

Glasgow School of Art Programme Specification

Programme Title: BDes (Hons) Sound for the Moving Image

Please note that this programme specification is correct on the date of publication but may be subject to amendment prior to the start of the 2023-24 Academic Year.

1. Programme Details:

Programme Title	BDes (Hons) Sound for the Moving Image
HECOS Code	100890/100222/100717/100862
School	School of Innovation and Technology
Programme Leader	Dr. Jessica Argo
Minimum Duration of Study	24
Maximum Duration of Study	36
Mode of Study	Full-Time
Award to be Conferred	BDes (Hons)
Exit Awards	Stage 3 – exceptional exit award, ordinary degree Stage 4 – BDes (Hons)
SCQF Level:	10
Credits:	480

Academic Session	2023-24
Date of Approval	PACAAG April 2022

2. Awarding Institution	University of Glasgow
3. Teaching Institutions	The Glasgow School of Art
3.1 Campus	Glasgow
4. Lead School/Board of Studies	School of Innovation and Technology
5. Other Schools/Board of Studies	N/A
6. Programme Accredited By (PSRBs)	N/A

7. Entry Qualifications	
7.1 Highers	N/A
7.2 A Levels	N/A
7.3 Other	Direct entry to Stage 3 from FE via articulation OR with appropriate HND or equivalent qualification and portfolio An appropriate college qualification would be a minimum pass in a HND programme with a significant sound and/or music production element. Direct applicants will have to provide evidence of skills in sound production via a portfolio or similar. Entry via equivalent professional experience will also require a portfolio as well as at least one reference from a practicing audio-visual professional.
7.4 English Language Requirements	All students will have to provide evidence of English language proficiency when applying. International Students Students who require a Tier 4 visa to study in the UK must meet one of the following requirements in order to gain entry:

	<ul style="list-style-type: none"> • IELTS for UKVI Academic with an overall score of 6.0 with a minimum of 5.5 in all components; • complete an acceptable Pre-sessional English Language Programme taught from within the UK with an outcome that equates to the IELTS scores as stated above. <p>Students who have a degree from an English speaking country, or are a national of an English speaking country as listed in the UKVI Guidance, may use this as proof of English language ability.</p>
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8. Programme Scope:

This programme creates a learning environment for students to develop their creative and craft skills in sound for the moving image. Building on the successful MDes Sound for the Moving Image, an undergraduate programme in Sound for the Moving Image recognises the growing interest in this topic, and the increased recognition of the importance of sound and moving image as part of the Scottish creative, cultural and commercial landscapes.

The programme will also tap into the worldwide increase in media production for an increasingly diverse and divergent audience through multiple digital distribution platforms. Students will develop detailed theoretical, practical and technical knowledge in sound production for visual media.

The programme will promote the production of aesthetically challenging work that explores the limits of sound manipulation and evaluates perceptions of sound design and production for the moving image. The programme will stimulate students in the development of original content within the field of sound production and post-production for the moving image. The programme will also provide a grounding in the professional practice of sound production for visual environments, such as film, animation, television, online, interactive media and games, theatre and art installations.

Graduates have found employment as audio professionals and practitioners in key creative industries, building on the success of the MDes programme – the graduates of which have progressed to a range of careers in audio-visual arts, game development and film and television.

The programme recruits directly into Stage 3 with articulation from HND programmes or from mature students with relevant experience, according to the recruitment policies of The Glasgow School of Art.

9. Programme Structure:

As this is an articulated course students will enter at Stage 3. Prior to this, students will need to have successfully completed a HND at a partner FE institution, or apply directly with equivalent experience and portfolio. Students take 120 credits of classes in each stage.

In the Stage 3, 80 credits are in studio, 20 credits in the technical focussed Audio Visual Technology course, and the final 20 credits are from sound focused critical studies courses, led by course tutors at the School of Innovation and Technology.

In Stage 4, students will have a major dissertation/independent study project (40 credits), a larger studio project and the taught Spatial and Immersive Audio class.

- A shorter critical journal, essay or curatorial rationale (20 credits) is available for students returning from Leave of Absence in session 2022-23.

The final stage studio course is respectively set at either 60 credits or 80 credits.

Year 1	Credits	SCQF Level
Taking place at FE institution		7
Year 2		
Taking place at FE institution		8
Year 3		
USMIST301 Sound for Moving Image Studio 3	80	9
USMIAVT302 Audio Visual Technology (Semester 1)	20	9
USMICRIT303 Critical Studies in Sound for the Moving Image (Semester 1)	10	9
USID303 Critical Studies Ethical & Professional Issues (Semester 2)	10	9
Total	120	
Year 4 (Dissertation)		
USMI4D Sound for Moving Image Studio 4 (Dissertation)	60	10
BDes Dissertation Project	40	10
USMISIA4 Spatial and Immersive Audio	20	10
Total	120	
Year 4 (Essay)		
USMI4E Sound for Moving Image Studio 4 (Essay)	80	10
UDHT4EE DH&T 4: Extended Essay or UDHT4CJ DH&T 4: Critical Journal or UDHT4CR DH&T 4: Curatorial Rationale	20	10
USMISIA4 Spatial and Immersive Audio	20	10
Total	120	

9.1 Programme Structure – Exchange In/Exchange Out/Study Abroad

From Academic Year 2022-23 onwards we will welcome Study Abroad Students. We cannot offer an outward exchange as our students only join us in Year 3, and a minimum duration of attendance at GSA of 24 months is required for degree award.

Year 3	Credits	SCQF Level
Sound for Moving Image Studio 3, Study Abroad Semester 1	30	9
Sound for Moving Image Studio 3, Study Abroad Semester 2	50	9
USMIAVT302 Audio Visual Technology (Semester 1)	20	9
USMICRIT303 Critical Studies in Sound for the Moving Image (Semester 1)	10	9

USID303 Critical Studies Ethical & Professional Issues (Semester 2)	10	9
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10. What are the requirements for progressing from each stage?

Students who successfully complete and pass all credits from the previous stage of study will be allowed to progress to the next stage.

11. Programme Aims:

The aims of the programme are:

- To provide a comprehensive education and broad basis for a career in sound design, music production and sound engineering for moving image contexts including film, broadcasting, electronic games and sonic arts.
- To develop graduates with critical, analytical, critical and problem-based learning skills that allow them to propose, design and develop technical solutions within sound design, audio postproduction and music production contexts.
- To provide practical technical and artistic knowledge of professional standards, terminology and production methods in sound design and music composition associated with narrative structures and concepts for the audio visual industries.
- To develop graduates with appropriate skills to undertake autonomous and team based professional practice, including communication, interpersonal and general transferable skills, articulated via real-world practical projects within the field of sound design and post-production for the moving image.

11.1 Year 1 Aims:

N/A

11.2 Year 2 Aims:

N/A

11.3 Year 3 Aims:

With direct entry to Stage 3 from further education, key aims of are to consolidate knowledge and understanding, and introduce students to ways of critical thinking and writing that may not have been the focus of development in their prior studies.

The overall aims of stage 3 are:

- To consolidate and develop existing knowledge of and skill in audio technology and production within a moving image context.
- To introduce fundamental topics within the critical theory of sound for moving image and film studies.
- To enable students to engage with the workflows applicable to sound recording, editing, mixing and synchronisation and participate in the pre-production, production and postproduction life-cycle of audio-visual content for a range of platforms, including film and broadcast, interactive applications and site specific Audio Visual (AV) work.

11.4 Year 4 Aims:

The aims of stage 4 are:

- To allow students to complete a substantial self-directed body of work, relevant to sound for the moving image.
- To gain a critical understanding of the theory and aesthetics of sound for the moving image,
- To develop advanced knowledge, skills and technical understanding of the practice of sound design and music production for the moving image.

- To further develop knowledge and understanding of critical theory in sound for moving image and film studies
- To develop expertise in the technologies and methodologies underpinning spatial audio in a visual environment.
- To acquire, through practice, advanced knowledge and understanding of practical skills, tools and contemporary workflows in audio-visual production for working to industry standards.

12. Intended Learning Outcomes of Programme:

After full participation in and successful completion of the programme, students will be able to:
Demonstrate attainment of the learning outcomes indicated below (12.3 & 12.4)

12.1 Intended Learning Outcomes of Year 1

N/A

12.2 Intended Learning Outcomes of Year 2

N/A

12.3 Intended Learning Outcomes of Year 3

By the end of Stage 3, students will be able to:

Knowledge and Understanding

- Demonstrate an understanding of how standard audio-visual procedures, processes and systems are designed and implemented based on technical audio theory and techniques
- Demonstrate knowledge and understanding of function, form and aesthetics of audio within a visual environment
- Describe and plan the implementation of professional audio-visual systems using formal design tools such as schematic diagrams
- Demonstrate an understanding of the design and principles of interactive AV experiences and environments

Practice: Applied Knowledge, Skills and Understanding

Apply a range of specialised skills in the development of stereophonic sound, related to a moving image sequence, using contemporary hardware and software tools.

- Interpret set briefs for AV production and post-production outcomes in the context of contemporary professional practice
- Generate and evaluate stereophonic AV mixes based on current industry requirements
- Use informed problem-solving skills to analyse and remedy defects within audio-visual systems and material

Generic Cognitive Skills

- Identify and analyse routine professional problems and issues relating to AV systems and media
- Draw on a range of sources and resources to make judgements
- Interpret and apply professional technical standards within audio-visual production

Communication, ICT and Numeracy Skills

- Use ICT to present technical AV data and information in a structured and accessible manner
- Formally and informally present a selection of AV outputs and projects
- Present technical information to various audiences in a structured and accessible manner

Autonomy, Accountability and Working with Others

- Demonstrate some autonomy and the ability to plan for unpredictable intermediate outcomes in the realisation of an individual project
- Work with others to evaluate a group-work brief, agree a delegation of roles within the group and co-operatively present the group project outcomes to an informed audience

12.4 Intended Learning Outcomes of Year 4

By the end of this stage students will be able to:

Knowledge and Understanding

- Demonstrate a critical understanding of the design and implementation of audio procedures, processes and systems
- Demonstrate knowledge and critical understanding of function, form and aesthetics of audio within a visual environment and an understanding of how audio and image interact

Practice: Applied Knowledge & Understanding

- Demonstrate through practice specialist and up-to-date knowledge embedded in the main theories, concepts and principles of multi-channel sound for the moving image
- Develop and implement original work in multi-channel sound for the moving image (with a visual element) incorporating relevant sound production tools, techniques and industry standards.
- Deploy advanced problem-solving skills to analyse, correct and mitigate against defects within multi-channel and stereophonic audio-visual systems and material.

Generic Cognitive Skills

- Critically identify, define, conceptualise and analyse complex/professional problems and issues
- Critically review and consolidate knowledge, skills, practices and thinking in AV production and processes.

Communication, ICT and Numeracy Skills

- Use ICT to present complex AV data in a structured and accessible manner to peers, other specialists and a general audience
- Formally present a selection of moving image sequences

Autonomy, Accountability and Working with Others

- Exercise autonomy, initiative and the ability to plan (and if necessary, mitigate) for unpredictable outcomes and events in the realisation of an individual project
- Practice in ways that show awareness of own and others' roles and responsibilities

13. Learning and Teaching Approaches:

Students will be expected to take increasing responsibility for the management of their learning over the duration of the programme, with emphasis will be placed on developing and achieving self-reliance in Stages 3 & 4.

Courses and projects will be undertaken by directed and self-directed study, and will involve lectures, studio-time, tutorials, workshops, practical sessions, guest lectures, and independent research.

Self-directed Learning and Research

As students' progress through the degree, increasing emphasis in the programme is placed on self-directed study, from project design and development, to gaining theoretical knowledge through traditional research methods and developing production workflows that maximise productivity. This is further developed by the focus on a particular specialism during the honours project, which emphasises autonomy, reflection upon personal learning and self-directed project work within collaborative environment.

Lectures

Lectures and seminars are used to disseminate theoretical, contextual and historical knowledge and address specific issues underpinning practical work. Lectures also have the broad aim of generating further debate in seminars, tutorials or further enquiry in self-directed learning or research.

Studio, Tutorials, Workshops, and Practical sessions

Studio, workshops and practicals provide students with hands-on experience of professional practice. These sessions usually follow or relate to lectures, and take place in computer-equipped studios as practical classes. Lecturers/Demonstrators will be on-hand during the sessions to help students and answer their questions. Tutorials vary between individual student-tutor tutorials, group tutorials and workshops. These provide opportunities for scaffolded problem solving and discussion, and for broader discussion of the programme themes and topics.

Guest Speakers

Input from visiting lecturers and guest speakers will provide students access to, and understanding of, relevant contemporary practice, research and commercial contexts.

14. Assessment Methods:

Formative and summative assessment strategies are employed through the programme. Formative and summative assessment feedback operates to guide students in improving their work, including interpersonal skills, formal presentation abilities, professional practice and academic writing and research.

Engagement with formative assessment is a mandatory requirement.

For both Stages of the programme, students will normally be assessed on the presentation of practical work set and/or elective, written work and verbal presentations. Each course will be examined against its specific Learning Outcomes as outlined in the curriculum section of the course document.

Summative assessments will comprise of project work, individual and group-based, and a range of written work. This written work will comprise of reflective documents, log-books and role analyses/evaluations and written class tests.

In Stage 3 students will work primarily to provided briefs, while in Stage 4 in studio students will also create a range of work according to self-directed student led goals. Studio 4 will include an extended piece of independent work to form the core of the student's portfolio of work.

15. Relevant QAA Subject Benchmark Statements and Other External or Internal Reference Points:

QAA Subject Benchmark Statements – Communication, Media, Film and Cultural Studies:

<http://www.qaa.ac.uk/en/Publications/Documents/Subject-benchmark-statement-Communicationmedia-film-and-cultural-studies.pdf>

Creative Skillset Accreditation:

http://creativeskillset.org/who_we_help/training_educators/tick_course_accreditation

16. Additional Relevant Information:

The programme will make use of existing specialist studio facilities at SIT (three dubbing studios, and ambisonic sound lab).