

Creative Music Production & Sound Engineering

Overview

Our brand new Creative Music Production & Sound Engineering programme is a focused, collaborative, and practice based course that gives you an opportunity to hone your craft as a sound engineer, a music producer and a master of music technology. You will compose, record, produce, mix and master your way through the latest technology, while honing your skills as an audio professional.

You'll be creating a wealth of audio material for your public-facing portfolios whilst broadening your perspective on the creative techniques and practices necessary to pursue a rewarding career in audio production. Most importantly you'll be learning to think critically about your own work and the work of others through constant feedback and reflection.

Projects

You don't get better at producing music by simply listening to veterans talk about it. You get better by making music! Non stop, all the time!

Our courses are proudly project-based, meaning that everything about them is designed around the projects you will work on. We put a heavy emphasis on cross-disciplinary productions that require you to collaborate with students from the both the Music and Film schools.

Your project work will be supported by a series of studio and classroom workshops facilitated by industry professional tutors along with developmental workshops which are facilitated by advisors.

Modules

Every module of study is completed by undertaking a project in the development stream, these are demarcated by the codes "SYNC1" etc.. The following is a glance at the three-year workshop schedule for the Creative Music Production & Sound Engineering programme starting in Fall 2019. We are constantly developing and improving our courses, so expect changes to the details, particularly in years Two and Three.

Year One (HE Certificate)

Semester One		Semester Two	
Development SYNC1: Create SYNC2: Craft SYNC3: Explore		Development SYNC4: Shape SYNC5: Locate	
Studio Recording Principles		Studio Recording Practice	Mixing Principles
Audio Production		Acoustics	
Sequencing, Synthesis and Sampling		Sound Design I	
Composition and Arrangement I	Music and Culture I	Music Industry	Building an Artist / Producer Profile

(Continued on next page...)

Year Two (HE Diploma)

Semester One	Semester Two
Development CMPD1: Produce BIND1: Define	Development DMPD2: Land BIND2: Venture
Mixing Practice	Critical Listening and Mastering
Studio Production Practice	Audio Production for Media
Composition and Arrangement II	
Music and Culture II	Entrepreneurship and Enterprise

Year Three (Honours)

Semester One	Semester Two
PUSH1: Frame Research and Development	PUSH3: Launch - Product Launch
PUSH2: Invent - Advanced Production	
PUSH4: Option I: Process	
PUSH5: Option II: Dissertation	