

BIMM University

Undergraduate Course Overviews

Berlin

2024/25

v1.1

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**BMus (Hons) Popular Music Performance - Course Specification**

<b>Full Title of the Course &amp; Award</b>	BMus (Hons) Popular Music Performance
<b>Mode of Attendance</b>	Full-Time
<b>Length of course</b>	This course is taught as a three-year course at levels 4, 5 and 6.
<b>Start date</b>	September 2024
<b>Awarding Institution</b>	BIMM University
<b>Teaching Institution</b>	BIMM University Berlin
<b>Language of Study</b>	English
<b>Final Award</b>	Certificate of Higher Education (exit award only at level 4) Diploma of Higher Education (exit award only at level 5) Bachelor's Degree with Honours
<b>FHEQ Level</b>	120 credits at Level 4 120 credits at Level 5 120 credits at Level 6
<b>ECTS Level</b>	60 credits at Level 4 60 credits at Level 5 60 credits at Level 6
<b>Reference Points</b>	QAA Subject Benchmark in Music (2016) FHEQ (2008) QAA Quality Code (2018)
<b>Minimum Period of Registration</b>	3 years
<b>Maximum Period of Registration</b>	6 years
<b>Admissions Criteria</b>	Award of Zeugnis der Allgemeinen Hochschulreife/ Abitur or a Fachgebundene Hochschulreife/ Fachhochschulreife with overall average grade of 3.4, including a minimum grade of 10 on the English component (Leistungsfach) on the Abitur.  B2 English language level according to Common European Framework of Reference (CEFR).

	<p>International academic and English language requirements can be referenced at <a href="http://bimm-institute.de/how-to-apply/">bimm-institute.de/how-to-apply/</a>.</p> <p>All candidates will be required to attend an entry audition, unless they have achieved grade 6-8 in a recognised music qualification.</p>
<b>Date of Course Specification Revisions:</b>	October 2019

Course Structure

Year 1					Available Options						
Semester 1	The Creative Industries	Performance Skills	Core Instrument Skills	Digital Audio Workstation Skills							
Semester 2	The Creative Industries & You	Applied Performance	Applied Instrument Skills	Music Creation							
Year 2					Available Options						
Semester 1	Defining Your Practice in Context	Contextualised Performance	Interpretive Instrument Skills	Option Module	Extended Instrument Skills	Creative Video Production	Composition & Arranging Techniques				
Semester 2	Exploring Practice Through Collaboration	Digital Performance Portfolio	Option Module	Option Module	Applied Repertoire Performance	Working in the Creative Industries	Session & Recording Skills	Creative Band Performance	Practical Learning and Teaching in the Creative Arts 1	Lyricism & Aesthetics	Vocal Capture & Production
Year 3					Available Options						
Semester 1	Final Project	Performance Showcase	Option Module	Option Module	Creative Performance with Mixed Media	Scoring for Drama	Specialised Instrument Skills	Diversity in the Creative Industries			
Semester 2		Professional Portfolio	Option Module	Option Module	Specialised Genre Performance	Theory & Analysis	Psychology of Music	Practical Learning and Teaching in the Creative Arts 2	Creative Ensemble		

Apart from the Final Project module, all modules are worth 15 credits each. Students take 120 FHEQ credits each year (60 ECTS) and will be required to have passed 360 FHEQ credits (180 ECTS) to receive the full degree. Students must pass 120 FHEQ credits each year to progress. The overall degree classification is based on grades achieved in year 2 and year 3.

The option modules advertised as available for BIMM University courses are subject to variation dependant on minimum student numbers and the availability of specialist resources at each campus (Please refer to our [Terms and Conditions](#) for further detail).

This course is currently part of the subject area undergoing [Periodic Review](#) which may result in some changes to the course, including the number of option modules available. Any changes resulting from this review will be communicated to students and applicants as soon as possible prior to the start of the 2024/25 Academic Year.

## Workload

	Average Number of Assessments	Average Expected Hours of Student Effort Per Assessment
Year 1: Semester 1	4	17
Year 1: Semester 2	4	17
Year 2: Semester 1	4	17
Year 2: Semester 2	4	17
Year 3: Semester 1	4	27
Year 3: Semester 2	4	27

	Average Contact Time (Hours Per Year)	Average Self-Directed Study Time (Hours Per Year)
Year 1 (Level 4)	268	933
Year 2 (Level 5)	248	952
Year 3 (Level 6)	200	1000

All details above are provided for guidance only but are believed to be accurate at the time of writing. Average figures will differ from course to course and will depend on the option modules chosen. Modifications may be made to the course in line with our [Course Approval and Modification Policy](#).

**BMus (Hons) Songwriting - Course Specification**

<b>Full Title of the Course &amp; Award</b>	BMus (Hons) Songwriting
<b>Mode of Attendance</b>	Full-Time
<b>Length of course</b>	This course is taught as a three-year course at levels 4, 5 and 6.
<b>Start date</b>	September 2024
<b>Awarding Institution</b>	BIMM University
<b>Teaching Institution</b>	BIMM University Berlin
<b>Language of Study</b>	English
<b>Final Award</b>	Certificate of Higher Education (exit award only at level 4) Diploma of Higher Education (exit award only at level 5) Bachelor's Degree with Honours
<b>FHEQ Level</b>	120 credits at Level 4 120 credits at Level 5 120 credits at Level 6
<b>ECTS Level</b>	60 credits at Level 4 60 credits at Level 5 60 credits at Level 6
<b>Reference Points</b>	QAA Subject Benchmark in Music (2016) FHEQ (2008) QAA Quality Code (2018)
<b>Minimum Period of Registration</b>	3 years
<b>Maximum Period of Registration</b>	6 years
<b>Admissions Criteria</b>	<p>Award of Zeugnis der Allgemeinen Hochschulreife/ Abitur or a Fachgebundene Hochschulreife/ Fachhochschulreife with overall average grade of 3.4, including a minimum grade of 10 on the English component (Leistungsfach) on the Abitur. B2 English language level according to Common European Framework of Reference (CEFR).</p> <p>International academic and English language requirements can be referenced at <a href="https://bimm-institute.de/how-to-apply/">bimm-institute.de/how-to-apply/</a>.</p>



	All candidates will be required to attend an entry audition, unless they have achieved grade 6-8 in a recognised music qualification.
<b>Date of Course Specification Revisions:</b>	October 2019

## Course Structure

Year 1					Available Options							
Semester 1	The Creative Industries	Collaborative Arranging for Songwriters	Songwriting Techniques	Music Theory for Songwriters								
Semester 2	The Creative Industries & You	Collaboration & Performance	Styles & Genres	Digital Arrangement for Songwriters								
Year 2					Available Options							
Semester 1	Defining Your Practice in Context	Music Publishing & Releasing	Music Creation with Technology	Option	Creative Video Production	Complementary Instrument Skills for Songwriters	Composition & Arranging Techniques					
Semester 2	Exploring Practice Through Collaboration	Songwriting & Arrangement	Option	Option	Songwriting Portfolio	Sound Design & Writing for Media	Lyricism & Aesthetics	Creative Band Performance	Vocal Capture and Production	Practical Learning and Teaching in the Creative Arts 1	Working in the Creative Industries	
Year 3					Available Options							
Semester 1	Final Project	Showcase & Showreel	Option	Option	Creative Performance with Mixed Media	Scoring for Drama	Diversity in the Creative Industries					
Semester 2		Professional Portfolio	Option Module	Option Module	Creative Ensemble	Progressive Creative Technology	Theory & Analysis	Practical Learning and Teaching in the Creative Arts 2	Psychology of Music			

Apart from the Final Project module, all modules are worth 15 credits each. Students take 120 FHEQ credits each year (60 ECTS) and will be required to have passed 360 FHEQ credits (180 ECTS) to receive the full degree. Students must pass 120 FHEQ credits each year to progress. The overall degree classification is based on grades achieved in year 2 and year 3.

The option modules advertised as available for BIMM University courses are subject to variation dependant on minimum student numbers and the availability of specialist resources at each campus (Please refer to our [Terms and Conditions](#) for further detail).

This course is currently part of the subject area undergoing [Periodic Review](#) which may result in some changes to the course, including the number of option modules available. Any changes resulting from this review will be communicated to students and applicants as soon as possible prior to the start of the 2024/25 Academic Year.

## Workload

	Average Number of Assessments	Average Expected Hours of Student Effort Per Assessment
Year 1: Semester 1	4	20
Year 1: Semester 2	4	20
Year 2: Semester 1	4	20
Year 2: Semester 2	4	17
Year 3: Semester 1	4	27
Year 3: Semester 2	4	18

	Average Contact Time (Hours Per Year)	Average Self-Directed Study Time (Hours Per Year)
Year 1 (Level 4)	246	954
Year 2 (Level 5)	248	952
Year 3 (Level 6)	200	1000

All details above are provided for guidance only but are believed to be accurate at the time of writing. Average figures will differ from course to course and will depend on the option modules chosen. Modifications may be made to the course in line with our [Course Approval and Modification Policy](#).

**BA (Hons) Music Business – Course Specification**

<b>Full Title of the Course &amp; Award</b>	BA (Hons) Music Business
<b>Mode of Attendance</b>	Full-Time
<b>Length of course</b>	This course is taught as a three-year course at levels 4, 5 and 6.
<b>Start date</b>	September 2024
<b>Awarding Institution</b>	BIMM University
<b>Teaching Institution</b>	BIMM University Berlin
<b>UCAS Code</b>	N100
<b>Language of Study</b>	English
<b>Final Award</b>	Certificate of Higher Education (exit award only at level 4) Diploma of Higher Education (exit award only at level 5) Bachelor's Degree with Honours
<b>FHEQ Level</b>	120 credits at Level 4 120 credits at Level 5 120 credits at Level 6
<b>ECTS Level</b>	60 credits at Level 4 60 credits at Level 5 60 credits at Level 6
<b>Reference Points</b>	QAA Subject Benchmark Business and Management (2015) FHEQ (2008) QAA Quality Code (2018)
<b>Minimum Period of Registration</b>	3 years
<b>Maximum Period of Registration</b>	6 years
<b>Admissions Criteria</b>	Award of Zeugnis der Allgemeinen Hochschulreife/ Abitur or a Fachgebundene Hochschulreife/ Fachhochschulreife with overall average grade of 3.0, including a minimum grade of 10 on the English component (Leistungsfach) on the Abitur.  B2 English language level according to Common European Framework of Reference (CEFR).

	<p>International academic and English language requirements can be referenced at <a href="http://bimm-institute.de/how-to-apply/">bimm-institute.de/how-to-apply/</a>.</p> <p>All candidates will be required to attend an entry interview.</p>
<b>Date of Course Specification Revisions:</b>	Specification: October 2019

## Course Structure

Year 1					Available Options				
Semester 1	The Creative Industries	Artist Management	The Music Business	The Live Music Industry					
Semester 2	The Creative Industries & You	Releasing Music	Music Publishing	Marketing & Branding					
Year 2					Available Options				
Semester 1	Defining Your Practice in Context	Business & Enterprise	Social Media & Digital Marketing	Option Module	Record Label Management	Touring and Live Events	Creative Video Production		
Semester 2	Exploring Practice Through Collaboration	Financing Creativity	Option Module	Option Module	Rights Management and Synchronisation	The Business & Culture of Electronic Music	Working in the Creative Industries	Practical Learning and Teaching in the Creative Arts 1	
Year 3					Available Options				
Semester 1	Final Project	Audience Experience & Motivation	Option Module	Option Module	Creative Economics	Digital Content Creation	Diversity in the Creative Industries	Digital Arts & Branding	
Semester 2		Professional Portfolio	Option Module	Option Module	Business Ethics & Music Law	Music & Event Futures	Psychology of Music	Practical Learning and Teaching in the Creative Arts 2	

Apart from the Final Project module, all modules are worth 15 credits each. Students take 120 FHEQ credits each year (60 ECTS) and will be required to have passed 360 FHEQ credits (180 ECTS) to receive the full degree. Students must pass 120 FHEQ credits each year to progress. The overall degree classification is based on grades achieved in year 2 and year 3.

The option modules advertised as available for BIMM University courses are subject to variation dependant on minimum student numbers and the availability of specialist resources at each campus (Please refer to our [Terms and Conditions](#) for further detail).

This course is currently part of the subject area undergoing [Periodic Review](#) which may result in some changes to the course, including the number of option modules available. Any changes resulting from this review will be communicated to students and applicants as soon as possible prior to the start of the 2024/25 Academic Year.

## Workload

	Average Number of Assessments	Average Expected Hours of Student Effort Per Assessment
Year 1: Semester 1	4	25
Year 1: Semester 2	4	14
Year 2: Semester 1	4	20
Year 2: Semester 2	4	17
Year 3: Semester 1	4	27
Year 3: Semester 2	4	32

	Average Contact Time (Hours Per Year)	Average Self-Directed Study Time (Hours Per Year)
Year 1 (Level 4)	244	956
Year 2 (Level 5)	248	952
Year 3 (Level 6)	200	1000

All details above are provided for guidance only but are believed to be accurate at the time of writing. Average figures will differ from course to course and will depend on the option modules chosen. Modifications may be made to the course in line with our [Course Approval and Modification Policy](#).

**BA (Hons) Music Production - Course Specification**

<b>Full Title of the Course &amp; Award</b>	BA (Hons) Music Production
<b>Mode of Attendance</b>	Full-Time
<b>Length of course</b>	This course is taught as a three-year course at levels 4, 5 and 6.
<b>Start date</b>	September 2024
<b>Awarding Institution</b>	BIMM University
<b>Teaching Institution</b>	BIMM University Berlin
<b>UCAS Code</b>	W390
<b>Language of Study</b>	English
<b>Final Award</b>	Certificate of Higher Education (exit award only at level 4) Diploma of Higher Education (exit award only at level 5) Bachelor's Degree with Honours (exit award only at level 6)
<b>FHEQ Level</b>	120 credits at Level 4 120 credits at Level 5 120 credits at Level 6
<b>ECTS Level</b>	60 credits at Level 4 60 credits at Level 5 60 credits at Level 6
<b>Reference Points</b>	Music Benchmark (2019) FHEQ (2008) QAA Quality Code (2018)
<b>Minimum Period of Registration</b>	3 years
<b>Maximum Period of Registration</b>	6 years
<b>Admissions Criteria</b>	Award of Zeugnis der Allgemeinen Hochschulreife/ Abitur OR a Fachgebundene Hochschulreife/ Fachhochschulreife with overall average grade of 3.4, including a minimum grade of 10 on the English component (Leistungsfach) on the Abitur.  For overseas students: IELTS 6.0 with a minimum of 5.5 to be achieved in each band or equivalent English language qualification.



	All candidates will be required to attend an entrance interview.
<b>Date of Course Specification</b>	April 2021

## Course Structure

Year 1					Available Options								
Semester 1	The Creative Industries	Sample Based Production	Creative Music Programming	Audio Capture Methods & Equipment									
Semester 2	The Creative Industries & You	Composition Toolkit	Applied Synthesis	Mixing Multitrack Audio									
Year 2					Available Options								
Semester 1	Defining Your Practice in Context	Creative Production Techniques	Studio Practice & Engineering	Option Module	Live Sound Engineering	Creative Mix Techniques	Synthesis & Sampling	Creative Video Production					
Semester 2	Exploring Practice Through Collaboration	Option Module	Option Module	Option Module	Creating Sample Instruments	Vocal Capture and Production	Digital Composition in Context	Digital Performance Skills	Sound Design Writing for Media	Working in the Creative Industries	Practical Learning & Teaching in the Creative Arts		
Year 3					Available Options								
Semester 1	Final Project	Option Module	Option Module	Option Module	Immersive Audio Techniques	The Art of Mastering	Game Sound and Music	Diversity in the Creative Industries					
Semester 2		Professional Portfolio	Option Module	Option Module	Interactive Music Applications	Audio Post-Production	Psychology of Music	Practical Learning and Teaching in the Creative Arts 2	Electroacoustic Composition				

Apart from the Final Project module, all modules are worth 15 credits each. Students take 120 FHEQ credits each year (60 ECTS) and will be required to have passed 360 FHEQ credits (180 ECTS) to receive the full degree. Students must pass 120 FHEQ credits each year to progress. The overall degree classification is based on grades achieved in year 2 and year 3.

The option modules advertised as available for BIMM University courses are subject to variation dependant on minimum student numbers and the availability of specialist resources at each campus (Please refer to our [Terms and Conditions](#) for further detail).

This course is currently part of the subject area undergoing [Periodic Review](#) which may result in some changes to the course, including the number of option modules available. Any changes resulting from this review will be communicated to students and applicants as soon as possible prior to the start of the 2024/25 Academic Year.

## Workload

	Average Number of Assessments	Average Expected Hours of Student Effort Per Assessment
Year 1: Semester 1	4	17
Year 1: Semester 2	4	14
Year 2: Semester 1	5	20
Year 2: Semester 2	5	17
Year 3: Semester 1	5	27
Year 3: Semester 2	5	23

	Average Contact Time (Hours Per Year)	Average Self-Directed Study Time (Hours Per Year)
Year 1 (Level 4)	234	966
Year 2 (Level 5)	248	952
Year 3 (Level 6)	200	1000

All details above are provided for guidance only but are believed to be accurate at the time of writing. Average figures will differ from course to course and will depend on the option modules chosen. Modifications may be made to the course in line with our [Course Approval and Modification Policy](#).

**BMus (Hons) Popular Music Performance & Songwriting - Course  
Specification**

<b>Full Title of the Course &amp; Award</b>	BMus (Hons) Popular Music Performance & Songwriting
<b>Mode of Attendance</b>	Full-Time
<b>Length of course</b>	This course is taught as a three-year course at levels 4, 5 and 6.
<b>Start date</b>	September 2024
<b>Awarding Institution</b>	BIMM University
<b>Teaching Institution</b>	BIMM University Berlin
<b>Language of Study</b>	English
<b>Final Award</b>	Certificate of Higher Education (exit award only at level 4) Diploma of Higher Education (exit award only at level 5) Bachelor's Degree with Honours
<b>FHEQ Level</b>	120 credits at Level 4 120 credits at Level 5 120 credits at Level 6
<b>ECTS Level</b>	60 credits at Level 4 60 credits at Level 5 60 credits at Level 6
<b>Reference Points</b>	QAA Subject Benchmark in Music (2016) FHEQ (2008) QAA Quality Code (2018)
<b>Minimum Period of Registration</b>	3 years
<b>Maximum Period of Registration</b>	6 years
<b>Admissions Criteria</b>	Award of Zeugnis der Allgemeinen Hochschulreife/ Abitur or a Fachgebundene Hochschulreife/ Fachhochschulreife with overall average grade of 3.4, including a minimum grade of 10 on the English component (Leistungsfach) on the Abitur.  B2 English language level according to Common European Framework of Reference (CEFR).

	<p>International academic and English language requirements can be referenced at <a href="http://bimm-institute.de/how-to-apply/">bimm-institute.de/how-to-apply/</a>.</p> <p>All candidates will be required to attend an entry audition, unless they have achieved grade 6-8 in a recognised music qualification.</p>
<b>Date of Course Specification Revisions:</b>	Specification: October 2019

## Course Structure

Year 1					Available Options									
Semester 1	The Creative Industries	Core Instrument Skills	Digital Audio Workstation Skills	Songwriting Techniques										
Semester 2	The Creative Industries & You	Applied Performance	Collaboration & Performance	Digital Arrangement for Songwriters										
Year 2					Available Options									
Semester 1	Defining Your Practice in Context	Interpretive Instrument Skills	Music Creation with Technology	Option Module	Extended Instrument Skills	Composition and Arranging Techniques	Creative Video Production	Complementary Instrument Skills for Songwriters						
Semester 2	Exploring Practice Through Collaboration	Digital Performance Portfolio	Songwriting & Arrangement	Option Module	Applied Repertoire Performance	Session & Recording Skills	Creative Band Performance	Lyricism & Aesthetics	Songwriting Portfolio	Sound Design & Writing for Media	Vocal Capture and Production	Working in the Creative Industries	Practical Learning and Teaching in the Creative Arts 1	
Year 3					Available Options									
Semester 1	Final Project	Performance Showcase	Showcase & Showreel	Option Module	Creative Performance with Mixed Media	Scoring for Drama	Specialised Instrument Skills	Diversity in the Creative Industries						
Semester 2		Professional Portfolio	Option Module	Option Module	Specialised Genre Performance	Psychology of Music	Practical Learning and Teaching in the Creative Arts 2	Creative Ensemble	Progressive Creative Technology	Theory & Analysis				

Apart from the Final Project module, all modules are worth 15 credits each. Students take 120 FHEQ credits each year (60 ECTS) and will be required to have passed 360 FHEQ credits (180 ECTS) to receive the full degree. Students must pass 120 FHEQ credits each year to progress. The overall degree classification is based on grades achieved in year 2 and year 3.

The option modules advertised as available for BIMM University courses are subject to variation dependant on minimum student numbers and the availability of specialist resources at each campus (Please refer to our [Terms and Conditions](#) for further detail).

This course is currently part of the subject area undergoing [Periodic Review](#) which may result in some changes to the course, including the number of option modules available. Any changes resulting from this review will be communicated to students and applicants as soon as possible prior to the start of the 2024/25 Academic Year.

## Workload

	Average Number of Assessments	Average Expected Hours of Student Effort Per Assessment
Year 1: Semester 1	4	17
Year 1: Semester 2	4	17
Year 2: Semester 1	4	20
Year 2: Semester 2	6	20
Year 3: Semester 1	4	27
Year 3: Semester 2	4	32

	Average Contact Time (Hours Per Year)	Average Self-Directed Study Time (Hours Per Year)
Year 1 (Level 4)	244	957
Year 2 (Level 5)	248	952
Year 3 (Level 6)	200	1000

All details above are provided for guidance only but are believed to be accurate at the time of writing. Average figures will differ from course to course and will depend on the option modules chosen. Modifications may be made to the course in line with our [Course Approval and Modification Policy](#).

**BA (Hons) Songwriting & Music Business - Course Specification**

<b>Full Title of the Course &amp; Award</b>	BA (Hons) Songwriting & Music Business
<b>Mode of Attendance</b>	Full-Time
<b>Length of course</b>	This course is taught as a three-year course at levels 4, 5 and 6.
<b>Start date</b>	September 2024
<b>Awarding Institution</b>	BIMM University
<b>Teaching Institution</b>	BIMM University Berlin
<b>Language of Study</b>	English
<b>Final Award</b>	Certificate of Higher Education (exit award only at level 4) Diploma of Higher Education (exit award only at level 5) Bachelor's Degree with Honours
<b>FHEQ Level</b>	120 credits at Level 4 120 credits at Level 5 120 credits at Level 6
<b>ECTS Level</b>	60 credits at Level 4 60 credits at Level 5 60 credits at Level 6
<b>Reference Points</b>	QAA Subject Benchmark in Music (2016) QAA Subject Benchmark Business and Management (2015) FHEQ (2008) QAA Quality Code (2018)
<b>Minimum Period of Registration</b>	3 years
<b>Maximum Period of Registration</b>	6 years
<b>Admissions Criteria</b>	For overseas students: IELTS 6.0 with a minimum of 5.5 to be achieved in each band or equivalent English language qualification.  All candidates will be required to attend an entry audition. -- Award of Zeugnis der Allgemeinen Hochschulreife/ Abitur or a Fachgebundene Hochschulreife/ Fachhochschulreife with overall average grade of 3.0, including a minimum grade of 10 on the English component (Leistungsfach) on the Abitur.



	<p>B2 English language level according to Common European Framework of Reference (CEFR).</p> <p>International academic and English language requirements can be referenced at <a href="http://bimm-institute.de/how-to-apply/">bimm-institute.de/how-to-apply/</a>.</p> <p>All candidates will be required to attend an entry audition, unless they have achieved grade 6-8 in a recognised music qualification.</p>
<p><b>Date of Course Specification Revisions:</b></p>	<p>Specification: October 2019</p>

## Course Structure

Year 1					Available Options									
Semester 1	The Creative Industries	Collaborative Arranging for Songwriters	The Music Business	Songwriting Techniques										
Semester 2	The Creative Industries & You	Digital Arrangement for Songwriters	Music Publishing	Marketing & Branding										
Year 2					Available Options									
Semester 1	Defining Your Practice in Context	Business & Enterprise	Music Creation with Technology	Option Module	Complementary Instrument Skills for Songwriters	Composition and Arranging Techniques	Record Label Management	Creative Video Production	Touring and Live Events					
Semester 2	Exploring Practice Through Collaboration	Financing Creativity	Songwriting & Arrangement	Option Module	Songwriting Portfolio	Sound Design & Writing for Media	Lyricism & Aesthetics	Creative Band Performance	Vocal Capture and Production	Rights Management and Synchronisation	The Business and Culture of Electronic Music	Working in the Creative Industries	Practical Learning & Teaching in the Creative Arts 1	
Year 3					Available Options									
Semester 1	Final Project	Audience Experience & Motivation	Showcase & Showreel	Option Module	Creative Performance with Mixed Media	Scoring for Drama	Digital Arts & Branding	Diversity in the Creative Industries	Digital Content Creation	Creative Economics				
Semester 2		Professional Portfolio	Option Module	Option Module	Creative Ensemble	Progressive Creative Technology	Theory & Analysis	Practical Learning & Teaching in the Creative Arts 2	Business Ethics & Music Law	Music & Event Futures	Psychology of Music			

Apart from the Final Project module, all modules are worth 15 credits each. Students take 120 FHEQ credits each year (60 ECTS) and will be required to have passed 360 FHEQ credits (180 ECTS) to receive the full degree. Students must pass 120 FHEQ credits each year to progress. The overall degree classification is based on grades achieved in year 2 and year 3.

The option modules advertised as available for BIMM University courses are subject to variation dependant on minimum student numbers and the availability of specialist resources at each campus (Please refer to our [Terms and Conditions](#) for further detail).

This course is currently part of the subject area undergoing [Periodic Review](#) which may result in some changes to the course, including the number of option modules available. Any changes resulting from this review will be communicated to students and applicants as soon as possible prior to the start of the 2024/25 Academic Year.

### Workload

	Average Number of Assessments	Average Expected Hours of Student Effort Per Assessment
Year 1: Semester 1	4	20
Year 1: Semester 2	4	17
Year 2: Semester 1	4	24
Year 2: Semester 2	4	20
Year 3: Semester 1	4	27
Year 3: Semester 2	4	32

	Average Contact Time (Hours Per Year)	Average Self-Directed Study Time (Hours Per Year)
Year 1 (Level 4)	244	956
Year 2 (Level 5)	248	952
Year 3 (Level 6)	200	1000

All details above are provided for guidance only but are believed to be accurate at the time of writing. Average figures will differ from course to course and will depend on the option modules chosen. Modifications may be made to the course in line with our [Course Approval and Modification Policy](#).

**BA (Hons) Filmmaking - Course Specification**

<b>Full Title of the Course &amp; Award</b>	BA (Hons) Filmmaking
<b>Mode of Attendance</b>	Full Time
<b>Length of course</b>	This course is taught as a three-year course at levels 4, 5 and 6.
<b>Start date</b>	September 2024
<b>Awarding Institution</b>	BIMM University
<b>Teaching Institution</b>	BIMM University Berlin
<b>Language of Study</b>	English
<b>Final Award</b>	Certificate of Higher Education (exit award only at level 4) Diploma of Higher Education (exit award only at level 5) Bachelor's Degree with Honours
<b>FHEQ Level</b>	120 credits at Level 4 120 credits at Level 5 120 credits at Level 6
<b>ECTS Level</b>	60 credits at Level 4 60 credits at Level 5 60 credits at Level 6
<b>Reference Points</b>	QAA Subject Benchmark for Communication, Media, Film & Cultural Studies (2016) QAA UK Quality
<b>Minimum Period of Registration</b>	3 years
<b>Maximum Period of Registration</b>	6 years
<b>Admissions Criteria</b>	Award of Zeugnis der Allgemeinen Hochschulreife/ Abitur or a Fachgebundene Hochschulreife/ Fachhochschulreife with overall average grade of 3.0, including a minimum grade of 10 on the English component (Leistungsfach) on the Abitur.  B2 English language level according to Common European Framework of Reference (CEFR).  International academic and English language requirements can be referenced at <a href="http://bimm-institute.de/how-to-apply/">bimm-institute.de/how-to-apply/</a> .

	All candidates will be required to attend an entry audition, unless they have achieved grade 6-8 in a recognised music qualification.
<b>Date of Course Specification Revisions:</b>	May 2020

Course Structure

Year 1 – Core Modules					Available Options													
Semester 1	The Creative Industries	Camera, Lighting & Sound	Development to Distribution	Short Film 1	N/A													
Semester 2	The Creative Industries & You	Post Production	Production Design	Short Film 2	N/A													
Year 2 – Core Modules					Available Options													
Semester 1	Defining Your Practice in Context	Short Film 3	Option Module	Option Module	Screenwriting 1	Direction – Fiction 1	Direction – Factual 1	Creative Producing & Managing the Production 1	Production Design & Art Direction 1	Cinematography 1	Sound Recording & Sound Post 1	Post-Production Editing & Grading	Post-Production VFX & Compositing 1	Development, Distribution & Commissioning 1	Camera, Grip & Lighting 1	Production Logistics 1	Research for Specialism 1	Factual Entertainment 1
Semester 2	Exploring Practice Through Collaboration	Short Film 4	Option Module	Option Module	Screenwriting 2	Direction – Fiction 2	Direction – Factual 2	Creative Producing & Managing the Production 2	Production Design & Art Direction 2	Cinematography 2	Sound Recording & Sound Post 2	Post-Production Editing & Grading 2	Post-Production VFX & Compositing 2	Development, Distribution & Commissioning 2	Camera, Grip & Lighting 2	Production Logistics 2	Research for Specialism 2	Factual Entertainment 2
Year 3 – Core Modules					Available Options													
Semester 1	Final Project	The Pre-Production Process	Option Module	Option Module	Screenwriting 3	Direction – Fiction 3	Direction – Factual 3	Creative Producing & Managing the Production 3	Production Design & Art Direction 3	Cinematography 3	Sound Recording & Sound Post 3	Post-Production Editing & Grading 3	Post-Production VFX & Compositing 3	Development, Distribution & Commissioning 3	Camera, Grip & Lighting 3	Production Logistics 3	Research for Specialism 3	Factual Entertainment 3
Semester 2		Professional Portfolio	Production & Realisation	N/A														

Apart from the Final Project module, all modules are worth 15 credits each. Students take 120 FHEQ credits each year (60 ECTS) and will be required to have passed 360 FHEQ credits (180 ECTS) to receive the full degree. Students must pass 120 FHEQ credits each year to progress. The overall degree classification is based on grades achieved in year 2 and year 3.

The option modules advertised as available for BIMM University courses are subject to variation dependant on minimum student numbers and the availability of specialist resources at each campus (Please refer to our [Terms and Conditions](#) for further detail).

This course is currently part of the subject area undergoing [Periodic Review](#) which may result in some changes to the course, including the number of option modules available. Any changes resulting from this review will be communicated to students and applicants as soon as possible prior to the start of the 2024/25 Academic Year.

## Workload

	Average Number of Assessments	Average Expected Hours of Student Effort Per Assessment
Year 1: Semester 1	4	19
Year 1: Semester 2	4	19
Year 2: Semester 1	4	20
Year 2: Semester 2	5	16
Year 3: Semester 1	5	23
Year 3: Semester 2	3	23

	Average Contact Time (Hours Per Year)	Average Self-Directed Study Time (Hours Per Year)
Year 1 (Level 4)	240	900
Year 2 (Level 5)	192	900
Year 3 (Level 6)	200	1000

All details above are provided for guidance only but are believed to be accurate at the time of writing. Average figures will differ from course to course and will depend on the option modules chosen. Modifications may be made to the course in line with our [Course Approval and Modification Policy](#).

**BA (Hons) Filmmaking Top-Up - Course Specification**

<b>Full Title of the Course &amp; Award</b>	BA (Hons) Filmmaking Top-Up
<b>Mode of Attendance</b>	Full Time
<b>Length of course</b>	This course is taught as a one-year course at Level 6.
<b>Start date</b>	September 2024
<b>Awarding Institution</b>	BIMM University
<b>Teaching Institution</b>	BIMM University Berlin
<b>Language of Study</b>	English
<b>Final Award</b>	Bachelor's Degree with Honours
<b>FHEQ Level</b>	120 credits at Level 6
<b>ECTS Level</b>	60 credits at Level 6
<b>Reference Points</b>	QAA Subject Benchmark for Communication, Media, Film & Cultural Studies (2016) QAA UK Quality
<b>Minimum Period of Registration</b>	1 year
<b>Maximum Period of Registration</b>	3 years
<b>Admissions Criteria</b>	<p>Minimum of 120 ECTS credits acquired in a similar subject. UK Level 5 qualifications including Higher National Diploma, FdA, FdSC etc. also recognised.</p> <p>Academic entry criteria equivalent to a minimum of 64 UCAS points, equivalent to:</p> <ul style="list-style-type: none"><li>• General Higher Education entrance certificate (Award of Zeugnis der Allgemeinen Hochschulreife/ Abitur, or a Fachgebundene Hochschulreife/ Fachhochschulreife) with an overall average grade of 3.0, including a minimum grade of 10 on the English component (Leistungsfach) on the Abiturprüfung.</li><li>• 2 A-levels at Grade C or above, or BTEC Level 3 equivalent, and normally three GCSEs at a minimum grade C/4, including English Language.</li></ul>



	<p>B2 English language level according to Common European Framework of Reference (CEFR).</p> <p>International academic and English language requirements can be referenced at <a href="http://bimm-institute.de/how-to-apply/">bimm-institute.de/how-to-apply/</a>.</p> <p>All candidates will be required to attend an entrance interview and submit a portfolio for review.</p>
<b>Date of Course Specification Revisions:</b>	May 2020

Course Structure

Year 1										
Core Modules						Available Options				
<b>Semester 1</b>	Final Project	The Pre-Production Process	Option Module	Screenwriting 3	Direction – Fiction 3	Direction – Factual 3	Creative Producing & Managing the Production 3	Production Design & Art Direction 3	Cinematography 3	Sound Recording & Sound Post 3
<b>Semester 2</b>		Professional Portfolio	Production Realisation	Post-Production Editing & Grading 3	Post-Production VFX & Compositing 3	Development, Distribution & Commissioning 3	Camera, Grip & Lighting 3	Production Logistics 3	Research for Specialism 3	Factual Entertainment 3

Students will be required to have passed all 120 credits in the year to receive the full degree. The overall degree classification is based on grades achieved in year 3.

The option modules advertised as available for BIMM University courses are subject to variation dependant on minimum student numbers and the availability of specialist resources at each campus (Please refer to our [Terms and Conditions](#) for further detail).

### Workload

	Average Number of Assessments	Average Expected Hours of Student Effort Per Assessment
Semester 1	5	23
Semester 2	3	23

	Average Contact Time (Hours Per Year)	Average Self-Directed Study Time (Hours Per Year)
Year 3 (Level 6)	200	1000

All details above are provided for guidance only but are believed to be accurate at the time of writing. Average figures will differ from course to course and will depend on the option modules chosen. Modifications may be made to the course in line with our [Course Approval and Modification Policy](#).

**BA (Hons) Games Art and Technology - Course Specification**

<b>Full Title of the Course &amp; Award</b>	BA (Hons) Games Art and Technology
<b>Mode of Attendance</b>	Full/
<b>Length of course</b>	This course is taught as a three-year course at levels 4, 5 and 6.
<b>Start date</b>	September 2024
<b>Awarding Institution</b>	BIMM University
<b>Teaching Institution</b>	BIMM University Berlin
<b>HECOS Codes</b>	101267 – Computer Games 101268 – Computer Games Design
<b>Language of Study</b>	English
<b>Final Award</b>	Certificate of Higher Education (exit award only at level 4) Diploma of Higher Education (exit award only at level 5) Bachelor’s Degree with Honours
<b>FHEQ Level</b>	120 credits at Level 4 120 credits at Level 5 120 credits at Level 6
<b>ECTS Level</b>	60 credits at Level 4 60 credits at Level 5 60 credits at Level 6
<b>Reference Points</b>	QAA Subject Benchmark in Art and Design (2018) FHEQ (2008) QAA Quality Code (2018)
<b>Minimum Period of Registration</b>	3 years
<b>Maximum Period of Registration</b>	6 years
<b>Admissions Criteria</b>	Award of Zeugnis der Allgemeinen Hochschulreife/ Abitur or a Fachgebundene Hochschulreife/ Fachhochschulreife with overall average grade of 3.0, including a minimum grade of 10 on the English component (Leistungsfach) on the Abitur.  B2 English language level according to Common European Framework of Reference (CEFR).  International academic and English language requirements can be referenced at <a href="http://bimm-institute.de/how-to-apply/">bimm-institute.de/how-to-apply/</a> .  All candidates will be required to attend an entry audition, unless they have achieved grade 6-8 in a recognised music qualification.
<b>Date of Course Specification Revisions:</b>	September 2023

Please note – this course is still under approval and subject to change

## Course Structure

		Module 1	Module 2	Module 3	Module 4		
Year 1	1	The Creative Industries	Foundational Art	2D Workflows	Introduction to Games Engines (From Game Tech)		
	2	The Creative Industries & You	Introduction to 3D	PBR Materials and Lighting	Prototyping (From Game Tech)		
						Options Available for Students	
Year 2	1	Defining Your Practice in Context	Advanced Materials and Shaders	Character Design and Sculpting	Pick 1 Option	Audio Design (GAT)	Animation for Games Artists (GAT)
	2	Exploring Practice Through Collaboration	Game Studio (30 Credits)		Pick 1 Option	Interfaces (GDD)	Procedural Workflows (GT)
Year 3	1	Final Project (30 Credits)	Environmental Storytelling	Pre-Production (30 Credits)			
	2		Professional Portfolio	Production (30 Credits)			

Apart from the Final Project module, all modules are worth 15 credits each. Students take 120 FHEQ credits each year (60 ECTS) and will be required to have passed 360 FHEQ credits (180 ECTS) to receive the full degree. Students must pass 120 FHEQ credits each year to progress. The overall degree classification is based on grades achieved in year 2 and year 3.

The option modules advertised as available for BIMM University courses are subject to variation dependant on minimum student numbers and the availability of specialist resources at each campus (Please refer to our [Terms and Conditions](#) for further detail).

This course is currently part of the subject area undergoing approval which may result in some changes to the course. Any changes will be communicated to applicants as soon as possible prior to the start of the 2024/25 Academic Year.

### Workload

	Average Number of Assessments	Average Expected Hours of Student Effort Per Assessment
Year 1: Semester 1	4	15
Year 1: Semester 2	4	15
Year 2: Semester 1	4	15
Year 2: Semester 2	3	20
Year 3: Semester 1	3	20
Year 3: Semester 2	2	40

	Average Contact Time (Hours Per Year)	Average Self-Directed Study Time (Hours Per Year)
Year 1 (Level 4)	248	952
Year 2 (Level 5)	248	952
Year 3 (Level 6)	200	1000

All details above are provided for guidance only but are believed to be accurate at the time of writing. Average figures will differ from course to course and will depend on the option modules chosen. The option modules advertised as available for BIMM University courses are subject to variation dependant on minimum student numbers and the availability of specialist resources at each campus (Please refer to our [Terms and Conditions](#) for further details). Modifications may be made to the course in line with our [Course Approval and Modification Policy](#) and [Periodic Review Policy](#).

**BA (Hons) Games Design and Development - Course Specification**

<b>Full Title of the Course &amp; Award</b>	BA(Hons) Games Design and Development
<b>Mode of Attendance</b>	Full Time]
<b>Length of course</b>	This course is taught as a three-year course at levels 4, 5 and 6.
<b>Start date</b>	September 2024
<b>Awarding Institution</b>	BIMM University
<b>Teaching Institution</b>	BIMM University Berlin
<b>HECOS Codes</b>	101267 – Computer Games 101268 – Computer Games Design
<b>Language of Study</b>	English
<b>Final Award</b>	Certificate of Higher Education (exit award only at level 4) Diploma of Higher Education (exit award only at level 5) Bachelor’s Degree with Honours
<b>FHEQ Level</b>	120 credits at Level 4 120 credits at Level 5 120 credits at Level 6
<b>ECTS Level</b>	60 credits at Level 4 60 credits at Level 5 60 credits at Level 6
<b>Reference Points</b>	QAA Subject Benchmark in Art and Design (2019) FHEQ (2008) QAA Quality Code (2018)
<b>Minimum Period of Registration</b>	3 years
<b>Maximum Period of Registration</b>	6 years
<b>Admissions Criteria</b>	<p>Award of Zeugnis der Allgemeinen Hochschulreife/ Abitur or a Fachgebundene Hochschulreife/ Fachhochschulreife with overall average grade of 3.0, including a minimum grade of 10 on the English component (Leistungsfach) on the Abitur.</p> <p>B2 English language level according to Common European Framework of Reference (CEFR).</p> <p>International academic and English language requirements can be referenced at <a href="http://bimm-institute.de/how-to-apply/">bimm-institute.de/how-to-apply/</a>.</p> <p>All candidates will be required to attend an entry audition, unless they have achieved grade 6-8 in a recognised music qualification.</p>

<b>Date of Course Specification</b> <b>Revisions:</b>	September 2023
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**Please note – this course is still under approval and subject to change**



## Course Structure

This is the structure of your course over the three years.

		Module 1	Module 2	Module 3	Module 4		
Year 1	Semester 1	The Creative Industries	What's Design For? Foundational Design	Programming Fundamentals (From Game Tech)	Introduction to Games Engines (From Game Tech)		
	Semester 2	The Creative Industries & You	Introduction to Game Design	Games Mechanics	Prototyping (From Game Tech)		
						Options Available for Students	
Year 2	Semester 1	Defining Your Practice in Context	Further Adventures in Games Design	Choose Your Own Adventure: Story and Games	Pick 1 option	Designing For Hardware (GT)	Audio Design (GAT)
	Semester 2	Exploring Practice Through Collaboration	Development Studio (30 Credits)		Pick 1 option	Procedural Workflows (GT)	Interfaces (GDD)
						Options Available for Students	
Year 3	Semester 1	Final Project (30 Credits)	Worldbuilding	Planning and Pre-production (30 Credits)			
	Semester 2		Professional Portfolio	Game Production (30 Credits)			

Apart from the Final Project module, all modules are worth 15 credits each. Students take 120 FHEQ credits each year (60 ECTS) and will be required to have passed 360 FHEQ credits (180 ECTS) to receive the full degree. Students must pass 120 FHEQ credits each year to progress. The overall degree classification is based on grades achieved in year 2 and year 3.

The option modules advertised as available for BIMM University courses are subject to variation dependant on minimum student numbers and the availability of specialist resources at each campus (Please refer to our [Terms and Conditions](#) for further detail).

This course is currently part of the subject area undergoing approval which may result in some changes to the course. Any changes will be communicated to applicants as soon as possible prior to the start of the 2024/25 Academic Year.

### Workload

	Average Number of Assessments	Average Expected Hours of Student Effort Per Assessment
Year 1: Semester 1	4	15
Year 1: Semester 2	4	15
Year 2: Semester 1	4	20
Year 2: Semester 2	4	17
Year 3: Semester 1	4	27
Year 3: Semester 2	4	18

	Average Contact Time (Hours Per Year)	Average Self-Directed Study Time (Hours Per Year)
Year 1 (Level 4)	248	952
Year 2 (Level 5)	248	952
Year 3 (Level 6)	200	1000

All details above are provided for guidance only but are believed to be accurate at the time of writing. Average figures will differ from course to course and will depend on the option modules chosen. The option modules advertised as available for BIMM University courses are subject to variation dependant on minimum student numbers and the availability of specialist resources at each campus (please refer to our Terms and Conditions for further details).

**BSc (Hons) Games Technology - Course Specification**

<b>Full Title of the Course &amp; Award</b>	BSc (Hons)
<b>Mode of Attendance</b>	Full-time
<b>Length of course</b>	This course is taught as a three-year course at levels 4, 5 and 6.
<b>Start date</b>	September 2024
<b>Awarding Institution</b>	BIMM University
<b>Teaching Institution</b>	BIMM University Berlin
<b>UCAS Code</b>	G300
<b>HECOS code</b>	100956 Programming 100267 Computer Games 100367 Computing and Information technology
<b>Language of Study</b>	English
<b>Final Award</b>	Certificate of Higher Education (exit award only at level 4) Diploma of Higher Education (exit award only at level 5) Bachelor's Degree with Honours
<b>FHEQ Level</b>	120 credits at Level 4 120 credits at Level 5 120 credits at Level 6
<b>ECTS Level</b>	60 credits at Level 4 60 credits at Level 5 60 credits at Level 6
<b>Reference Points</b>	QAA Subject Benchmark in Computing (2022) FHEQ (2008) QAA Quality Code (2018)
<b>Minimum Period of Registration</b>	3 years
<b>Maximum Period of Registration</b>	6 years
<b>Admissions Criteria</b>	Award of Zeugnis der Allgemeinen Hochschulreife/ Abitur or a Fachgebundene Hochschulreife/ Fachhochschulreife with overall average grade of 3.0, including a minimum grade of 10 on the English component (Leistungsfach) on the Abitur.

	<p>GCSE grade C/4 or equivalent qualification in Maths will normally be required for entry.</p> <p>B2 English language level according to Common European Framework of Reference (CEFR).</p> <p>International academic and English language requirements can be referenced at <a href="https://www.bimm-institute.de/how-to-apply/">bimm-institute.de/how-to-apply/</a>.</p> <p>All candidates will be required to attend an entrance interview and submit a portfolio for review.</p>
<b>Date of Course Specification Revisions:</b>	September 2023

Course Structure

Year	Semester	Module 1 (spine)	Module 2	Module 3	Module 4		
1	1	The Creative Industries	Computer Science Fundamentals	Programming Fundamentals	Introduction to Games Engines		
	2	The Creative Industries & You	Maths and Physics Fundamentals for Games	Games Mechanics (From Games Design)	Prototyping		
						<b>Options Available for Students</b>	
2	1	Defining Your Practice in Context	Programming Next Steps	Artificial Intelligence and Agent Behaviour	Pick 1 Option	Designing For Hardware (GT)	Audio Design (GAT)
	2	Exploring Practice Through Collaboration	Game Studio (30 Credits)		Pick 1 Option	Interfaces (GDD)	Procedural Workflows (GT)
3	1	Final Project (30 Credits)	Advanced Programming for Games	Pre-Production (30 Credits)		No Options in L4	
	2		Professional Portfolio	Production (30 Credits)			

Apart from the Final Project module, all modules are worth 15 credits each. Students take 120 FHEQ credits each year (60 ECTS) and will be required to have passed 360 FHEQ credits (180 ECTS) to receive the full degree. Students must pass 120 FHEQ credits each year to progress. The overall degree classification is based on grades achieved in year 2 and year 3.

The option modules advertised as available for BIMM University courses are subject to variation dependant on minimum student numbers and the availability of specialist resources at each campus (Please refer to our [Terms and Conditions](#) for further detail).

This course is currently part of the subject area undergoing approval which may result in some changes to the course. Any changes will be communicated to applicants as soon as possible prior to the start of the 2024/25 Academic Year.

### Workload

	Average Number of Assessments	Average Expected Hours of Student Effort Per Assessment
Year 1: Semester 1	4	14
Year 1: Semester 2	4	14
Year 2: Semester 1	4	20
Year 2: Semester 2	4	17
Year 3: Semester 1	4	23
Year 3: Semester 2	4	23

	Average Contact Time (Hours Per Year)	Average Self-Directed Study Time (Hours Per Year)
Year 1 (Level 4)	248	952
Year 2 (Level 5)	248	952
Year 3 (Level 6)	200	1000

All details above are provided for guidance only but are believed to be accurate at the time of writing. Average figures will differ from course to course and will depend on the option modules chosen. The option modules advertised as available for BIMM University courses are subject to variation dependant on minimum student numbers and the availability of specialist resources at each campus (Please refer to our [Terms and Conditions](#) for further details). Modifications may be made to the course in line with our [Course Approval and Modification Policy](#) and [Periodic Review Policy](#).

## Cert HE Music - Course Specification

<b>Full Title of the Course &amp; Award</b>	Cert HE Music: Cert HE Music (Popular Music Performance) Cert HE Music (Songwriting) Cert HE Music (Music Production)
<b>Mode of Attendance</b>	Full Time
<b>Length of course</b>	This course is taught as a one-year course at level 4.
<b>Start date</b>	September 2024
<b>Awarding Institution</b>	BIMM University
<b>Teaching Institution</b>	BIMM University Berlin
<b>Language of Study</b>	English
<b>Final Award</b>	Certificate of Higher Education (Level 4)
<b>FHEQ Level</b>	120 credits at Level 4
<b>ECTS Level</b>	60 credits at Level 4
<b>Reference Points</b>	Currently under approval
<b>Minimum Period of Registration</b>	1 year
<b>Maximum Period of Registration</b>	1 year
<b>Admissions Criteria</b>	<p>Award of Zeugnis der Allgemeinen Hochschulreife/ Abitur or a Fachgebundene Hochschulreife/ Fachhochschulreife with overall average grade of 3.0, including a minimum grade of 10 on the English component (Leistungsfach) on the Abitur.</p> <p>B2 English language level according to Common European Framework of Reference (CEFR).</p> <p>International academic and English language requirements can be referenced at <a href="https://bimm-institute.de/how-to-apply/">bimm-institute.de/how-to-apply/</a>.</p>

	All candidates will be required to attend an entry audition, unless they have achieved grade 6-8 in a recognised music qualification.
<b>Date of Course Specification Revisions:</b>	2023

### [Course Structure](#)

See following page for Course Structure:



Semester 1 and 2	Project Module (30 Credits)	Choose One Pathway	Popular Music Performance Pathway	Semester 1	Performance Skills	Core Instrument Skills	Digital Music
				Semester 2	Applied Performance	Applied Instrument Skills	Music Creation
			Songwriting Pathway	Semester 1	Collaborative Arranging for Songwriters	Songwriting Techniques	Music Theory for Songwriters
				Semester 2	Collaboration and Performance	Styles and Genres	Digital Arranging for Songwriters
			Music Production (Music and Sound Production) Pathway	Semester 1	Creative Music Programming	Sample Based Production	Audio Capture Methods and Equipment
				Semester 2	Composition Toolkit for Producers	Applied Synthesis	Multitrack Mixing
			Music Production (Electronic Music Production) Pathway	Semester 1	Sample Based Production	Creative Music Programming	Audio Capture Methods and Equipment
				Semester 2	Composition Toolkit for Producers	Applied Synthesis	Multitrack Mixing
			Music Production (Music Production) Pathway	Semester 1	Creative Music Programming	Sample Based Production	Audio Capture Methods and Equipment
				Semester 2	Composition Toolkit for Producers	Applied Synthesis	Multitrack Mixing

Apart from the Project module, all modules are worth 15 credits each. Students will be required to have passed 120 credits to receive the award.

Modifications may be made to the course in line with our [Course Approval and Modification Policy](#).

This course is currently undergoing approval and this may result in some changes to the course. Any changes resulting from this review will be communicated to applicants as soon as possible prior to the start of the 2024/25 Academic Year.

### Workload

	Average Number of Assessments	Average Expected Hours of Student Effort Per Assessment
Semester 1	4	TBC awaiting course approval
Semester 2	4	TBC awaiting course approval

	Average Contact Time (Hours Per Year)	Average Self-Directed Study Time (Hours Per Year)
Year 1 (Level 4)	TBC awaiting course approval.	TBC awaiting course approval

All details above are provided for guidance only but are believed to be accurate at the time of writing. Average figures will differ from course to course and will depend on the option modules chosen. Modifications may be made to the course in line with our [Course Approval and Modification Policy](#).

## Additional Information

### Timetables

Timetables are made available during enrolment. Classes may be at different BIMM University campus buildings depending on lecturer and resource availability.

Contact hours for students will vary per Faculty. For further information, consult your campus team.

### Year Structure

Years at BIMM University are divided into two 15-week semesters of which 12 weeks are dedicated to teaching. The academic year usually starts late September/ early October and runs until May the following year.

### Assessments

Courses delivered at BIMM University will entail assessment of the following types. The type of assessment used will depend upon the course, and further detail can be provided by campus teams.

#### Practical exams

Practical exams ask you to demonstrate a practical skill under exam conditions. Examples of practical exams include instrumental showcases, filming/ recording projects in our set or stage facilities, demonstrating your ability to perform in an ensemble setting or your ability to produce a recording or operate specified and course-relevant hardware/ software. The skill being tested will depend on the module and course being taken. Many practical assessments also contain a viva voce where the examiner will ask you questions regarding your exam and the related subject area.

#### Written exams

Many students will be familiar with this type of assessment. Written exams at BIMM University are often used for theoretical modules and are sat under exam conditions. For more details on exam conditions please refer to the [Academic Regulations](#).

#### Practical coursework

Practical coursework often asks you to demonstrate a practical skill but, unlike practical exams, you work on the assessment piece in self-directed study time and hand in the final assessment for marking. Examples of this type of assessment include a performance/ storyboard/ showreel/ editing to a brief or mixing a recording.

#### Multimedia coursework/ Portfolio Assessments

Multimedia coursework contains a mixture of elements some written and some practical. An example of this type of assessment is creating a 3-page newspaper layout containing text and visual elements. On some courses, you may have to do portfolio assessments which you compile a mixture of audio/ visual and written elements together. This is usually done using online portfolio software.

#### Written coursework

Written course work is used in all BIMM University courses and can take several forms:

- Research essays – in these assessments you will be expected to conduct research into the chosen topic. This could include secondary research (reading) or primary research (conducting original research such as focus groups/questionnaires etc.). You will then be

required to write an essay based on this research, putting forward clear and concise arguments.

- Reflective essays – in these assessments you are required to reflect on your professional practice or development activities and identify areas for improvement. These essays do require you to engage in adequate research which will depend on what the subject of the reflective essay is.
- Dissertation/ final year project – most courses have a large final year project which is double weighted. This is usually a combination of detailed research and reflective elements. Most courses require you to undertake an active project as the subject of your dissertation and this project is normally agreed with your lecturer.
- Blog assessments – these assessments require you to submit regular written tasks normally to an online blog which are then combined to form the final assessment submission. These written tasks contain a mixture of reflective and research elements.
- Patchwork Text Assessments – these assessments are constructed from smaller written tasks given to the student throughout the year. The student then combines these smaller written tasks and submits them along with a final piece of writing that links the tasks together. These written tasks could be research or reflection based.
- Case Studies – these assessments require you to research and write about a specific entity or section of the industry related to your course. For example, a case study of a record label/ motion picture production company/ theatre & performing arts organisation would require you to look at how the company works, what their sources of funding are, how they run sustainably etc.

In some cases, an assessment may combine two or more of these types of written work.

### Presentations

In these assessments, you will be asked to make a planned presentation to an assessor or panel of assessors. Some presentation assignments ask you to reflect on your practice on the course while others are more academically focused and require you to engage in rigorous research.

### Learning and Teaching

#### Teaching

BIMM University encourages its staff to employ a wide range of learning and teaching techniques. We provide training for new staff and many of our lecturers are qualified teachers as well as industry professionals.

Most lessons will be in classes of 10-25 students however this will depend on the number of students that apply for a course and the resources that are available at the BIMM campus you are applying to.

There are some larger lectures for bigger modules which are shared across multiple courses. These classes are delivered in a more traditional university lecture style to large groups of students.

For more detail on the learning and teaching methods BIMM employs please see our [Higher Education Strategy](#).

#### Self-directed study

All courses at BIMM University have self-directed study hours associated with them. During this time, you are expected to be engaging in appropriate learning activities for your course. This could

include practicing your instrument, conducting research, writing assignments and preparing for upcoming classes.

### Formative Assessment

BIMM University has a number of mechanisms for formative assessment which allow you to gain feedback before the final exam or coursework deadline.

Many modules have formative assignments built into them. In some cases, these are ungraded and are there purely so you can improve your final submission. Some modules use graded formative assessment, in these cases the formative assessment is only worth a small percentage of your final mark.

In-class activities are also used as an opportunity to provide feedback to students. During lessons, there are often opportunities to receive feedback from peers as well as the lecturers and some lessons are heavily focused toward providing students who perform or present their work with feedback to help them improve.

Students can also take advantage of BIMM University's tutorial system to gain additional feedback. The tutorial system allows you to book 1 to 1 sessions with lecturers. You can use these sessions to gain specific feedback on any aspect of your work.

### Work-based Learning

Most undergraduate students at BIMM University have the option to choose a placement module called Working in the Creative Industries as part of their course. This will require you to undertake at least 30 hours of work-based learning.

Whatever your chosen path, the Creative Futures Team will help you to explore, research and secure a placement, or develop your own entrepreneurial project.

If you choose a placement that is not local, you may incur travel costs. Most internships in the music industry are unpaid but you may be able to negotiate the paying of travel expenses.

### Staff

BIMM University is proud of its long history of employing music industry professionals to teach at all our campuses. We believe that through this practice we provide the best opportunities to our students to learn from lecturers who understand their goals and have the knowledge and experience necessary to help make them a reality.

More information can be found regarding our lecturers on our [staff pages](#). More information can be found regarding our lecturers on our [staff pages](#).

Unfortunately, we cannot guarantee which lecturer will be teaching on individual modules as this will depend on lecturer availability and when classes are timetabled.

Sometimes lecturers are granted leave to engage in industry activities or professional development activities. This is vital to ensure that our lecturers can give students the most current information, and share recent experiences, within industries that are constantly evolving and expanding into new areas.

Whenever a lecturer goes on leave, whether it is due to industry activities or unavoidable factors such as illness or maternity leave, BIMM University endeavours to ensure that lessons are covered

by an industry professional with relevant experience in the subject. Through this practice, we aim to provide high quality learning opportunities throughout your course of study at BIMM.

### Language

All qualifications at BIMM University are taught and assessed in English.

### Costs

#### Tuition Fees

Accurate tuition fees information can be found on our [finance pages](#).

Proof of Student Loan or other funding body's acceptance of funding for the tuition fees, together with extent of funding provided must be received by BIMM University on or before 15th August. If such funding does not cover the full cost of your course of study a payment for the outstanding amount must be received by 15th August.

If you do not intend to apply for or are not eligible for a student loan/ grant fees must be paid in full by 15th September. The deposit, to secure your place on your chosen course, is due for payment at the point you accept your offer of study.

Payment can be paid via debit/credit card at [www.bimm.co.uk/pay](http://www.bimm.co.uk/pay) or via bank transfer.

Any queries related to finance can be directed towards [financeenquiries@bimm.co.uk](mailto:financeenquiries@bimm.co.uk).

#### Additional Costs

Students who are thinking of applying to BIMM University should read the recommended [equipment guides](#), as issued by campus teams. This guide outlines the equipment required to successfully study at BIMM University.

Most BIMM University campuses provide a limited number of rehearsal rooms and sets available for booking outside of timetabled hours. Unfortunately, these can become fully booked at peak times and, at some campuses, are not available outside BIMM University campus opening hours. Depending on the facilities you require access to and the frequency with which you want to use them, you may need to pay for private rehearsal, studio, performance or set facilities.

#### Accommodation and Living Costs

Information about accommodation and living cost at BIMM University Berlin can be found via the [website](#).

### Disabled Access

#### Berlin campus

At BIMM University Berlin the teaching buildings are wheelchair accessible. Occasionally we may use external spaces for some lessons or events, which may not be accessible. If you require wheelchair access every effort will be made to arrange teaching spaces that are accessible to you.

For more information and details of how to apply for support please see our [student disability guides](#).