

IMPORTANT INFORMATION ABOUT YOUR COURSE

BSC (HONS) AUDIO ENGINEERING AND PRODUCTION

COURSE DESCRIPTION

Master the Art of Audio Engineering

Dive into the world of professional audio engineering and elevate your skills to the next level. Develop the art of production, mixing, and mastering for music, film, and animation. Discover the power of sound effects and dialogue to enhance visual content. Our expert tutors and comprehensive resources will equip you with the knowledge and tools to build a career in sound. Join our community of talented audio engineers and unlock your full potential.

Futureworks is fully equipped with state-of-the-art studios, resources, and facilities so whether you're into rock, electronic, or experimental sound, we've got the perfect setup for your creative needs and the technical expertise to ensure you'll make the best use of these facilities.

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 1 (40 credits) – This module provides a hands-on approach to studio recording, focusing on developing your ability to capture high-quality sound for a range of projects. From planning your recording sessions to mastering the technical skills of microphone placement and signal processing, you'll develop the ability to create professional-level recordings.

Mixing Music (20 credits) – This module focuses on the core principles of music mixing, equipping you with the technical and creative skills essential for a modern mix engineer. You'll learn how to construct mixes, develop your technical and creative abilities while exploring the role mix engineers play in the music industry.

Digital Tools (20 credits) – This module combines practical skill development with a deep dive into the underlying concepts of modern audio production. You'll learn to efficiently record, edit, mix, and process audio using non-linear and non-destructive methods. This module not only introduces you to the industry leading Avid Pro Tools, but also sets the stage for advanced practical work in all your future modules.

Introducing Research (20 credits) – This module introduces you to academic research and writing. You'll work to investigate the impact of technological change across the audio industry, learn to interpret data and share your discoveries. This experience will provide you with valuable industry insight and the ability to apply your research skills to real-world contexts within your chosen field of study.

Portfolio Development (20 credits) – This module builds essential skills in career planning within a competitive audio industry and is designed to nurture your independence and professional growth, developing the foundations of a compelling online portfolio to showcase your abilities and enhance your employability.

YEAR 2

Recording 2 (20 credits) – This module provides access to more advanced studio facilities, contributing to your development and critical understanding of established audio engineering practices, building essential skills to plan and execute professional-level production work.



Mixing for Picture (40 credits) – This module equips you with essential skills for audio post-production, from sound design, dialogue editing and mixing to mastering industry-standard delivery formats. You'll gain practical experience working as part of a team, managing a project, simulating real-world scenarios, preparing you for the demands of the film audio industry.

Mixing Techniques (40 credits) – This module takes your mixing experience to the next level, developing the ability to apply and adapt more advanced techniques and workflow. Building skills in creative editing, manipulating sound, adapting arrangements and advanced processing techniques all of which contribute to producing commercially viable, stronger sounding mixes.

Research Project (20 credits) – This module promotes an independent, student-led approach to learning, where you'll design and execute a research project on a negotiated topic. You'll enhance your research and academic writing skills, under the guidance and support of your tutors, to produce a final submission that reflects your unique interests and strengthens your academic portfolio.

YEAR 3

Major Project (40 credits) – This module provides a platform for you to specialise, to showcase your best work focused on your chosen career path, and in turn your readiness for employment or further study. You will engage in tutorial discussions to support you as an individual, in developing content, consolidating skills and knowledge gained throughout the programme.

Recording 3 (40 credits) – This module provides a comprehensive professional development experience in our most advanced studios, exploring contemporary production techniques to enhance your creative and technical abilities, building strong problem-solving skills, preparing you for a successful career in the audio industry.

Music Mastering (20 credits) – Through this module you will explore the role of the Mastering Engineer, developing the skills to balance creative integrity with technical precision. In our dedicated mastering studio, the combination of modern digital tools, classic analogue hardware and bespoke monitoring enable you to create and submit, professional sounding, release ready music.

Portfolio Management (20 credits) – Designed to support career growth, this module provides a platform to refine and present your professional portfolio, showcasing work as part of a strategic plan to maximise networking and attract future employment opportunities.

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 you to establish, practice and develop your work using professional-level hardware and software. Relevant hardware and software training will be provided during studio, workshop and lecture sessions to support 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 you 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:

- Practical Projects
- Documentation, logs and archives
- Practical demonstrations
- Portfolios
- Essays
- Presentations, individual and group
- Viva voce
- Testing
- Online assessment
- 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 (UCLan)

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. £50-£300).

