

## Programme Specification

<b>1.</b>	<b>Programme title</b>	MA Audio Production MA Audio Production with Professional Placement
<b>2.</b>	<b>Awarding institution</b>	Middlesex University
<b>3a</b>	<b>Teaching institution</b>	Middlesex University: London
<b>3b</b>	<b>Language of study</b>	English
<b>4a</b>	<b>Valid intake dates</b>	September
<b>4b</b>	<b>Mode and duration of study</b>	FT – 1 Year PT – 2 Years FT with Professional Placement – 2 Years PT with Professional Placement – 3 Years
<b>4c</b>	<b>Delivery method</b>	On-campus/Online
<b>5.</b>	<b>Professional/Statutory/Regulatory body (if applicable)</b>	N/A
<b>6.</b>	<b>Apprenticeship Standard (if applicable)</b>	N/A
<b>7.</b>	<b>Final qualification(s) available</b>	MA Audio Production MA Audio Production with Professional Placement PGDip Audio Production PGDip Audio Production with Professional Placement PGCert Creative Technologie
<b>8.</b>	<b>Academic year effective from</b>	2026/27

<b>9.</b>	<b>Criteria for admission to the programme</b>
	<p><b>Appropriate qualifications or experience:</b></p> <ul style="list-style-type: none"> <li>We celebrate inclusivity and diversity and welcome applicants without the normal qualifications, but who have extensive and substantial work experience in appropriate fields.</li> <li>A good undergraduate degree (normally a 2:2 or better) in a subject-specific or related design subject, or a recognised, equivalent professional qualification.</li> </ul>

- Applicants with a good undergraduate degree in an unrelated subject but with substantial professional experience within the field of music or sound, and able to demonstrate an aptitude for working in the subject at postgraduate level.
- In all cases, admission to the programme is dependent on:
  - evidence of subject-related knowledge and skills, and of critical subject engagement, demonstrated through an annotated digital portfolio of relevant academic and professional work submitted in a suitable format.
  - sufficient command of the English language. Applicants for whom English is not their first language must provide evidence of attainment to an IELTS overall score of 6.5 (with 6.0 in each component), or equivalent qualification.
  - at least 1 supportive academic, and/or where relevant, professional reference.

The University aims to ensure that its admissions processes are fair, open and transparent and aims to admit students who, regardless of their background, demonstrate potential to successfully complete their chosen programme of study where a suitable place exists and where entry criteria are met. The University values diversity and is committed to equality in education and students are selected on the basis of their individual merits, abilities and aptitudes. The University ensures that the operation of admissions processes and application of entry criteria are undertaken in compliance with the Equality Act.

We take a personalised but fair approach to how we make offers. We feel it's important that our applicants continue to aspire to achieving great results and make offers which take into account pieces of information provided to us on the application form. This includes recognition of previous learning and experience. If you have been working, or you have other learning experience that is relevant to your course, then we can count this towards your entry requirements and even certain modules once you start studying.

## **10. Aims of the programme**

The programme aims to develop audio professionals with advanced technical, creative, and critical skills for a wide range of contemporary sound practices. Students explore and apply production techniques across studio recording, live events, immersive audio, and sound design, while engaging critically with the cultural, technological, and professional contexts of audio. Students integrate advanced workflows in multitrack production, mixing, location recording, and spatial audio. The programme balances craft with innovation, fostering experimentation alongside industry-ready skills that prepare graduates for careers across music, film, broadcasting, interactive media, and live performance.

Ethical, inclusive, and environmentally responsible practice is embedded throughout the curriculum, ensuring graduates are equipped to contribute responsibly and imaginatively to the evolving audio industries.

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## **11. Programme learning outcomes**

### **A. Knowledge and understanding**

On completion of this programme the successful student will be able to:

1. Analyse audience insights and platform affordances to inform audio-content strategies
2. Evaluate emerging recording and post-production technologies in creative project

3. Appraise industry trends and utilise industry knowledge to position audio work
4. Integrate ethical, inclusive and sustainable considerations into audio workflows
5. Reflect critically on personal practice to inform professional growth and career sustainability

## B. Skills

On completion of this programme the successful student will be able to:

1. Create professional sonic experiences to engage audiences
2. Design efficient audio production pipelines and workflows
3. Consider and utilise generative AI and immersive audio tools to enhance creative possibilities
4. Lead on audio work in multidisciplinary project teams applying agile methods and reflective practice
5. Communicate complex creative and technical ideas to specialist and non-specialist stakeholders

## 12. Teaching/learning methods

Students learn through a combination of:

Interactive lectures  
 Seminars  
 Experiential activities  
 Practical workshop activities  
 Work in progress crits  
 Independent study

In term 3 project supervision and project stand ups are used as part of the teaching and learning practice.

<sup>1</sup> Approx. number of timetabled hours per week (at each level of study, as appropriate), including on-campus and online hours	FT 10	PT 5
Approx. number of hours of independent study per week (at each level of study, as appropriate)	FT 30	PT 15
Approx. number of hours on placement (including placement, work-based learning or year abroad, as appropriate).	FT varies - see 13c	PT varies - see 13c

## 13. Employability

### 13a Development of graduate competencies

**Leadership and Influence:** When working on their Major Project, students are encouraged to direct a team of collaborators allowing them to gain experience assembling and leading a large and diverse team of practitioners. The shared core module on business skills provides students with the skills needed to run their own business.

<sup>1</sup> This information will be used as part of our submission to Discover Uni (previously Unistats).

**Entrepreneurship:** Students engage in scaffolded pitching exercises, focused on selling their ideas to an audience, including their peers, employers and external clients. In the shared core module on business skills, they are taught to take account of market dynamics, and consider the practicalities of operating as a freelancer and forming their own business.

**Communication, Empathy, and Inclusion:** Group presentations and pitches foster empathic, inclusive, and assertive soft skills essential for effective communication and collaboration.

**Curiosity and Learning:** Modules stimulate curiosity by exposing students to a wide array of forms, genres and traditions.

**Collaborative Innovation:** Students are encouraged to collaborate on projects across their own cohort and other disciplines.

**Resilience and Adaptability:** Resilience and adaptability are explicitly addressed in all our specialist modules, each of which asks students to present pitches and works-in-progress. This emphasises the importance of constructive feedback and fostering trust in the learning environment. Students are encouraged to embrace challenges and iterate on their creative outputs, understanding that setbacks are part of the creative process.

**Technological Agility:** Students are supported throughout their studies to develop technological agility through a combination of practice and conceptualisation across various industry standard software tools. This equips them to navigate different tools comfortably and adapt to new ones efficiently. Students will be asked to critically assess the suitability of different software for confronting different tasks, problems and desired effects.

**Problem Solving and Delivery:** Students engage in problem-solving, learning to adapt and seek creative solutions. They learn and develop project management methodologies and tools to deconstruct tasks, prioritise, and schedule effectively, facilitating project delivery. Students are exposed to timekeeping and scheduling strategies used in industry, and through our robust feedback process and tutorials, will be provided with the technological and intellectual toolkits necessary to solve practical and creative problems that arise throughout creative projects.

### **13b Employability development**

Students will take at least one of three work experience modules (either 15 or 30 credits) and have the opportunity to be placed on active projects through the MDX Studios scheme. Modules on business skills and AI also teach the students about the realities of working in the industry.

Production pipelines on the projects mimic real-world industry workflows.

### **13c Placement and work experience opportunities (if applicable)**

Students will take at least one of three work experience modules (between 15 and 30 credits) and will have the opportunity to be placed on active productions through the MDX Studios scheme.

### 13d Future careers / progression

- Audio recording and industry work
- Producer or sound lead for studio work
- Leadership and management of sound and audio for events and performance and for venues
- Recording engineer and post-production work
- Professional roles and work related to sound and technology domains more broadly

### 14. Assessment methods

### 15. Programme structure (level of study, modules, credits and progression requirements)

#### 15a Structure of the programme.

#### Full time structure

	Semester 1		Semester 2		Semester 3
Level 7 (Year 1)	Weeks 1-6 <b>Storytelling and Worldbuilding</b> 15 credits Compulsory	Weeks 7-12 <b>Live Events Sound and Systems</b> 15 credits Compulsory	Weeks 13-18 <b>Business Skills for Creative Practice</b> 15 credits Compulsory	Weeks 19-24 <b>30 credits total from:</b> <b>Pro-tools Fundamentals</b> 15 credits Optional  <b>Sound Recording for Media</b> 15 credits Optional  <b>Work Experience 1</b> 15 credits Optional  <b>Work Experience 2</b> 30 credits Optional  <b>Work Experience 3</b> 15 credits Optional	Weeks 25-36 <b>Major Project</b> 60 credits Compulsory

	<b>Creative Practice and AI</b> 15 credits Compulsory	<b>Post-Production Mixing &amp; Sound Design</b> 15 credits Compulsory	<b>Immersive Audio Installations</b> 15 credits Compulsory		
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Students MUST take **one** Work Experience module.

Students choosing the 15 cps (rather than 30 cps) Work Experience module, must also select one from:

- ProTools Fundamentals
- Sound Recording for Media

Full time structure with Professional Placement

	Semester 1		Semester 2		Semester 3
Level 7 (Year 1)	Weeks 1-6 <b>Storytelling and Worldbuilding</b> 15 credits Compulsory	Weeks 7-12 <b>Live Events Soun and Systems</b> 15 credits Compulsory	Weeks 13-18 <b>Business Skills for Creative Practice</b> 15 credits Compulsory	Weeks 19-24 <b>30 credits total from:</b> <b>Pro-tools Fundamentals</b> 15 credits Optional <b>Sound Recording for Media</b> 15 credits Optional <b>Work Experience 1</b> 15 credits Optional <b>Work Experience 2</b> 30 credits Optional <b>Work Experience 3</b> 15 credits Optional	Weeks 25-36 <b>Preparing for the Professional Placement</b> 0 credits Compulsory
	<b>Creative Practice and AI</b> 15 credits Compulsory	<b>Post-Production Mixing &amp; Sound Design</b> 15 credits Compulsory	<b>Immersive Audio Installations</b> 15 credits Compulsory		

	Semester 1 Weeks 1-6 and Weeks 7-12	Semester 2 Weeks 13-18 and Weeks 19-24	Semester 3 Weeks 25-36
Level 7 (Year 2)	<b>Work Experience 5</b> 0 credits Optional		<b>Major Project</b> 60 credits Compulsory
	<b>Work Experience 4</b> 0 credits Optional	<b>Work Experience 4</b> 0 credits Optional	

Indicative Part time structure

	Semester 1		Semester 2		Semester 3	
Level 7 (Year 1)	Weeks 1-6 <b>Storytelling and Worldbuilding</b> 15 credits Compulsory	Weeks 7-12 <b>Live Events Soun and Systems</b> 15 credits Compulsory	Weeks 13-18 <b>Business Skills for Creative Practice</b> 15 credits Compulsory	Weeks 19-24 <b>15 credits total from:</b> <b>Pro-tools Fundamentals</b> 15 credits Optional <b>Sound Recording for Media</b> 15 credits Optional <b>Work Experience 1</b> 15 credits Optional <b>Work Experience 2</b> 30 credits Optional <b>Work Experience 3</b> 15 credits Optional		

	Semester 1		Semester 2		Semester 3	
Level 7 (Year 2)	Weeks 1-6 <b>Creative Practice and AI</b> 15 credits Compulsory	Weeks 7-12 <b>Post-Production Mixing &amp; Sound Design</b> 15 credits Compulsory	Weeks 13-18 <b>Immersive Audio Installations</b> 15 credits Compulsory	Weeks 19-24 <b>15 credits total from:</b> <b>Pro-tools Fundamentals</b> 15 credits Optional	<b>Major Project</b> 60 credits Compulsory	

				<b>Sound Recording for Media</b> 15 credits Optional  <b>Work Experience 1</b> 15 credits Optional  <b>Work Experience 2</b> 30 credits Optional  <b>Work Experience 3</b> 15 credits Optional	
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Indicative Part time structure with Professional Placement

	Semester 1		Semester 2	Semester 3
Level 7 (Year 1)	<b>Weeks 1-6</b>  <b>Storytelling and Worldbuilding</b> 15 credits Compulsory	<b>Weeks 7-12</b>  <b>Live Events Soun and Systems</b> 15 credits Compulsory	<b>Weeks 13-18</b>  <b>Business Skills for Creative Practice</b> 15 credits Compulsory	<b>15 credits total from:</b>  <b>Pro-tools Fundamentals</b> 15 credits Optional  <b>Sound Recording for Media</b> 15 credits Optional  <b>Work Experience 1</b> 15 credits Optional  <b>Work Experience 2</b> 30 credits Optional  <b>Work Experience 3</b> 15 credits Optional

	Semester 1		Semester 2		Semester 3
Level 7 (Year 2)	Weeks 1-6 <b>Creative Practice and AI</b> 15 credits Compulsory	Weeks 7-12 <b>Post-Production Mixing &amp; Sound Design</b> 15 credits Compulsory	Weeks 13-18 <b>Immersive Audio Installations</b> 15 credits Compulsory	Weeks 19-24 <b>15 credits total from:</b> <b>Pro-tools Fundamentals</b> 15 credits Optional  <b>Sound Recording for Media</b> 15 credits Optional  <b>Work Experience 1</b> 15 credits Optional  <b>Work Experience 2</b> 30 credits Optional  <b>Work Experience 3</b> 15 credits Optional	Weeks 25-36 <b>Preparing for the Professional Placement</b> 0 credits Compulsory

	Semester 1 Weeks 1-6 and Weeks 7-12	Semester 2 Weeks 13-18 and Weeks 19-24	Semester 3 Weeks 25-36
Level 7 (Year 3)	<b>Work Experience 5</b> 0 credits Optional		<b>Major Project</b> 60 credits Compulsory
	<b>Work Experience 4</b> 0 credits Optional	<b>Work Experience 4</b> 0 credits Optional	

### 15b Levels and modules

Level 7

Compulsory (Core)	Optional (Elective)*	Progression requirements
Storytelling & Worldbuilding	ProTools Fundamentals	Students must pass at least 90 credits before progressing to the Major Project module.
Creative Practice and AI	Sound Recording for Media	

Business Skills for Creative Practice	Work Experience 1	Students on the Professional Placement (2 year) version of the programme must pass at least 90 credits before progressing onto the Professional Placement module(s) (ACI4421 or ACI4422).
Post-Production Mixing & Sound Design	Work Experience 2	
Live Events Sound and Systems	Work Experience 3	
Immersive Audio Installations Major Project		

\*Please refer to your programme page on the website re availability of option modules

<b>15c Non-compensatory modules</b>	
<b>Module level</b>	<b>Module code</b>
7	Post-Production Mixing & Sound Design
7	Live Events Sound and Systems
7	Immersive Audio Installations

<p><b>16. Programme-specific support for learning</b></p> <ul style="list-style-type: none"> <li>• Induction/orientation programmes for facilities</li> <li>• Programme-dedicated resource rooms: studios, 2 postproduction sound suites, 3 sound recording suites, multiple editing suites, equipment store</li> <li>• Academic advising</li> <li>• Direct communication with tutors and technicians via e-mail</li> <li>• Access to virtual learning environment &amp; learning support platform (My Learning) to support tutor/learner interaction</li> <li>• Technical staff</li> <li>• Programmes of visiting external speakers from industry</li> <li>• MDX Studios initiative providing access to industry professionals and real-world productions</li> </ul> <p>In addition to the academic and technical staff aligned to the programme, students are supported in their learning by staff in Library Resources as follows:</p> <ul style="list-style-type: none"> <li>• Library Resources, e.g., specialist books, journals, videos, DVDs, slides, special collections (including electronic versions)</li> <li>• Online reading lists for each module accessible via My Learning</li> <li>• Subject-dedicated librarian</li> <li>• Special induction sessions provided by the Library Resources</li> </ul>
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<b>17. HECos code(s)</b>	100222 = Audio technology 40% 100223 = Music Production 30%
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	100221 = Music technology 30%
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<b>18. Relevant QAA subject benchmark(s)</b>	<ul style="list-style-type: none"> <li>• Music</li> <li>• Communication, Media, Film and Cultural Studies</li> </ul>
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<b>19. University Regulations</b>
This programme will run in line with general University Regulations: <a href="#">Policies   Middlesex University</a>

<b>20. Reference points</b>
<a href="#">University regulations</a> <a href="#">Middlesex Learning and Quality Enhancement Handbook (LQEH)</a> <a href="#">Education for Sustainable Development</a> <a href="#">QAA Qualification Characteristics Statement, 2020</a> <a href="#">Knowledge into Action, Middlesex University Strategy 2031</a>

<b>21. Other information</b>
N/A

Please note programme specifications provide a concise summary of the main features of the programme and the learning outcomes that a typical student might reasonably be expected to achieve if they take full advantage of the learning opportunities that are provided. More detailed information about the programme can be found in the rest of your programme handbook and the university regulations.

## 22. Curriculum map for MA Audio Production

### 22a Programme learning outcomes

Knowledge and understanding	
A1	Analyse audience insights and platform affordances to inform audio-content strategies
A2	Evaluate emerging recording and post-production technologies in creative project
A3	Appraise industry trends and utilise industry knowledge to position audio work
A4	Integrate ethical, inclusive and sustainable considerations into audio workflows
A5	Reflect critically on personal practice to inform professional growth and career sustainability
Skills	
B1	Create professional sonic experiences to engage audiences
B2	Design efficient audio production pipelines and workflows
B3	Consider and utilise generative AI and immersive audio tools to enhance creative possibilities
B4	Lead on audio work in multidisciplinary project teams applying agile methods and reflective practice
B5	Communicate complex creative and technical ideas to specialist and non-specialist stakeholders

Programme learning outcomes									
A1	A2	A3	A4	A5	B1	B2	B3	B4	B5
Highest level achieved by all graduates									
7	7	7	7	7	7	7	7	7	7

## 22b Mapping by level of study and module

Module Title	Module Code by Level of study	A 1	A 2	A 3	A 4	A 5	B 1	B 2	B 3	B 4	B 5
Storytelling & Worldbuilding	ACI4401	X		X						X	X
Creative Practice and AI	ACI4402		X	X	X				X		
Business Skills for Creative Practice	ACI4403			X	X	X					X
Post-Production Mixing & Sound Design	MUS4101		X				X	X	X		
Live Events Sound and Systems	MUS4107	X		X			X			X	
Immersive Audio Installations	MUS4106	X	X			X	X				
Pro-tools Fundamentals	MUS4104		X		X		X	X			
Sound Recording for Media	MUS4105	X		X					X	X	
Work Experience 1	ACI4410			X		X		X			X
Work Experience 2	ACI4411			X		X		X			X
Work Experience 2	ACI4412			X		X		X			X
Major Project *	MUS4110			X		X	X	X			

\* Major Project PLOs will vary between student project