Undergraduate Programme Specification

Session	2026/27	**Last Modified**	June 2025
Named Award Title: Level 9.	BA Music Performance BA Music Industries BA Sound Production		
Award Title for Each Award:	BA Music Performance Hons BA Music Industries Hons BA Sound Production Hons		
Date of Validation / Approval:	Level 9 - 25th April 2022/ Level 10 – June 2025		
Details of Cohorts Applies to:			
Awarding Institution/Body:	University of the West of Scotland		
Teaching Institution(s)[1]:	New College Lanarkshire		
Language of Instruction & Examination:	English		
Award Accredited By:	**University of the West of Scotland**		
Maximum Period of Registration:	Authorised Interruption Guidance notes (uws.ac.uk)		
Duration of Study:	Level 9, 1 year. Level 10, 1 year.		
Mode of Study:	Full Time		
Campus(es):	**New College Lanarkshire:** Motherwell & Cumbernauld Campuses		
School:	**Business and Creative Industries**		
Programme Board:	**Arts Media**		
Programme Leader:	**Paul McGeechan**		

15. Admission Criteria
Candidates must be able to satisfy the general admission requirements of the University of the West of Scotland as specified in Chapter 2 of the University Regulatory Framework together with the following programme requirements:

[1] University of the West of Scotland and include any collaborative partner institutions involved in delivery.

SQA National Qualifications:

HND Music or

HND Music Business or

HND Sound Production

Candidates with related Higher National Diploma awards (for example HND Creative Industries: Media and Communication, HND Creative Industries: Television, HND Creative Industries: Radio) along with relevant experience may also be considered on a case-by-case basis.

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or GCE

[click here to add detail]

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or SQA National Qualifications/Edexcel Foundation

[click here to add detail]

Other Required Qualifications/Experience

[click here to add detail]

Further desirable skills pre-application (i.e. to satisfy additional PSRB requirements or other)

[click here to add detail]

16	**General Overview** The Creative Industries contribute more that £5bn annually to the Scottish economy and have been identified as one of seven key growth sectors by the Scottish Government (ScotGov, 2019). Within that context, the music industries play a pivotal role both in their own right, and as 'service' industries to many other parts of the creative sector e.g. Film & TV, Games, and Events. The BA Music Performance, Music Industries and Sound Productions courses are a bespoke suite of awards targeted primarily at students progressing from Higher National Diploma courses in Music, Music Business and Sound Production programmes delivered at New College Lanarkshire and other FE institutions in Scotland. The primary purpose of the courses is to prepare graduates for working in the music and wider creative industries in their chosen specialism or for progression to Year 4 of Commercial Music at UWS. The three courses share a common core of three modules, with two 'specialist core' modules in each strand along with one optional module. All students will undertake three core modules: • Collaborative Project • Specialist Industry Project • Music Research Practice This core will develop students' underpinning academic and vocational knowledge whilst also giving them an opportunity to practice and enhance critical industry-related skills including collaborative working, project planning and management, entrepreneurialism and networking. The 'specialist core' modules within each of the three strands are designed to cover specific skills relating to the named awards (performance skills, business/industry-related skills or sound production skills) whilst the optional modules provide an opportunity for the students to have an important input to the design of their own studies and further enhance knowledge in specialist areas.
17	**Graduate Attributes, Employability & Personal Development Planning**
	The courses are designed with sustainable employability at their core. From the outset students are encouraged to consider themselves as professionals in training as well as students. All projects they undertake are 'industry facing', with explicit requirements for outputs to reach beyond the borders of NCL and UWS to commercial/online markets.

Through undertaking these courses there is an opportunity for students to develop all underpinning attributes, key skills and competencies from 'I am UWS':

I am UWS	Academic	Personal	Professional
UNIVERSAL	Critical Thinker Analytical Inquiring	Emotionally intelligent Ethically-minded Culturally aware	Collaborative Research-minded Socially responsible
WORK-READY	Knowledgeable Digitally literate Problem-solver	Effective communicator Influential Motivated	Potential leader Enterprising Ambitious
SUCCESSFUL	Autonomous Incisive Innovative	Creative Imaginative Resilient	Driven Daring Transformational

Some specific examples include:

Ethically-minded: In addition to specific module content around ethics in *Music Research Practice*, all students are required as part of their *Specialist Industry Project* module to carry out a sustainability impact assessment on their proposed project.

Collaborative/Effective Communicator: Collaboration is at the heart of almost all aspects of the music and wider creative industries. There are numerous opportunities for students to collaborate with fellow students and industry practitioners throughout the course, with particular emphasis on this in the *Collaborative Project* module.

Autonomous: Whilst there are robust support and mentoring mechanisms in place throughout the course, students are required to take responsibility for their own learning, decision making and projects outcomes. This is a particular feature of the *Specialist Industry Project* module where students define and justify their own success criteria and reflect on this with the support of the staff team through a viva voce.

Elements of **Professional Development Planning** are embedded in all modules, with particular focus on this process in the core **Specialist Industry Project** module.

18	**Work Based Learning/Placement Details**

	In the *Specialist Industry Project* and *Music Industry Networking* modules. There are a wide range of employers, industry practitioners and organisations who will engage with the students throughout the delivery of various modules and through a range of well-established extra-curricular opportunities at NCL. Some examples include: **Chem 19/Last Night From Glasgow:** Students will engage in a project to record and mix tracks by artists from the LNFG label at Chem 19 recording studio in collaboration with award-winning producer Paul Savage **Hebcelt:** Students will have the opportunity to work with the production team at the Hebcelt festival on the Isle of Lewis over the five days of the festival undertaking a range of duties relating to the successful operation of the festival. **Guest Speakers/Workshops:** There are numerous industry practitioners and representatives who will engage with students in a variety of lecture, workshop and Q&A formats.
19	**Attendance and Engagement**
	In line with the Student Attendance and Engagement Procedure, Students are defined as academically engaged if they are regularly engaged with timetabled teaching sessions, course-related learning resources including those in the Library and on the VLE, and complete assessments and submit these on time. For the purposes of this programme, academic engagement equates to the following: New College Lanarkshire is committed to providing opportunities for learning in a caring and supportive environment which respects the individual. The Learner Attendance Policy and Procedure is designed to assist the College to enable students to achieve their full potential. The College has an obligation to comply with the funding guidelines and policies issued to them by the Scottish Funding Council and the Student Awards Agency for Scotland. Where a student is studying less than a full-time course or on a short course, the allowable number of self-certificated and authorised absences will be pro-rata. A full time course is defined as lasting 36 College weeks: 12 week full-time course AND part time study 3 self-certificated absences 2 weeks maximum absence allowed on medical grounds 18 week full time course 5 self-certificated absences

	2.5 weeks maximum absence allowed on medical grounds 36 week full time course: 1st semester 5 self-certificated absences 2nd semester 5 self-certificated absences 5 weeks maximum absence allowed on medical grounds Students must arrive on time for classes. Late arrival in excess of 15 minutes or leaving class early in excess of 15 minutes will be recorded as such in attendance registers. The department can review reports including information on late arrival, early leaving and absences. If a student is late, leaves early or is absent more than 3 times, the department management team will discuss this issue with the student and will take appropriate action. In exceptional circumstances, absence for periods in excess of the allowable days/instances may be authorised by the student's Academic Leader. If a student requires an authorised absence beyond the allowable days/instances, they must contact their Academic Leader in advance or on the first day of the absence. A student will not be granted authorised absences retrospectively. Exceptional authorised absences cannot be issued for periods of sickness of the student (except where it is part of a reasonable adjustment). However, in cases of sick dependents, the student must contact the Academic Leader immediately and one day may be authorised to allow arrangements to be put in place.
20	**Equality and Diversity**
	The University's Equality, Diversity and Human Rights Procedure can be accessed at the following link: UWS Equality, Diversity and Human Rights Code. Please detail any specific arrangements for this programme. This should be considered and not just refer the reader to the UWS Equality and Diversity policy. New College Lanarkshire positively promotes equality and diversity for all. Our aim is to cultivate and maintain an environment which is welcoming, embracing and inclusive for all staff, students and partners. We are committed to promoting equality of opportunity and adhering to our legislative responsibilities in a culture which celebrates diversity. This programme has been designed to ensure that there are no unnecessary barriers to learning or assessment. The individual needs of learners will be taken into account when

	planning learning experiences, selecting assessment methods or considering alternative evidence. Assessment arrangements allow students who are disabled, and/or have been identified as having additional support needs, appropriate arrangements to access the assessment without compromising its integrity.

Programme structures and requirements, SCQF level, term, module name and code, credits and awards (Chapter 1, Regulatory Framework)

21	**Learning Outcomes (Maximum of 5 per heading)**
	Outcomes should incorporate those applicable in the relevant QAA Benchmark statements. Please ensure that Learning Outcomes are appropriate for the level of study. Further information is available via SCQF: https://scqf.org.uk/support/support-for-educators-and-advisers/support-for-colleges-heis/ and a Level Descriptors tool is available (SCQF Level Descriptors Tool | Scottish Credit and Qualifications Framework) and ensure appropriate cognisance of Chapter 1, Regulatory Framework. https://www.uws.ac.uk/media/6514/regulatory-framework-2023-2024.pdf

	SCQF LEVEL 9 **Learning Outcomes (Maximum of 5 per heading)**
Knowledge and Understanding	
A1	Demonstrate an integrated knowledge, critical understanding and overall appreciation of the major theories, principles and concepts within music, music performance, music industries and audio technology.
A2	Demonstrate an overall appreciation and critical understanding of the relationship between music, music performance, music industries and sound production.
A3	Demonstrate a critical understanding of the principle theories, concepts, and terminology associated with the creative and music industries.
A4	Demonstrate an overall appreciation of key individual roles in the production process within the creative and music industries.
A5	Demonstrate a broad knowledge of the historical evolution of particular genres, aesthetic traditions, and forms of music cultural practice and technology and of their current characteristics and possible future developments.

Practice - Applied Knowledge and Understanding	
B1	Apply knowledge, skills and understanding using a range of professional skills, techniques and practices by harnessing appropriate technological tools for the purpose of music performance, production and promotion, whilst practising a range of professional level context that include a degree of unpredictability.
B2	Apply knowledge, skills and understanding using a range of professional skills, techniques and practices by demonstrating the ability to confront, explore and assimilate unfamiliar music industries concepts and practices by developing materials into well-formed and coherent musical projects.
B3	Apply a range of the principal professional skills, techniques, practices by demonstrating the ability to conceive musical ideas and to manipulate them in an inventive and individual way through the appropriate performance and production process.
B4	Apply knowledge/skills/understanding in using skills/techniques/practices and/or materials that are specialised and/or advanced.
B5	Apply knowledge/skills/understanding in practicing routine methods of enquiry and/or research
Communication, ICT and Numeracy Skills	
C1	Present formally and informally information on industry employment topics in the music industries to a range of audiences.
C2	Harness technological resources for the purposes of project management, promotion, composition, performance, music production, sound synthesis, notation and dissemination.
C3	Develop team working, collaboration, presentation, oral and written communication skills.
C4	Prepare budgets in a music industries context for a given project.
Generic Cognitive Skills - Problem Solving, Analysis, Evaluation	
D1	Critically review and consolidate knowledge, skills, practices and thinking in music industries projects.
D2	Evaluate and synthesise contemporary methods for music research practice.
D3	Critically review and consolidate knowledge, skills, practices and thinking in a specialist industry project.
D4	Demonstrate some originality and creativity in the design and creation of a collaborative project.

D5	Demonstrate originality and creativity in dealing with professional issues in a collaborative setting and project management.
Autonomy, Accountability and Working With Others	
E1	Exercise autonomy and initiative at a professional level during industry-related projects showing awareness of own and others' roles and responsibilities.
E2	Demonstrate entrepreneurial and employment skills in developing and sustaining a potential career path, taking account of personal health and welfare.
E3	Reflect on achievements and respond positively to self-criticism and to the criticism of others while maintaining confidence in one's own creative work.
E4	Exercise an appropriate outlook and sensitivity for sustainable and inclusive working practices.

BA Music Performance

Level 9 Core Modules

SCQF Level	Module Code	Module Name	Credit	Term			Footnotes
				1	2	3	
9	MUSC09026	Solo Performance**	20	x			y
9	MUSC09027	Collaborative Project*	20	x			y
9	MUSC09028	Ensemble Performance**	20	x			y
9	MUSC09021	Music Research Practice*	20		x		y
9	MUSC09029	Specialist Industry Project*	20		x		y

Footnotes for Core Modules:

* Common core, delivered on BA Music Performance, BA Music Industries and BA Sound Production programmes.

** Specialist core, delivered only on the BA Music Performance programme.

BA Sound Production

Level 9 Core Modules

SCQF Level	Module Code	Module Name	Credit	Term			Footnotes
				1	2	3	
9	MUSC09030	Immersive Sound**	20	x			y
9	MUSC09027	Collaborative Project*	20	x			y
9	MUSC09031	Creative Studio Practice**	20	x			y
9	MUSC09021	Music Research Practice*	20		x		y
9	MUSC09029	Specialist Industry Project*	20		x		y

Footnotes for Core Modules:

* Common core, delivered on BA Music Performance, BA Music Industries and BA Sound Production programmes.

** Specialist core, delivered only on the BA Sound Production programme.

BA Music Industries

Level 9 Core Modules

SCQF Level	Module Code	Module Name	Credit	Term			Footnotes
				1	2	3	
9	MUSC09036	New Music Media**	20	x			y
9	MUSC09027	Collaborative Project*	20	x			y
9	MUSC09037	Marketing Music: Principles, Practice & Psychology**	20	x			y
9	MUSC09021	Music Research Practice*	20		x		y
9	MUSC09029	Specialist Industry Project*	20		x		y

Footnotes for Core Modules:

* Common core, delivered on BA Music Performance, BA Music Industries and BA Sound Production programmes. ** Specialist core, delivered only on the BA Music Industries programme.

BA Music Performance/BA Music Industries/BA Sound Production

Level 9 Optional Modules

SCQF Level	Module Code	Module Name	Credit	Term			Footnotes
				1	2	3	
9	MUSC09034	Orchestration	20		x		
9	MUSC09032	Music Industry Networking	20		x		
9	MUSC09033	Creative Industry Brief	20		x		
9	MUSC09035	Sound For Games	20		x		

22c	**Level 10** **Criteria for Progression and Award** **Please refer to UWS Regulatory Framework for related regulations**
	To progress to L10, students must meet the criteria outlined in University Regulations, Chapter 3 (3.13). For information on progression with credit deficit please refer to University Regulations, Chapter 3 (3.14). Distinction will be awarded in line with University Regulations and no imported credit can be used. (Regulations 3.35 & 3.26)

	SCQF LEVEL 10 Learning Outcomes (Maximum of 5 per heading)
Knowledge and Understanding	
A1	Understand theoretical and aesthetic systems involved in the creation, delivery and critique of creative texts and products and relate this knowledge to their own and others' practice.
A2	Understand the cultural conventions, symbolic meanings, representative and generic forms and technologies employed in the construction and reception of media, music and cultural texts.
A3	Understand the ways in which forms of media and cultural consumption are embedded in everyday life.
A4	Understand the ways in which the scholarly and productive fields of music, media and creativity are developed, including a range of established techniques of enquiry or research methodologies.
A5	Demonstrate historically informed knowledge of the contributions of the media, creative and cultural industries.
Practice - Applied Knowledge and Understanding	
B1	Use a range of the skills, practices and/or materials associated with the design, production and delivery of music-related and/or business texts and products.
B2	Consolidate, extend and apply creative skills and practices in one or more specialist areas of creative practice-drawing on craft and technical skills.
B3	Demonstrate an understanding of professional and technical practices and traditions.
B4	Deliver work to a given length, format, brief and deadline, properly referencing sources and ideas.
B5	
Communication, ICT and Numeracy Skills	
C1	Make formal presentations about specialised topics to informed audiences.
C2	Communicate with professional level peers, senior colleagues and specialists.
C3	
C4	
Generic Cognitive Skills - Problem Solving, Analysis, Evaluation	

D1	Demonstrate creative engagement with key concepts and issues informing and underpinning the music and creative/cultural industries.
D2	Demonstrate ability to respond to key practical, ethical, legal, technological and business issues in the context of effective project management and creative development.
D3	Demonstrate understanding of the opportunities for creative and entrepreneurial practice and how to exploit them in a business and/or arts context.
D4	
D5	
Autonomy, Accountability and Working With Others	
E1	Demonstrate ability to practice in a range of professional, managerial and/or supervisory level contexts.
E2	Offer professional level insights, interpretations and solutions to problems and issues.
E3	Demonstrate some originality and creativity in dealing with professional, managerial and/or supervisory level issues.
E4	Exercise autonomy and initiative in professional/equivalent activities.
E5	Take significant responsibility for the work of others and others' role and responsibilities.

Level 10 Modules

Core

SCQF Level	Module Code	Module Name	Credit	Term			Footnotes
				1	2	3	
10	JOUR10004	Creative Research Project	60	x	x		
10	MUSC10015	Music: Professional & Creative Identity	20	x			
10	MUSC10016	Electro Acoustic Practices	20	x			

Level 10 Modules

Option

SCQF Level	Module Code	Module Name	Credit	Term 1	Term 2	Term 3	Footnotes
10	MUSC09019	Advanced Songwriting & Performance	20		x		
10	MUSC10013	Music Film & Sound Aesthetics	20		x		
10	MUSC10017	Music Performance and Professional Portfolio Development	20		x		

22c	**Level 10** **Criteria for Award** **Please refer to UWS Regulatory Framework for related regulations**
	The award of BA Music (Hons) is awarded to students who have at least 480 credits of which a minimum of 200 Point are at SCQF Levels 9 and 10, and of which a minimum of 90 are at SCQF Level 10. Honours Classification will be awarded in line with the University Regulations, Chapter 3 (3.20 – 3.24). To progress to Diploma, students must meet the criteria outlined in University Regulations, Chapter 3 (3.13). No Distinction is awarded at Honours level (Regulation 3.25).

23	**Regulations of Assessment**
Candidates will be bound by the general assessment regulations of the University as specified in the University Regulatory Framework . An overview of the assessment details is provided in the Student Handbook and the assessment criteria for each module is provided in the module descriptor which forms part of the module pack	

issued to students. For further details on assessment please refer to Chapter 3 of the Regulatory Framework.

To qualify for an award of the University, students must complete all the programme requirements and must meet the credit minima detailed in Chapter 1 of the Regulatory Framework.

24	Combined Studies

There may be instances where a student has been unsuccessful in meeting the award criteria for the named award and for other more generic named awards existing within the School. Provided that they have met the credit requirements in line with the SCQF credit minima (please see Regulation 1.21), they will be eligible for a Combined Studies award (please see Regulation 1.61).

For students studying BA, BAcc, or BD awards the award will be BA Combined Studies.

For students studying BEng or BSc awards, the award will be BSc Combined Studies.

Change/Version Control

Changes made to the programme since it was last published:

What	When	Who
Updated Links: • Academic Engagement Procedure • Equality and Diversity • University Regulatory Framework • Removed invalid links	19/10/2023	C Winter
Guidance Note 2023-24 provided	12/12/23	D Taylor
General housekeeping to text across sections and addition of links and some specific guidance. Addition of Duration of Study and some other text – for CMA. Addition of level 10	12/12/23 14/04/25	D Taylor P McGeechan

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