Leicester College

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Music Technology Foundation Degree

Course Overview

The two-year foundation degree in music technology, awarded by De Montfort University, is an industry-facing programme that offers a wide range of relevant music technology themes and subjects. During your study you will develop a strong scientific understanding of acoustics and various audio technology applications required by this dynamic sector. Vital industry skill sets will be developed via the unique work-based learning aspect of the programme, reinforcing individual subject specialisms in commercial environments such as live sound, studio recording, music production and programming.

 Combining creativity and technology, the programme offers access to modern recording studios, production suites and live music venues. Leicester College is an Apple Pro Training Centre, a Roland Academy, and an Ableton Certified Training Centre. Graduates of the programme can study for a further year at De Montfort University to achieve a full honours degree in music technology following on from this course.

What you will learn

This modular course will develop your expertise in recording technology, composition, acoustics, electronics, live sound, multimedia, and sound manipulation via a range of industry-standard projects and academic work. You will also work closely with related discipline areas such as dance, acting, performing musician and media in a range of projects that promote professional development as well as subject specialisms.

 You will use some of the best professional grade equipment in the Midlands, learn relevant work skills, get taught by industry active professionals, and experience specialist guest lecturers.

 Year 1 Modules:

 1. Music Business: This module looks at the business and industry requirements placed on the modern music maker to harness their skills and focus them to positively impact their career. The business associated with the music industry and its components rely heavily on individual skills; music makers need to be aware that their own skills in this area are the major driving force behind their success.

 2. Sound Creation Manipulation: This module explores different music software types and the set-up of a modern Digital Audio Workstation (DAW). This module also explores the theoretical and practical issues of recording and gives students a contextual grounding and experience in the historical development of electronic music. The development of technology-dependent compositional techniques will be practically and theoretically studied.

 3. Creative Programming: This module explores software design in a practical context. You will learn how to use object-based programming environments to develop a range of music applications related to music production and performance.

 4. Studio Recording: The aim of this module is to develop knowledge and understanding of the processes and techniques of audio recording and production. You will work in modern recording studios and investigate the factors affecting sound quality in the recording process. Alongside this, you will learn how to use digital recording systems such as mixing consoles and patch bays and will develop a practical and theoretical knowledge of the production chain investigating theoretical and practical principles of digital formats, multi-track recording and mixing.

 5. Audio Electronics: This module develops an understanding of how basic electronic circuits work, practical skills in soldering connectors and building simple circuits and practical experience of the use of test equipment. You will develop a logical approach to understanding and testing the types of circuits commonly encountered in professional music production.

 6. Principles of Audio: This module consolidates a basic knowledge of the physics of sound and the technology used to record and manipulate it. Fundamentals of digital audio theory, studio technology (including effects and signal processors) are introduced. Acoustic environments are analysed and evaluated, and the basic physiologies of hearing and sound perception are also explored.

 7. Live Sound Technology: This module is designed to enable you to develop knowledge of performance arts and associated systems and techniques. You will work in a commercial/public facing venue in the city centre to build your knowledge and develop technical skills through a range of related disciplines. The module will introduce you to sound design in the performing arts and artistic benefits of appropriate mood generation.

The focus in year two is on higher-level skills with the emphasis on more independent study, as well as introducing specific modules in multimedia/Foley and research. You will also have a dedicated module in Live Sound for bands, delivered in our city centre venue.

 Year 2 Modules:

 1. Live Music Production: You will work in a commercial music venue analysing the environment, procedures, equipment and techniques involved in the rigging and engineering of live music in venue environments. Through appraisal and practice, you will investigate a range of techniques for amplification and monitoring to a professional standard. This module also provides a practical understanding of necessary equipment and is a combination of taught and self-directed study, culminating in a portfolio of evaluations and a reflective journal of your live work.

 2. Performance Technology: This module develops an awareness of the way in which technology can be creatively integrated into a musical performance. It involves the study of hardware and software currently being used in performance events, as well as examining the way in which contemporary artists employ this technology. It provides an opportunity for you to combine both these areas of hardware and software knowledge to stage your own performance in which technology plays a central role.

 3. Creative Entrepreneurship: In this module, you will work off-campus in negotiated industry placements to create your work-based portfolio. You will be encouraged to pursue a pathway that is relevant to both the course and your own career ambitions.

 4. Sound and Vision: As the need for music and sound alongside other media continually increases, developing the skills to work in flexible ways with different media opens many opportunities within the industry. In this module, you will be introduced to the theoretical and practical elements of producing music and sound for a variety of media applications. This module explores the production of audio for a website, multimedia and synchronised visual works.

 5. Advanced Programming: This module further develops principles and practices of application design covered in year one, and encourages you to experiment further by developing new and innovative applications. You will learn advanced programming techniques in a range of industry-standard platforms to create a professional product.

 6. Studio Production: The aim of this module is to analyse the environment, procedures, equipment and techniques involved in the production of music in the multi-track recording studio. Through appraisal and practice it investigates a range of advanced techniques, both musical and technical, for the production of recordings to a

Course Details

Course Code	P00303
Start Date	23/09/2024
Study Hours	Full Time
Duration	2 years
Campus	Abbey Park Campus
Level	5

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professional standard — incorporating both pre-production and post-production processes.

 7. Research: In the ever-changing world of music and sound, the need for self-directive development plays an integral part in the progression of successful individuals. This module will provide you with a broad range of research skills that will be used to develop and support a variety of practical and theoretical applications. It will allow you to develop research skills in an academic context and to facilitate the completion of a piece of independent research.

Entry Requirements

Standard entry to this course requires a minimum of 32 UCAS points from a recognised level 3 qualification in a related subject (i.e. two A2s at grade D, extended diploma PPP, or an Access to HE). You are expected to hold GCSE English and maths at grade 4 or equivalent. We welcome applicants who do not match standard entry requirements but who can demonstrate the ability to study this subject at university level and who can evidence relevant experience.

Course Fees

Depending on availability, there may be trips that you will need to pay for costing between £5 - £50. Students on the programme are advised to purchase a pair of good quality headphones in the region of £30 - £50. Access to a suitable computer for running music production applications is also recommended.

Course Progession

You can join the final year of the BSc (Hons) Degree Music Technology at DMU on successful completion of this course. You may also apply to other universities to complete related degrees. You will be able to work in music, sound technology, and associated industries, typically in a portfolio career. Graduates of the course have gone on to work as pro audio manufacturers such as Bang and Olufsen; sound designers for games companies such as Sony PlayStation; or as live sound engineers for local music venues and national tours. The work-based learning element of the course has been particularly successful in providing graduates with the opportunity to secure work in various aspects of the music industries.

What Happens Next

Applications to our full-time undergraduate courses must be made through UCAS using the course code W372, institution code L36. If you haven't started a UCAS application yet, and only want to apply to Leicester College, you can apply directly to us using our direct application form via the College Website and we will process a UCAS application on your behalf. Due to the nature of this programme, you may also be asked to attend an interview to ensure this is the right course for you. Where necessary, other means of interview/audition (telephone/Teams) can be arranged.