

Programme Specification

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

9. Criteria for admission to the programme

Appropriate qualifications or experience:

- We celebrate inclusivity and diversity and welcome applicants without the normal qualifications, but who have extensive and substantial work experience in appropriate fields.
- A good undergraduate degree (normally a 2:2 or better) in a subject-specific or related design subject, or a recognised, equivalent professional qualification.
- 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 music professionals with the technical, compositional and contextual skills to write and produce music for a wide variety of screen-based music forms. Students explore strategies, workflows and techniques typical to modern production enabling them to compose, structure and integrate music effectively in: Games, documentaries, films, and television.

By embedding industry skills and practice, the programme prepares students to work in the music industry as well as developing their business skills to understand issues around industry roles, contracts, copyright and typical workflows of different industry scenarios.

Ethical responsibility, accessibility, and sustainable practice underpin the programme throughout, equipping students to contribute meaningfully to the future of screen music production.

11. Programme learning outcomes

A. Knowledge and understanding

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

1. Create professional linear or non-linear 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

B. Skills

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

1. Create professional linear or non-linear 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.

¹ 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). <i>Where relevant, provide further details under 13c below.</i>	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.

Entrepreneurship: Students engage in scaffolded pitching exercises, focussed 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

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

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

- Composer, or music creator, for film, animation, games
- Sound lead for screen industry work
- Sound lead for studio 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 1	Semester 2	Semester 2	Semester 3
Storytelling and Worldbuilding 15 credits Optional Creative Practice and AI 15 credits Compulsory	Digital Music Composition 15 credits Compulsory Post-Production Mixing & Sound Design 15 credits Compulsory	Business Skills for Creative Practice 15 credits Compulsory Audio Implementation for Games 15 credits Compulsory	30 credits total from: Pro-tools Fundamentals 15 credits Optional Sound Recording for Media 15 credits Optional Immersive Audio Installations 15 credits Optional Work Experience 1 15 credits Optional Work Experience 2 30 credits Optional Work Experience 3 15 credits Optional	Major Project Module 60 credits Compulsory

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
- Immersive Audio Installations

Full time structure with Professional Placement

Year 1

Semester 1	Semester 1	Semester 2	Semester 2	Semester 3
Storytelling and Worldbuilding 15 credits Optional Creative Practice and AI 15 credits Compulsory	Digital Music Composition 15 credits Compulsory Post-Production Mixing & Sound Design 15 credits Compulsory	Business Skills for Creative Practice 15 credits Compulsory Audio Implementation for Games 15 credits Compulsory	30 credits total from: Pro-tools Fundamentals 15 credits Optional Sound Recording for Media 15 credits Optional Immersive Audio Installations 15 credits Optional Work Experience 1 15 credits Optional Work Experience 2 30 credits Optional Work Experience 3 15 credits Optional	Preparing for the Professional Placement 0 credits Compulsory

Year 2

Semester 1	Semester 1	Semester 2	Semester 2	Semester 3
Work Experience 5 0 credits Optional Work Experience 4 0 credits Optional		Work Experience 4 0 Credits Optional		Major Project 60 credits Compulsory

Indicative Part time structure

Year 1

Semester 1	Semester 1	Semester 2	Semester 2	Semester 3
Storytelling and Worldbuilding 15 credits Optional	Digital Music Composition 15 credits Compulsory	Business Skills for Creative Practice 15 credits Compulsory	15 credits total from: Pro-tools Fundamentals 15 credits Optional Sound Recording for Media 15 credits Optional Immersive Audio Installations 15 credits Optional Work Experience 1 15 credits Optional Work Experience 2 30 credits Optional Work Experience 3 15 credits Optional	

Year 2

Semester 1	Semester 1	Semester 2	Semester 2	Semester 3
Creative Practice and AI 15 credits Compulsory	Post-Production Mixing & Sound Design 15 credits Compulsory	Audio Implementation for Games 15 credits Compulsory	15 credits total from: Pro-tools Fundamentals 15 credits Optional Sound Recording for Media 15 credits Optional Immersive Audio Installations 15 credits Optional Work Experience 1 15 credits Optional	Major Project 60 credits Compulsory

			Work Experience 2 30 credits Optional Work Experience 3 15 credits Optional	
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Indicative Part time structure with Professional Placement

Year 1

Semester 1	Semester 1	Semester 2	Semester 2	Semester 3
Storytelling and Worldbuilding 15 credits Optional	Digital Music Composition 15 credits Compulsory	Business Skills for Creative Practice 15 credits Compulsory	15 credits total from: Pro-tools Fundamentals 15 credits Optional Sound Recording for Media 15 credits Optional Immersive Audio Installations 15 credits Optional Work Experience 1 15 credits Optional Work Experience 2 30 credits Optional Work Experience 3 15 credits Optional	

Year 2

Semester 1	Semester 1	Semester 2	Semester 2	Semester 3
Creative Practice and AI 15 credits Compulsory	Post-Production Mixing & Sound Design 15 credits Compulsory	Audio Implementation for Games 15 credits Compulsory	15 credits total from: Pro-tools Fundamentals 15 credits Optional Sound Recording for Media 15 credits Optional Immersive Audio Installations 15 credits Optional Work Experience 1 15 credits Optional Work Experience 2 30 credits Optional Work Experience 3 15 credits Optional	Preparing for the Professional Placement 0 credits Compulsory

Year 3

Semester 1	Semester 1	Semester 2	Semester 2	Semester 3
Work Experience 5 0 credits Optional				Major Project 60 credits Compulsory
Work Experience 4 0 credits Optional		Work Experience 4 0 Credits Optional		

15b Levels and modules		
Compulsory (Core)	Optional (Elective)*	Progression requirements
Storytelling & Worldbuilding	Storytelling & Worldbuilding	Students must pass at least 90 credits before progressing to the Major Project module.
Creative Practice and AI	Creative Practice and AI	
Business Skills for Creative Practice	Business Skills for Creative Practice	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	Post-Production Mixing & Sound Design	
Digital Music Composition	Digital Music Composition	
Audio Implementation for Games	Audio Implementation for Games	
Major Project	Major Project	

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

15c Non-compensatory modules	
Module level	Module code
7	Post-Production Mixing & Sound Design
7	Digital Music Composition
7	Audio Implementation for Games

16. Programme-specific support for learning

- Induction/orientation programmes for facilities
- Programme-dedicated resource rooms: studios, 2 postproduction sound suites, 3 sound recording suites, multiple editing suites, equipment store
- Academic advising
- Direct communication with tutors and technicians via e-mail
- Access to virtual learning environment & learning support platform (My Learning) to support tutor/learner interaction
- Technical staff
- Programmes of visiting external speakers from industry
- MDX Studios initiative providing access to industry professionals and real-world productions

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:

- Library Resources, e.g., specialist books, journals, videos, DVDs, slides, special collections (including electronic versions)
- Online reading lists for each module accessible via My Learning
- Subject-dedicated librarian
- Special induction sessions provided by the Library Resources

17. HECos code(s)

100842 = Film music and screen Music 35%
100890 = Film and sound recording 30%
100221 = Music technology 25%
100717 = Visual and audio effects 10%

18. Relevant QAA subject benchmark(s)

Music
Communication, Media, Film and Cultural Studies

19. University Regulations

This programme will run in line with general University Regulations: [Regulations for Taught programmes](#)

20. Reference points

[University regulations](#)
[Middlesex Learning and Quality Enhancement Handbook \(LQEH\)](#)
[Education for Sustainable Development](#)
[QAA Qualification Characteristics Statement, 2020](#)
[Knowledge into Action, Middlesex University Strategy 2031](#)

21. Other information

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 Music and Sound for Screen

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 projects
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 linear or non-linear 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		
Digital Music Composition	MUS4102	X		X			X		X		X
Audio Implementation for Games	MUS4103	X		X			X		X		
Pro-tools Fundamentals	MUS4104		X	X			X	X			
Sound Recording for Media	MUS4105	X		X					X	X	
Immersive Audio Installations	MUS4106	X	X			X	X				
Work Experience 1	ACI4410			X		X		X			X
Work Experience 2	ACI4411			X		X		X			X
Work Experience 3	ACI4412			X		X		X			X
Major Project *	MUS4110			X		X	X	X			

- Major Project PLOs will vary between student projects