

IMPORTANT INFORMATION ABOUT YOUR COURSE

BA (HONS) MUSIC PRODUCTION

COURSE DESCRIPTION

Elevate Your Music Production Game!

Are you ready to take your music production skills to the next level? BA (Hons) Music Production is designed to equip you with the tools and professional techniques needed to create world-class productions. Learn the intricacies of production and mixing; master your tracks to perfection; discover the secrets of successful distribution through our in-house label.

Whether you're at the start of your journey or an experienced producer, our expert tutors will guide you every step of the way. Join our community of talented producers 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

Production (40 credits) – This module is designed to develop your skills as a producing artist and music creator. You'll explore creative approaches and strategies employed by notable artists and producers alongside developing your own production techniques using professional music production software. Whatever your genre, style, or specialism this module will help you to develop your own recognisable and personal style as a producer.

Working in the Studio (40 credits) – This is a hands-on experience in real-world recording studio facilities. In this module you'll learn the skills needed to take your productions out of the box and into the studio. You'll learn creative and practical techniques for studio-based production in managing live sessions with individual or multiple artists and explore microphones and studio hardware to develop the expertise to produce music that showcases your unique creative voice.

Mixing (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 and develop your technical and creative abilities while exploring the role mix engineers play in the music industry.

Professional Development (20 credits) – Study marketing and release strategies to build a professional online presence. This module will help you develop the skills needed to succeed in today's music industry. You'll explore proven methods for strategically marketing your artistic brand across digital channels and gain insights into effective release campaigns that can increase your music's reach and impact. You'll explore how the internet has changed the musical landscape through research and start building your own online brand and platform to showcase your music and achievements.

YEAR 2

Studio Production (40 credits) – This module opens up more advanced studio facilities and exposes you to the recording studio as a creative space. Experimenting with studio hardware and software, exploring the acoustic properties of the live room to capture performances is all geared toward adding sophistication and complexity to your production work, developing a more individual sound palette to make your music stand out.

Sound Design (40 credits) – This module explores the relationship between sound, visuals, and technology. You'll examine how notable artists and professionals combine music, sound, and visuals.



You'll learn practical skills and techniques to manipulate and shape sound content and sync it to visual media. Driven by a mix of samples, synthesis and software instrumentation you will create soundscapes and musical pieces for both traditional video content and interactive non-linear applications.

Professional Preparation (20 credits) – In this employability-focussed module, you'll work on a real-world project for an actual client. Lectures will cover relevant creative practices to prepare you for the project. You'll receive feedback through one-on-one tutoring and peer review sessions as you work independently on the project.

Creative Composition (20 credits) – Expanding your toolkit of composition and production techniques, this module will help you build on the composition and music production skills developed your first-year production work, refining your ability to create original music compositions and polished productions. In addition, there is also a strong industry focus, examining and producing commercial arrangements working to TV and film briefs and delivery standards.

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 and in consolidating skills and knowledge gained throughout the programme.

Advanced Studio Production (20 credits) – This is the culmination of your studio and production work throughout the course. Learning and producing work in our most advanced studios to consolidate the level of detailed knowledge and experience required to prepare you for a successful career in the music industry.

Music Mastering (20 credits) – This is the finishing touch. Delivered in our dedicated mastering studio, this module examines the role of a Mastering Engineer, developing advanced critical skills and detailed knowledge to take your music to a professional standard release ready level.

Professional Portfolio (40 credits) – This module develops your skills and knowledge in presenting an analytical research proposal, initiating the development of a professional body of work, investigating methodologies for vocational aspirations through independent study, appraising the skills necessary for producing a contextual report following academic conventions, and exploring current business practices.

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.

Lectures, workshops, and tutorials take place in our fully equipped labs and studios. Flexible access to studio and practical facilities, allow you to establish, practice and develop 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 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.

Written assessment methods include technical logs, reports, essays, and written evaluations. Oral assessment methods include presentations, pitches, and viva voces. Coursework Assessments include compositions, recordings, audio visual works and web design.

COURSE DETAILS

Award to be received on successful completion: BA (Hons) Music 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 wish to purchase a computer or laptop to use at home.

You may find it beneficial to invest in additional equipment and/or study resources to support your learning at home. Examples of these are:

- Portable Hard Drive for Storage 2TB (£50-£100)
- Headphones (£50 - £300)

Additionally, there may be the option of attending events outside of Futureworks which would further enhance your studies. Example trips are:

- Royal Northern College of Music (RNCM) Music Archive: no additional cost
- Sacred Trinity Church visit: no additional cost
- Recording around locations in Manchester: no additional cost

