted for feedback before the summative submission.
Tutorials provide formative feedback throughout the project.

Tasks which count towards your degree (Summative):

Assignment 1 is a presentation of the project proposal.
Assignment 2 is a portfolio of evidence that provides an account of your freelance work in the module

When assessment does not go to plan

Re-assessment of assignment 1 is a reworked presentation. Re-assessment of assignment 2 is a reworked portfolio, as negotiated with your tutor. Each re-assessment task allows you to demonstrate the same learning outcomes as the original task

What you will be able to do after the module

1. Utilise intellectual, diagnostic, analytical and problem-solving skills in a wide variety of theoretical and practical situations, including those in a work or vocational context

2. Autonomously and collaboratively perform and produce music, undertake research, and use a broad range of technical, creative, cognitive, and workplace skills

3. Independently identify objectives, manage and prioritise workloads, and respond to the demands of the work environment

4. Contribute effectively to team activities, including authentic and outward facing productions and performances, accept responsibility in determining and achieving the outcomes of roles undertaken, including leadership, and critically reflect on those roles

How this relates to the dimensions of Solent's Real-world curriculum framework

Dimensions	How students learn	How students are assessed
Students experience an intellectually stimulating curriculum which inspires them to learn for life	Students identify and work on authentic problems	Students link theory and practice to make outward facing press releases, or artefacts which have relevance within and outside the university
Students reflect and grow inwardly, social and ethically to be able to confront the challenges of the world	Students reflect on their own workplace behaviour	Students complete personal performance questionnaires
Students face outward to the community, industry and the global environment	Students volunteer or undertake live projects within industry or placements.	Students reflect and account for their approach to freelance project work, and submit artefacts as appropriate.
Students learn from authentic, engaging and programmatic assessment	Students see the value of formative tasks and feedback because they lead to a revised task for summative feedback	Students undertake Authentic briefs from live clients either internal or external to the university.

Summative assessment details

AE1	Weighting:	30%
	Assessment type:	Proposal presentation
	Aggregation:	Aggregated to AE2
	Length/duration:	8 Minutes
	Online submission:	No (but recorded and uploaded to VLE)
	Grade marking:	Yes
	Anonymous marking:	No

AE2	Weighting:	70%
	Assessment type:	Project portfolio
	Aggregation:	Aggregated to AE1
	Length/duration:	3000 words equivalent (negotiated)
	Online submission:	Yes
	Grade marking:	Yes
	Anonymous marking:	No

Module Author: Toni Diaz

Module Title: Live Project Brief			
Credit Points:	20	Module Code:	TSM614
FHEQ Level:	6	School/Service	SMAT
Module Delivery Model:	CD	Max/Min student numbers	N/A
Module Leader:	Toni Diaz		
HECOS code	100544		

Module change history:

Module Approved/Year Implemented/Code	September 2019	2020/21	TSM614
Module modified/Year Implemented/Code			
Module modified/Year Implemented/Code			
Add extra rows as required			

Solent University Module Descriptor

Module Code: TSM615 **Module title:** Live Event Technology

Why is this module important?
The increasing complexity of Live Event systems means that there is a requirement for audio technicians and operators to possess a strong theoretical knowledge and practical ability in the design, assembly, optimisation and operation of lighting systems, sound controllers and other live event technologies.

What you will learn on the module
You will obtain an appreciation of the many factors that need to be accounted for in putting on live events, and will be able to select tools and techniques appropriate to a variety of contexts, setups and situations encountered.

The module complements the materials covered at Level 5, providing coverage of the video and lighting aspects of events, and gives you a solid grounding in the theory and practice of event technology.

Indicative areas of study include

- Interpretation of artistic and technical requirements, lighting plots, modelling and control software for event systems.
- Control Systems for Historic, Generic and 'Intelligent' lighting Systems - Pre-set desks, sequencers, chasers, switching controllers, memory desks, dimming systems.
- Protocols for Lighting Control - Analogue systems, digital systems, DMX512, Remote Device Management, Ethernet based protocols.
- Event synchronisation technology. Show control protocols and systems RS232, RS485, DMX, MIDI show control, MIDI time code, SMPTE, network protocols.
- Lamps, Luminaires and Projectors. Lamps for specialist purposes. Lasers, moving mirror and moving yoke systems. Power distribution and electrical safety.
- Video display systems – modular LEDs, projection, key-stoning, video control and distribution systems, synchronisation.
- Truss systems, winches and lifting accessories, motorised lifting equipment, personnel flying, inspection of equipment, Lifting Operations and Lifting Equipment Regulations.
- Health and Safety in Live Event Situations.

How you will learn
Small group workshop sessions will introduce new concepts, terminology and applications that will be supported and reinforced, where appropriate, by demonstration. Some sessions will also be used to reinforce theoretical concepts through practice and to guide students to explore the subject in greater depth.

You will be assigned practical tasks which will involve modelling or configuring a variety of event technologies, and identifying, comparing and contrasting between configurations appropriate to given environments and situations. Group-based tasks will provide opportunities for peer support and feedback, and all tasks will allow you to gauge both your own progress with regard to the module content and your engagement overall, and will allow the tutor to identify and address issues in your learning.

Students will be encouraged to undertake independent practice of tasks in order to reinforce and embed their understanding of the configuration and application of the

varied technology and methods. This independent activity will be supported by the existing room booking and equipment loan facilities.

How much time the module requires

You are expected to study for 200 hours (which equates to 10 hours per credit. This total learning time is made up of contact time, directed learning tasks, independent learning and assessment activity.

How you will be assessed

Tasks which help you to learn and prepares you for summative tasks (Formative):
As the module is a highly practical module – the students will work on practical materials in the seminars on a weekly basis. Within these sessions there will be scheduled opportunities to review and draft their work with both tutors and colleagues. Verbal formative feedback will also be on offer during these sessions.

Tasks which count towards your degree (Summative):
You will be assessed in the module by practical means – by ways of a group presentation and practical demonstration. The group presentation allows you to work as a part of a small team to investigate and present a detailed solution relating to a task discussed in class. The practical demonstration allows you to engage with industry software and working practices – whilst under a specific client brief.

AE-1 will be a client brief given to you relating to a task covered in class. You are then to work in a group to develop a solution, and present a lighting design that meets the brief. Included detail should be on the type of lights, their operational characteristics, and how they integrate to an overall design or look.

AE-2 will require you to create a lighting design matching a given specification using MagicQ lighting software. You will be given 10 minutes to demonstrate the accuracy and completeness of your lighting patch.

When assessment does not go to plan

For re-assessment of AE1, you will be required to deliver a reworked version of your presentation at a published time in the resit period. Where it is not possible for you to be referred at AE1 to re-present as part of a group, you will be required to present on a given part of the project and discuss group dependencies and accountability.

For re-assessment of AE2, you may be permitted to re-work and present your lighting patch based on the original production brief. If you have not completed the practical tasks you will be encouraged to undertake independent practice which will be supported by the existing room booking and equipment loan facility.

What you will be able to do after the module

1. Through research and inquiry, demonstrate a breadth of knowledge of the repertoires, debates and technologies in the field of popular music and sound production, including the interrelationships with other creative forms and the work of prominent theorists and practitioners

2. Critically analyse and evaluate information, data and ideas related to music production practices and technologies.

3. Utilise intellectual, diagnostic, analytical and problem-solving skills in a wide variety of theoretical and practical situations, including those in a work or vocational context

4. Contribute effectively to team activities, including authentic and outward facing productions and performances, accept responsibility in determining and achieving the outcomes of roles undertaken, including leadership, and critically reflect on those roles

How this relates to the dimensions of Solent's Real-world curriculum framework

Dimensions	How students learn	How students are assessed
Students are challenged to think in critical, creative and applied ways	Students will evaluate multiple solutions to given tasks; students will apply theories of technical event production to a practical task	Live demonstration of lighting design.
Students are inspired to do research through inquiry, curiosity and problem-solving	Students use problem solving skills to interpret the needs of the client brief	Group presentation of lighting design solution.
Students experience an intellectually stimulating curriculum which inspires them to learn for life	students identify and work on authentic problems	Students link theory and practice to make viable technical lighting designs for events.
Students learn from authentic, engaging and programmatic assessment	Students see the value of formative tasks and feedback because they are creative, meaningful and engaging	Students undertake assessment which mirrors practice in the discipline, including presentation of event lighting designs.

Summative assessment details

AE1	Weighting:	50%
	Assessment type:	Group Presentation
	Aggregation:	Aggregated to AE2
	Length/duration:	15 Minutes
	Online submission:	No
	Grade marking:	Yes
	Anonymous marking:	No

AE2	Weighting:	50%
	Assessment type:	TCA
	Aggregation:	Aggregated to AE1
	Length/duration:	10 Minutes
	Online submission:	No
	Grade marking:	Yes
	Anonymous marking:	No

Module Author: Jonty Stewart

Module Title: Live Event Technology			
Credit Points:	20	Module Code:	TSM615
FHEQ Level:	6	School/Service	SMAT
Module Delivery Model:	CD	Max/Min student numbers	
Module Leader:			
HECOS code	100544		

Module change history:

Module Approved/Year Implemented/Code	September 2019	2020/21	TSM615
Module modified/Year Implemented/Code			
Module modified/Year Implemented/Code			
Add extra rows as required			

SOLENT UNIVERSITY SOUTHAMPTON

Solent University Module Descriptor

Module Code: TSM616 **Module title:** Experimental Music Production

Why is this module important?
The module develops and enhances student skills in music production by exploring the creative manipulation of sound, and alternative approaches to music making. If you want to challenge the usual habits and conventions in music production, this module will guide and inspire you. The module will explore experimental compositional techniques and processes drawing from avant-garde practices.

What you will learn on the module
By exploring the work of key experimental musicians, composers, and performers, you will create bold and imaginative new music.
Approaches to musical experimentation that encompasses areas such as:

- Generic / Non-generic Production
- Exploring spatial dimensions
- Non-standard forms and structures
- Non-standard scales and modes
- Experimenting with tempo, time & metre
- Harmonics & sub-harmonics
- Generative music
- Textural exploration
- Audio editing manipulation and synthesis
- Conceptual play
- Found sounds & plunderphonics

How you will learn
Lecture/seminars will explore the creative and contextual dimensions of experimental music making. Workshops will enable students to further develop skills for sound manipulation and composition that will enhance skills developed in core modules

How much time the module requires
You are expected to study for 200 hours (which equates to 10 hours per credit. This total learning time is made up of contact time, directed learning tasks, independent learning and assessment activity.

How you will be assessed
Tasks which help you to learn and prepares you for summative tasks (Formative):
Workshops and tutorials enable you to receive formative feedback on work in progress, including a draft of your proposal presentation.

Tasks which count towards your degree (Summative):
Assignment 1 is your Individual Project Proposal within broad guidelines set by your tutor. The proposal will provide evidence of an understanding of the possibilities and parameters of experimental music production, the potential of particular approaches to demonstrate the creative exploration of sonic media, and a contextualisation of the project.

Assignment 2 is your project presentation to enable you to outline and assess their production process and the success of their final project outcome. The presentation will

highlight evidence of, and appraise, the experimentation and innovation in their music making. You will upload audio and presentation files documenting their project and presentation.

When assessment does not go to plan
Re-assessment of assignment 1 will be through the submission of a reconfigured project proposal. Re-assessment of assignment 2 will be a reworked presentation and audio submission. In each case the re-assessment will enable you to demonstrate the same learning outcomes as the original task.

What you will be able to do after the module

1. Through research and inquiry, demonstrate a breadth of knowledge of the repertoires, debates and technologies in the field of popular music and sound production, including the interrelationships with other creative forms and the work of prominent theorists and practitioners

2. Critically analyse and evaluate information, data and ideas related to music production practices and technologies.

3. Autonomously perform and produce music, undertake research, and use a broad range of technical, creative, cognitive, and workplace skills

4. Communicate effectively using appropriate established and emergent media, styles and forms, including academic referencing

How this relates to the dimensions of Solent's Real-world curriculum framework

Dimensions	How students learn	How students are assessed
Students are challenged to think in critical, creative and applied ways	Students are empowered to challenge accepted norms of music production	Project proposal and presentation of practical and theoretical findings on the nature and focus of their experimentation.
Students are inspired to do research through inquiry, curiosity and problem-solving	students are tasked to respond creatively using research evidence and experimentation	Production of original experimental music
Students experience an intellectually stimulating curriculum which inspires them to learn for life	Students uncover ways of thinking about music that challenge their preconceptions, and respond creatively using established and emerging technologies	Students link theory and practice to make new music in response to theoretical and experimental evidence.

Summative assessment details

AE1	Weighting:	20%
	Assessment type:	Project Proposal
	Aggregation:	Aggregated to AE2

	Length/duration:	750 Words
	Online submission:	Yes
	Grade marking:	Yes
	Anonymous marking:	Yes

AE2	Weighting:	80%
	Assessment type:	Project Presentation
	Aggregation:	Aggregated to AE1
	Length/duration:	10 Minutes
	Online submission:	No (Panopto)
	Grade marking:	Yes
	Anonymous marking:	no

Module Author: Paul Rutter/Phil Durrant

Module Title: Experimental Music Production			
Credit Points:	20	Module Code:	TSM616
FHEQ Level:	6	School/Service	SMAT
Module Delivery Model:	CD	Max/Min student numbers	N/A
Module Leader:	Phil Durrant		
HECOS code	100544		

Module change history:

Module Approved/Year Implemented/Code	September 2019	2020/21	TSM616
Module modified/Year Implemented/Code			
Module modified/Year Implemented/Code			
Add extra rows as required			

SOLENT UNIVERSITY SOUTHAMPTON

Solent University Module Descriptor

Module Code: TSM617 **Module title:** Live Sound Technology

Why is this module important?

You will obtain from this module an appreciation of the many factors that need to be accounted for in specifying, configuring and operating professional sound reinforcement systems, and you will be able to select tools and techniques appropriate to a variety of contexts, setups and situations encountered.

What you will learn on the module

You will integrate and develop your understanding of the sound engineering principles introduced at Level 5 into current real-world professional practice. Analogue and digital audio and control systems and loudspeaker technologies for indoor and outdoor installations are analysed. Current and future trends are discussed reflecting the paradigm shift from traditional analogue and digital mixing technology to its convergence with IT systems.

How you will learn

Small group seminar sessions will enable student-centred theoretical and practical investigations of a number of control and software systems. At least one of these investigations will include a modelling and prediction element. You will be encouraged to develop your own design and testing strategies. Design sessions may be extended as group projects to encourage communication, teamwork and planning. You will be expected to undertake significant directed and independent learning in order to complete these tasks.

You will be assigned practical and theoretical tasks which will involve modelling or configuring a variety of sound reproduction systems, and identifying, comparing and contrasting between configurations appropriate to given environments and situations. Group-based tasks will provide opportunities for peer support and feedback, and all tasks will allow you to gauge both your own progress with regard to the module content and your engagement overall, and will allow the tutor to identify and address issues in your learning.

How much time the module requires

You are expected to study for 200 hours (which equates to 10 hours per credit. This total learning time is made up of contact time, directed learning tasks, independent learning and assessment activity.

How you will be assessed

Tasks which help you to learn and prepares you for summative tasks (Formative):
Throughout the year you will undertake practical group tasks, in which you must design, configure and operate live sound technology for both theoretical and real situations. Written and/or verbal formative feedback will be given on draft submissions of each task.

Tasks which count towards your degree (Summative):
For AE1 you will be assessed on an individual presentation demonstrating and analysing one of the practical tasks undertaken throughout the year in which you completed an event design for a client brief.

For AE2 you will be given a mixing patch design specification which you must create using proprietary digital desk software. You will be required to demonstrate the accuracy and completeness of you patch.

When assessment does not go to plan
For re-assessment of AE1, you will be required to deliver a reworked version of your presentation at a published time in the resit period.
For re-assessment of AE2, you may be permitted to re-work and present your mixing patch based on the original production brief.
If you have not completed the practical tasks you will be encouraged to undertake independent practice which will be supported by the existing room booking and equipment loan facility.

What you will be able to do after the module

1. Through research and inquiry, demonstrate a breadth of knowledge of the repertoires, debates and technologies in the field of popular music and sound production, including the interrelationships with other creative forms and the work of prominent theorists and practitioners

2. Utilise intellectual, diagnostic, analytical and problem-solving skills in a wide variety of theoretical and practical situations, including those in a work or vocational context

3. Autonomously and collaboratively undertake research, and use a broad range of technical, creative, cognitive, and workplace skills

4. Communicate effectively using appropriate established and emergent media, styles and forms, including academic referencing

How this relates to the dimensions of Solent's Real-world curriculum framework

Dimensions	How students learn	How students are assessed
Students are challenged to think in critical, creative and applied ways	Students will evaluate multiple perspectives in designing an audio system	System design presentation
Students are inspired to do research through inquiry, curiosity and problem-solving	students are tasked to solve an audio system problem using research evidence	Demonstration of their design of a mixing patch specification
Students experience an intellectually stimulating curriculum which inspires them to learn for life	Students gain confidence in presentation and research skills	students link theory and practice to make relevant technical designs and present their proposals.
Students learn from authentic, engaging and programmatic assessment	Students see the value of formative tasks and feedback because they are creative, meaningful and engaging	Students undertake assessment which mirrors practice in the discipline i.e designing audio systems of real-world complexity.

Summative assessment details

AE1	Weighting:	50%
	Assessment type:	System Design Presentation
	Aggregation:	Aggregated to AE2
	Length/duration:	15 Minutes
	Online submission:	No
	Grade marking:	Yes
	Anonymous marking:	No

AE2	Weighting:	50%
	Assessment type:	Practical Demonstration
	Aggregation:	Aggregated to AE1
	Length/duration:	25 minutes
	Online submission:	No
	Grade marking:	Yes
	Anonymous marking:	No

Module Author: Jonty Stewart

Module Title: Live Sound Technology			
Credit Points:	20	Module Code:	TSM617
FHEQ Level:	6	School/Service	SMAT
Module Delivery Model:	CD	Max/Min student numbers	N/A
Module Leader:	Toni Diaz		
HECOS code	100544		

Module change history:

Module Approved/Year Implemented/Code	September 2019	2020/21	TSM617
Module modified/Year Implemented/Code			
Module modified/Year Implemented/Code			
Add extra rows as required			