

The School of Design, Engineering & Computing

This course provides an in-depth knowledge in key areas of music technology and production. It will prepare you for employment in sectors such as internet distribution, music production and post-production, software engineering for music, composition for new media and related disciplines.

Duration:

1 year full-time, 2 years part-time

Start Date:

September

Entry Requirements:

A BA or BSc with a grade of 2:1 or above in a music and/or audio technology related discipline or practitioners and professionals already employed in the music sector.

If English is not your first language:

IELTS 6.0 (Academic) or above

Contact askBU:

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Open Days

Log on to: www.bournemouth.ac.uk/opendays

For more course information

www.bournemouth.ac.uk/courses/MSDMAF

Course Overview

This course provides an in-depth knowledge in key areas of music technology and production. It prepares students for employment in sectors such as internet distribution, music production and post-production, software engineering for music, composition for new media and related disciplines. This course takes into account the radical changes in the music industry from an offline model (CD sales and radio) to an online dematerialised model bringing new challenges and opportunities.

The music and audio industries are taking new directions: content is increasingly created and shared collaboratively through online mediums, artists are not distributing CDs anymore but rather self-publish themselves over personal websites, music is more than ever present everywhere whilst generating revenues from it is increasingly challenging. The above criteria are leading to a complete re-questioning and re-structuring of the music and audio industries, which is the core research question of this course.

This course offers a mix of practice based research through the use of state of the art audio production facilities and taught classes by academics and industry experts. This course offers six taught units and is complemented by an independent project, which can be a dissertation, a portfolio of work, a software application or a combination of deliverables.

This course is aimed at students who have completed a BA or BSc in music and/or audio technology related disciplines, practitioners and professional already employed in the music and audio business sectors looking for additional theoretical and practical knowledge and teachers and lecturers looking for additional, specialised education.

Course content:

Intellectual Property in the Digital Economy

An understanding of the principles of intellectual property law (such as copyright, trademarks, confidentiality and related e-commerce regulation) has become indispensable for professionals aiming for a career in the digital economy. This unit will provide a thorough grounding and critical appreciation of legal sources, regulatory environment and strategic impact on business decisions.

Digital Music Production

This unit will allow you to develop advanced skills in audio recording, editing and processing.

The unit will cover several aspects of digital music production leading to the creation of a studio recording ready for commercial distribution. The unit also covers studio building, scheduling and management.

Online Distribution

This unit will develop advanced skills in online content distribution technologies.

The unit will cover several aspects relating to the formatting (encoding, metadata), storage, distribution (streaming or storage) and presentation (front end interface) of digital content such as audio and video over networks.

Sound Aesthetics

The aim of this unit is to introduce potential theoretical determinants underlying practical production work.

It is essential to explore a range of practical applications based on technology and knowledge developed elsewhere in this degree in conjunction with an understanding of aesthetics of sound.

At this level of study it is imperative in order to understand the wider context of such aesthetic concepts. Where technology can be seen to develop 'cause', this unit seeks to deepen your understanding of sound by a shift in focus to intended 'effect'.

Computer Music Technology

In recent years computer technology has matured to the point where it is now pervasive in many areas of music technology.

Today computers are extensively used in music production, sound design, live sound and increasingly in music composition. As a result many computer-based music technologies have become available that can perform similar task.

The key to being an effective music technologist/producer today is the ability to evaluate the available computer-based technology for a given task and choosing the best implementation for a particular application.

Research Methods

You will develop key research skills in areas such as literature reviews, critical analysis of research findings, project proposals, planning, experiment design and analysis, and dissemination. This unit will adequately prepare you for writing a project proposal and for conducting and disseminating the Masters project.

Entry requirements

A BA or BSc with a grade of 2:1 or above in a music and/or audio technology related discipline or practitioners and professionals already employed in the music sector. have gained an undergraduate degree in the fields of humanities or science

Background & Experience

We want committed, enthusiastic students who are going to make a real difference to the course they are studying. Our students learn from each other, as well as our academic staff, so it is really important to us that you can show us how much you care about the course you are interested in. Your personal statement is a great place to do this. Tell us about your personal achievements or any relevant work experience you have done, and show us how they make you the ideal candidate for a place on the course.

For the MSc Digital Music & Audio Production we are also looking for applicants who have relevant work experience or seeking to gain knowledge in the field of Digital Music Production. We welcome applicants who are interested in gaining research/analytical skills in the field of Digital Music Production.

You could be looking for a change of career and gain insightful knowledge in the field of Digital Music Production or a music professional who would like to upgrade/refresh their knowledge and skills.

Course Provision

This course offers a mix of practice based research through the use of state of the art audio production facilities and taught classes by academics and industry experts. This course offers six taught units and is complemented by an independent project, which can be a dissertation, a portfolio of work, a software application or a combination of deliverables.

Please note

The University reserves the right to introduce changes to the information given, including the addition, withdrawal, re-location or restructuring of courses.

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