



Module Definition Form (MDF)

Module code: MOD008393	Version: 1 Date Amended: 27/Jul/2021
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1. Module Title
Music Production

2a. Module Leader
Richard Edwards

2b. School
Cambridge School of the Creative Industries

2c. Faculty
Faculty of Arts, Humanities, Education and Social Sciences

3a. Level
4

3b. Module Type
Standard (fine graded)

4a. Credits
30

4b. Study Hours
300

5. Restrictions			
Type	Module Code	Module Name	Condition
Pre-requisites:	None		
Co-requisites:	None		
Exclusions:	None		
Courses to which this module is restricted:	BA (Hons) Music Performance, BA (Hons) Music Production, BA (Hons) Music and Sound Production		

LEARNING, TEACHING AND ASSESSMENT INFORMATION

6a. Module Description

On this module you'll develop your skills as a music producer, building on Studio Techniques in trimester 1. You'll develop your skills using up to date computer software for processing, editing and sequencing sounds, and learn how to create both rough and final mixes of a musical track. You'll learn fundamental techniques of music arranging and develop critical listening skills to help you gain an understanding of the role of EQ and stereo placement in a finished mix. You'll learn about the history of music production and studio-based recording from the 1950s to the present day, finding out how influential producers working in a range of different musical styles defined their own sound through the techniques they used. By developing your understanding of these different production styles and developing your fluency with a range of production techniques you'll build a solid foundation for working as a commercial music producer.

During the module you'll gradually assemble a portfolio of different production projects. In some of these projects you'll work collaboratively with other students, recording each other to create a finished track. In other projects you'll work on your own, giving you the opportunity to forge your own style and showcase your musical ideas. You may be asked to emulate a particular production style from the past or the present day; or to reflect critically on your work by comparing it with established music producers.

6b. Outline Content

- Stylistic use of the techniques of arranging, production and mastering in various music genres in order to become aware of the demands of the music industry
- Case studies of particular production styles from the 1950s to the present day
- Use of sequencing and sound processing software, both in class and in students' own time, in order to develop fluency with more advanced techniques
- Workshop presentations on project progress and results, where students interact with each other critically
- Maintenance of an online blog with details of creative progress which should be available to all students for critical interaction

6c. Key Texts/Literature

The reading list to support this module is available at: <https://readinglists.aru.ac.uk/>

6d. Specialist Learning Resources

Music rehearsal/performance spaces, recording studios, music software

7. Learning Outcomes (threshold standards)		
No.	Type	On successful completion of this module the student will be expected to be able to:
1	Knowledge and Understanding	Understand how production styles have developed over time, both in response to technology and in response to aesthetic goals.
2	Knowledge and Understanding	Understand how different producers choose, arrange and organise sonic materials in order to create a finished work.
3	Intellectual, practical, affective and transferrable skills	Demonstrate critical listening skills when assessing the role and function of different musical elements in a multi-layered mix.
4	Intellectual, practical, affective and transferrable skills	Demonstrate critical and creative judgement in using skills of recording, editing, post-production and mastering appropriate to a particular style of production.
5	Intellectual, practical, affective and transferrable skills	Emulate the musical character of a particular production style from the past or present, in an original piece of work.

8a. Module Occurrence to which this MDF Refers				
Year	Occurrence	Period	Location	Mode of Delivery
2025/6	ZZF	Template For Face To Face Learning Delivery		Face to Face

8b. Learning Activities for the above Module Occurrence			
Learning Activities	Hours	Learning Outcomes	Details of Duration, frequency and other comments
Lectures	0	N/A	N/A
Other teacher managed learning	48	1-5	4 hours per week for 12 weeks
Student managed learning	252	1-5	Individual study, research and creative work. Group production projects.
TOTAL:	300		

9. Assessment for the above Module Occurrence

Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
010	Coursework	1-5	100 (%)	Fine Grade	30 (%)

Portfolio of music production projects and accompanying documentation. (6,000 words equivalent)

In order to pass this module, students are required to achieve an overall mark of 40% (for modules at levels 3, 4, 5 and 6) or 50% (for modules at level 7*).

In addition, students are required to:

(a) achieve the qualifying mark for each element of fine graded assessment as specified above

(b) pass any pass/fail elements

[* the pass mark of 50% applies for all module occurrences from the academic year 2024/25 – see Section 3a of this MDF to check the level of the module and Section 8a of this MDF to check the academic year]