

IMPORTANT INFORMATION ABOUT YOUR COURSE

BSC (HONS) AUDIO ENGINEERING AND PRODUCTION

COURSE DESCRIPTION

The UK is a world leader when it comes to media. Whether it's music, film, television or games, our presence is felt at the highest level and on a global scale. For each of these industries, audio is the common link, the one thing they all need.

Our Audio Engineering and Production course deals directly with music production, post-production for film and television as well as audio design for games. With a strong emphasis on high standards of practical work, well-developed written and verbal communication, this course provides the right vocational-academic blend for industry or postgraduate study. It's a course for anyone passionate about sound.

ENTRY REQUIREMENTS

To be considered for this course, you will require 104-120 UCAS points.

This could be gained via a number of qualifications, for example:

- BCC or above at A2 Level
- DMM or above at Extended Diploma Level
- M or above at UAL Level 3 Extended Diploma Level
- A proven interest in this area

If you're unsure how many points you have you can use the [UCAS tariff calculator](#).

Remember that qualifications such as Graded Examinations in Music Performance and Arts Award (Gold) can also count towards your UCAS points – check the tariff calculator!

All applicants are expected to have at least a Level 4 or grade 'C' in GCSEs Maths and English Language or equivalent. Non-UK applicants will need to have an English Language qualification at International Level B2 or higher, such as an IELTS of 6.0 or better (with no component below 5.5). Students with equivalent qualifications will also be accepted.



MODULES (CREDITS)

YEAR 1

Recording & Production 1 (40 credits) – focuses on building fundamental knowledge of underlying concepts and principles associated with the capture of audio, and an ability to apply, interpret and evaluate these skills within the context of the subject area.

Mixing & Delivering Music (20 credits) – content focuses on building fundamental knowledge of underlying concepts and principles associated with mixing audio and building an understanding of emotional architecture.

Digital Tools & Workflow 1 (20 credits) – build fundamental knowledge of underlying concepts and principles associated with the use of digital audio workstations, and development of workflows and editing techniques.

Contextual Research (20 credits) – develops fundamental research skills, academic writing, teamwork, and explores the impact of technological advancements in the sound recording industry, offering students insight and the ability to interpret and share their findings.

Career & Portfolio Development (20 credits) – enhancing self-directed learning, this module encourages research and experimentation to develop transferable skills beyond the core subject area, equipping students with resources for self-promotion and networking.

YEAR 2

Recording & Production 2 (20 credits) – focuses on the critical understanding of established principles and practice and the ability to apply and adapt fundamental skills and knowledge to solve problems and meet a range of production requirements.

Mixing for Picture (40 credits) – focuses on exploring feature-film workflows, storytelling through sound, enhancing pre-mixing and stem creation skills, automation, mixing techniques, understanding delivery formats and standards, and applying music production techniques to post-production.

Digital Tools & Workflows 2 (20 credits) – advances audio production skills by teaching recording, editing, and synthesising techniques for moving images, focusing on sound design theory, creating original content, designing sound for animation or game cinematics, and promoting reflective practice to consolidate learning.

Post Production (20 credits) – aims to enhance communication in collaborative audio-visual projects, explore video editing practices, establish knowledge of professional video software workflows, and build essential skills for visual project delivery.



Research Project (20 credits) – this module focuses on developing research methods, enhancing academic writing for dissertations, exploring negotiated topics, and supporting ongoing personal and professional development in year two.

YEAR 3

Honours Project (40 credits) – the summation of the work explored over the years on your course. This module provides a platform for you to showcase your readiness for employment or further study, dedicate resources to your chosen career path, engage in tutorial discussions for content development, consolidate skills and knowledge gained throughout the programme.

Recording & Production 3 (20 credits) – elevate critical knowledge, skills, and decision-making to a professional level, equipping students with the expertise to specify, install, and manage audio equipment, enhance creative and technical production abilities, and develop strategies for complex problem-solving, drawing on comprehensive course knowledge and advanced research skills in areas like system synchronisation, advanced microphone techniques, sound design, digital simulation, and audio compression, while promoting self-development and teamwork.

Dissertation (20 credits) – This dissertation module aims to showcase students' academic prowess, analytical and expressive abilities, signal their readiness for challenging roles to employers, and allow them to produce significant independent research on a negotiated topic of special or professional interest relevant to their course.

Mastering & Delivery (20 credits) – focuses on the final stages of a project or production, preparing mixes for manufacture, combining legacy analogue with current digital technology, leveraging detailed knowledge across audio engineering and production, fostering autonomy and professionalism, discussing client-based decision-making, and exploring various industry and consumer deliverable formats.

Professional Portfolio Management (20 credits) – aims to advance long-term planning and career promotion strategies, enhance online visibility, maximize networking and employment opportunities, learn from successful media professionals' online profiles, and continuously update and improve personal profiles for ongoing personal and professional development.

WHAT ARE CREDITS?

As a guide, 20 credits typically represents around 52 hours of tutor contact time (e.g. lectures/workshops/feedback) and 148 hours of self-study time (usually over the course of a semester). These numbers may increase or decrease depending on the nature, length and level of the module, especially towards the end of the course.



LOCATION OF DELIVERY

Your primary location of study will be at our Riverside Campus, which is located on New Bailey Street in Manchester.

Teaching takes place in our fully equipped labs and studios. Flexible access to studio and practical facilities, allow students to establish, practice and develop their work using professional level hardware and software. Relevant hardware and software training will be provided during studio, workshop, and lecture sessions to support student work at all levels.

TEACHING STAFF

We believe it's essential that your teaching team are part of the industry. This ensures the knowledge they pass on is both relevant and current. It also means they have excellent industry contacts that our students can tap into for real-world projects. You will have the opportunity to acquire professional credits during your time at Futureworks, while building up an enviable list of your own contacts at the start of a new career.

METHOD OF ASSESSMENT

Throughout the programme you will be assessed primarily on your creative output, with an emphasis on practical submissions accompanied by presentations and written work in the form of supporting documentation and essays.

Practical exercises and studio driving tests during studio or workshop-based sessions will be used as a means for you to monitor your progress along the way to help develop more formal assessment work.

The principal methods of assessment will be:

- Projects
- Documentation, logs and archives
- Practical demonstration
- Portfolios
- Essays
- Presentations, individual and group
- Viva voce
- Dissertation
- Projects
- Testing
- Online assessment
- Practical demonstration
- Personal Development Tutorials



The centrality of vocational skills throughout the programme results in all assessments being directly or indirectly related to employability and personal development.

Formative assessment supported by tutor feedback will be employed throughout the programme.

COURSE DETAILS

Award to be received on successful completion: BSc (Hons) Audio Engineering and Production

Length of course: 3 YEARS (FULL TIME)

Regulator: Office for Students ([OfS](#))

Awarding Institution: University of Central Lancashire

FEES / COSTS

TUITION FEES

Home Students: £9,535 per year

International Students: £17,000 per year

You may be eligible to apply for a student loan from Student Finance. Please see our [Tuition Fees](#) page for more information.

EQUIPMENT & ACTIVITIES

We have five floors of high specification audio studios, edit suites, dubbing theatres, creative workstations, and computer labs, all equipped with the latest industry standard hardware and software.

You may find it beneficial to invest in an external hard drive (SSD) (approx. £100) and headphones (approx. £100-£300).

