

BIMM University

Undergraduate Course Overviews

Berlin

2025/26

v1.0

## Contents

<b>BMus (Hons) Popular Music Performance - Course Specification</b> .....	<b>4</b>
<b>Course Structure</b> .....	<b>7</b>
<b>Workload</b> .....	<b>7</b>
<b>BMus (Hons) Songwriting - Course Specification</b> .....	<b>8</b>
<b>Course Structure</b> .....	<b>11</b>
<b>Workload</b> .....	<b>11</b>
<b>BA (Hons) Music Business – Course Specification</b> .....	<b>11</b>
<b>Course Structure</b> .....	<b>14</b>
<b>Workload</b> .....	<b>15</b>
<b>BA (Hons) Music Production - Course Specification</b> .....	<b>16</b>
<b>Course Structure</b> .....	<b>18</b>
<b>Workload</b> .....	<b>19</b>
<b>BMus (Hons) Popular Music Performance &amp; Songwriting - Course Specification</b> .....	<b>19</b>
<b>Course Structure</b> .....	<b>22</b>
<b>Workload</b> .....	<b>23</b>
<b>BA (Hons) Songwriting &amp; Music Business - Course Specification</b> .....	<b>24</b>
<b>Course Structure</b> .....	<b>26</b>
<b>Workload</b> .....	<b>27</b>
<b>BA (Hons) Acting for Stage, Screen and Digital Media – Course Specification</b> .....	<b>28</b>
<b>Course Structure</b> .....	<b>30</b>
<b>Workload</b> .....	<b>31</b>
<b>BA (Hons) Animation</b> .....	<b>41</b>
<b>Course Structure</b> .....	<b>42</b>
<b>Workload</b> .....	<b>43</b>
<b>BA (Hons) Games Art and Technology - Course Specification</b> .....	<b>36</b>
<b>Course Structure</b> .....	<b>37</b>
<b>Workload</b> .....	<b>38</b>
<b>BA (Hons) Games Design and Development - Course Specification</b> .....	<b>38</b>
<b>Course Structure</b> .....	<b>40</b>
<b>Workload</b> .....	<b>41</b>
<b>Cert HE Creative Technologies</b> .....	<b>43</b>
<b>Course Structure</b> .....	<b>44</b>
<b>Workload</b> .....	<b>45</b>

<b>Cert HE Music - Course Specification</b> .....	<b>46</b>
<b>Course Structure</b> .....	<b>47</b>
<b>Workload</b> .....	<b>49</b>
<b>Cert HE Screen and Film</b> .....	<b>51</b>
<b>Course Structure</b> .....	<b>47</b>
<b>Workload</b> .....	<b>49</b>
<b>Additional Information</b> .....	<b>53</b>
<b>Timetables</b> .....	<b>53</b>
<b>Year Structure</b> .....	<b>53</b>
<b>Learning and Teaching</b> .....	<b>54</b>
<b>Staff</b> .....	<b>55</b>
<b>Language</b> .....	<b>56</b>
<b>Costs</b> .....	<b>56</b>
<b>Disabled Access</b> .....	<b>56</b>

**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 2025
<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 3.0, 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).
<b>Date of original course approval:</b>	2019/20

<b>Date of course revisions:</b>	August 2024
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## Course Structure

Year 1									
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	Lyricism and Aesthetics		
Semester 2	Exploring Practice Through Collaboration	Digital Performance Portfolio	<i>Creative Band Performance*</i>	Option Module	Applied Repertoire Performance	Composition & Arranging Techniques	Session & Recording Skills		
Year 3					Available Options				
Semester 1	Final Project	Performance Showcase	<i>Adaptive Instrument Skills**</i>	Option Module	Creative Performance with Mixed Media	Scoring for Drama	Theory and Analysis		
Semester 2		Professional Portfolio	<i>Specialised Instrument Skills*</i>	Option Module	Specialised Genre Performance	Creative Ensemble	Psychology of Music	Practical Learning and Teaching in the Creative Arts	

Apart from the Final Project module (30 credits), all modules are worth 15 credits. 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 has recently undergone [Periodic Review](#) which will result in some enhancements to the course, which are currently undergoing approval. This includes the number of option modules available and some module name changes. Any proposed changes are highlighted in the module structure. If any further changes are required, these will be kept to a minimum and will be provided to applicants as soon as possible prior to Academic Year 2025/26.

## 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 2025
<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 3.0, 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>

	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 Original Course Approval:</b>	2019/20
<b>Date of Course Specification Revisions:</b>	August 2024

## Course Structure

Year 1								
Semester 1	The Creative Industries	Arranging for Live Performance	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	Songwriting & Arrangement	<i>Lyricism &amp; Aesthetics**</i>	Option Module	Creative Video Production	The Performing Songwriter***	Sound Design & Writing for Media	
Semester 2	Exploring Practice Through Collaboration	Music Creation & Technology	<i>Commercial Songwriting &amp; Publishing*</i>	Option Module	Creative Band Performance	Vocal Capture & Production	Composition & Arranging Techniques	
Year 3					Available Options			
Semester 1	Final Project	<i>Advanced Songwriting Techniques***</i>	<i>Marketing &amp; Branding for Songwriters***</i>	Option Module	Creative Performance with Mixed Media	Scoring for Drama	Theory & Analysis	
Semester 2		<i>Contextualised Songwriting Techniques***</i>	<i>Professional Portfolio***</i>	Option Module	Creative Ensemble	Lyrical Analysis***	Progressive Creative Technology	

*\*Proposed name change / module enhancement \*\*Proposed change from optional module to core module \*\*\*Proposed new module*

Apart from the Final Project module (30 credits), all modules are worth 15 credits. 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 has recently undergone [Periodic Review](#) which will result in some enhancements to the course, which are currently undergoing approval. This includes the number of option modules available and some module name changes. Any proposed changes are highlighted in the module structure. If any further changes are required, these will be kept to a minimum and will be provided to applicants as soon as possible prior to Academic Year 2025/26.

## 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 2025
<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 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>	<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. 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 interview.</p>
<b>Date of Original Approval:</b>	2019/20

<b>Date of Course Specification Revisions:</b>	August 2024
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## Course Structure

Year 1								
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	<i>Business &amp; Entrepreneurship*</i>	<i>Digital Music**</i>	Option Module	Record Label Management	Touring and Live Events	Creative Video Production	
Semester 2	Exploring Practice Through Collaboration	<i>Financing Innovation*</i>	<i>Music Business in Context *</i>	Option Module	Rights Management and Synchronisation	The Business & Culture of Electronic Music	Working in the Creative Industries	
Year 3					Available Options			
Semester 1	Final Project	Audience Experience & Motivation	<i>Industry Futures*</i>	Option Module	<i>Creative Industry Economics*</i>	<i>Digital Design*</i>	Diversity in the Creative Industries	
Semester 2		<i>Business Ethics &amp; Music Law**</i>	<i>Employability Toolkit*</i>	Option Module	Creative Website Design	Psychology of Music		

*\*Proposed module change (name change / enhancement or new module) \*\*Proposed change from optional module to core module*

Apart from the Final Project module (30 credits), all modules are worth 15 credits. 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 has recently undergone [Periodic Review](#) which will result in some enhancements to the course, which are currently undergoing approval. This includes the number of option modules available and some module name changes. Any proposed changes are highlighted in the module structure. If any further changes are required, these will be kept to a minimum and will be provided to applicants as soon as possible prior to Academic Year 2025/26.

## 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 2025
<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 (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>	<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>

<b>Date of Original Course Approval:</b>	2019/20
<b>Date of Course Specification revisions:</b>	August 2024

Course Structure

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

\*Proposed name change / module enhancement \*\*Proposed change from optional module to core module \*\*\*Proposed new module

Apart from the Final Project module (30 credits), all modules are worth 15 credits. 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 has recently undergone [Periodic Review](#) which will result in some enhancements to the course, which are currently undergoing approval. This includes the number of option modules available and some module name changes. Any proposed changes resulting from this review are highlighted in the module structure. If any further changes are required, these will be kept to a minimum and will be provided to applicants as soon as possible prior to Academic Year 2025/26.

## 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 2025
<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 3.0, 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> .
<b>Date of Original Course approval:</b>	2019/20

<b>Date of Course Specification Revisions:</b>	August 2024
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## Course Structure

Year 1									
Semester 1	The Creative Industries	Core Instrument Skills	Performance Skills	Songwriting Techniques					
Semester 2	The Creative Industries & You	Applied Performance	Styles & Genres	Digital Arrangement for Songwriters					
Year 2									
Semester 1	Defining Your Practice in Context	Interpretive Instrument Skills	Lyricism & Aesthetics**	Contextualised Performance**					
Semester 2	Exploring Practice Through Collaboration	Creative Band Performance**	Music Creation with Technology	Commercial Songwriting & Publishing*					
Year 3					Available Options				
Semester 1	Final Project	Performance Showcase	Advanced Songwriting Techniques*	Option Module	Expanded Instrument Skills*	Scoring for Drama	Creative Performance with Mixed Media	Theory & Analysis	
Semester 2		Professional Portfolio	Contextualised Songwriting Techniques*	Option Module	Specialised Genre Performance	Creative Ensemble	Practical Learning and Teaching in the Creative Arts	Lyrical Analysis*	

\*Proposed module change (name change / enhancement or new module) \*\*Proposed change from optional module to core module

Apart from the Final Project module (30 credits), all modules are worth 15 credits. 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 has recently undergone [Periodic Review](#) which will result in some enhancements to the course, which are currently undergoing approval. This includes the number of option modules available and some module name changes. Any proposed changes resulting from this review are highlighted in the module structure. If any further changes are required, these will be kept to a minimum and will be provided to applicants as soon as possible prior to Academic Year 2025/26.

## 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 2025
<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>	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="https://www.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 Original Course approval:</b>	2019/20
<b>Date of Course Specification Revisions:</b>	August 2024

## Course Structure

Year 1 Core Modules										
Semester 1	The Creative Industries	Arranging for Live Performance	The Music Business	Songwriting Techniques						
Semester 2	The Creative Industries & You	Digital Arrangement for Songwriters	Music Publishing	Marketing & Branding						
Year 2										
Semester 1	Defining Your Practice in Context	<i>Business &amp; Entrepreneurship*</i>	<i>Lyricism &amp; Aesthetics**</i>	Songwriting & Arrangement						
Semester 2	Exploring Practice Through Collaboration	<i>Financing Innovation*</i>	Music Creation with Technology	<i>Music Business in Context*</i>						
Year 3					Available Options					
Semester 1	Final Project	<i>Industry Futures*</i>	<i>Advanced Songwriting Techniques*</i>	Option Module	Creative Performance with Mixed Media	Scoring for Drama	Theory & Analysis	<i>Creative Industry Economics*</i>	<i>Digital Design*</i>	
Semester 2		<i>Employability Toolkit*</i>	<i>Contextualised Songwriting Techniques*</i>	Option Module	Creative Ensemble	<i>Lyrical Analysis*</i>	Creative Website Design	Psychology of Music		

\*Proposed module change (name change / enhancement or new module) \*\*Proposed change from optional module to core module

Apart from the Final Project module (30 credits), all modules are worth 15 credits. 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 has recently undergone [Periodic Review](#) which will result in some enhancements to the course, which are currently undergoing approval. This includes the number of option modules available and some module name changes. Any proposed changes resulting from this review are highlighted in the module structure. If any further changes are required, these will be kept to a minimum and will be provided to applicants as soon as possible prior to Academic Year 2025/26.

## 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) Acting for Stage, Screen and Digital Media – Course Specification**

<b>Full Title of the Course &amp; Award</b>	BA (Hons) Acting for Stage, Screen and Digital Media – Course Specification
<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 2025
<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>Reference Points</b>	QAA Subject Benchmark Statement in Dance, Drama and Performance (July 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>	<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>For overseas students: IELTS 6.0 with a minimum of 5.5 to be achieved in each band or equivalent English language qualification. A</p> <p>All candidates will be required to attend an audition and demonstrate a strong ability in acting.</p>

<b>Date of Original Course approval:</b>	2021/22
<b>Date of Course Specification revisions:</b>	Last revised 2022

Course Structure

Core Modules									
Semester 1	The Creative Industries 15 credits	Acting for Stage Fundamentals: Voice & Text 1 15 credits	Acting for Stage Fundamentals: Improvisation & Movement 1 15 credits	Acting for Screen & Digital Media Fundamentals 1 15 credits					
Semester 2	The Creative Industries & You 15 credits	Acting for Stage Fundamentals: Voice & Text 2 15 credits	Acting for Stage Fundamentals: Improvisation & Movement 2 15 credits	Acting for Screen & Digital Media Fundamentals 2 15 credits					
Core Modules					Available Options				
Semester 1	Defining Your Practice in Context 15 credits	Acting for Stage Development: Contemporary Performance 15 credits	Acting for Screen & Digital Media Development 15 credits	Option Module 15 credits	Community Theatre 15 credits	Musical Theatre Performance 15 credits			
Semester 2	Exploring Practice Through Collaboration 15 credits	Acting for Stage Development: Classical Performance 15 credits	Option Module 15 credits	Option Module 15 credits	Writing for Stage & Screen 15 credits	Applied Directing 15 credits	Digital Media Performance 15 credits	Working in the Creative Industries 15 credits	Practical Learning & Teaching in the Creative Arts 1 15 credits
Core Modules					Available Options				
Semester 1	Final Project 30 credits	Advanced Acting for Stage & Screen 30 credits	Option Module 15 credits	Devised Theatre Performance 15 credits	Short Film Production 15 credits	Film Studies 15 credits	Practical Learning & Teaching in the Creative Arts 2 15 credits		
Semester 2		Professional Portfolio 15 credits	Final Theatre Production 30 credits						

## Workload

Modules are a mix of 15 and 30 credit weightings, spanning Level 4 to Level 6. Students take 120 credits each year and will be required to have passed 360 credits to receive the full degree.

Students must pass 120 credits each year to progress. The overall degree classification is based on grades achieved in Year 2 and Year 3.

In Year 2 students choose one option in Semester 1 and two options in Semester 2. In Year 3 students choose one option in Semester 1.

Not all option modules will run, and this will be based on student demand and resource availability. Modifications may be made to the course in line with our [Course Approval and Modification Policy](#).

	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	6	20
Year 2: Semester 2	4	20
Year 3: Semester 1	7	40
Year 3: Semester 2	4	40

	Average Contact Time (Hours Per Year)	Average Self-Directed Study Time (Hours Per Year)
Year 1 (Level 4)	682	390
Year 2 (Level 5)	682	390
Year 3 (Level 6)	682	390

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 college (please refer to our [Terms and Conditions](#) for further details).

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

<b>Full Title of the Course &amp; Award</b>	BA (Hons) Animation
<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 2025
<b>Awarding Institution</b>	BIMM University
<b>Teaching Institution</b>	BIMM University Berlin: Creative Technologies Faculty
<b>HECOS codes</b>	Code 1: 101019 Code 2: 100363
<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>	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. <u>International Baccalaureate</u> A minimum of 24 points.

	<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>
<b>Additional Entry Criteria:</b>	Portfolio and interview
<b>Date of Course Specification Revisions:</b>	Under approval

**Course Structure**

	Semester	Module 1	Module 2	Module 3	Module 4		
Year 1	1	The Creative Industries (15 credits)	Animation Fundamentals (15 credits)	Animation Character Mechanics (15 credits)	Narrative Animation 1 (15 credits)		
	2	The Creative Industries & You (15 credits)	Character Pre Visualisation (15 credits)	Introduction to 3D Modelling (15 credits)	Narrative Animation 2		
						Available Options	
Year 2	1	Defining Your Practice in Context (15 credits)	Creature Character Mechanics (15 credits)	Rigging (15 credits)	Options Module (15 credits)	Audio for Animation	Sculpting for Animators
	2	Exploring Practice Through Collaboration (15 credits)	Animation Studio (30 Credits)		Options Module (15 credits)	Realtime Rendering	Procedural Workflows
Year 3	1	Final Project (30 Credits)	Writing to Animate (15 credits)	Pre-Production (30 Credits)			
	2		Ready to Launch (15 credits)	Production (30 Credits)			

Apart from the Final Project, Pre-Production Module and Writing to Animate modules, 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 new and is currently undergoing approval, therefore the modules presented are indicative of what the course will contain. Any changes to the proposed course outline or modules will be communicated to applicants as soon as possible prior to the start of the 2025/26 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. 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 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 2025
<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="https://bimm-institute.de/how-to-apply/">bimm-institute.de/how-to-apply/</a> .
<b>Date of Original Course Approval</b>	September 2023

## Course Structure

	Semester	Module 1	Module 2	Module 3	Module 4			
Year 1	1	The Creative Industries (15 credits)	Art Principles for Game Artists (15 credits)	2D Workflows (15 credits)	Introduction to Engine Technology (15 credits)			
	2	The Creative Industries & You (15 credits)	Introduction to 3D Modelling (15 credits)	Introduction to Materials and Lighting (15 credits)	Introduction to Prototyping (15 credits)			
							Available Options	
Year 2	1	Defining Your Practice in Context (15 credits)	Advanced Materials and Shaders (15 credits)	Character Design and Sculpting (15 credits)	Options Module (15 credits)	Audio Design (GAT)	Animation for Games Artists (GAT)	
	2	Exploring Practice Through Collaboration (15 credits)	Game Development Studio (30 Credits)		Options Module (15 credits)	Interfaces (GDD)	Procedural Workflows (GT)	
Year 3	1	Final Project (30 Credits)	Environmental Storytelling (15 credits)	Pre-Production (30 Credits)				
	2		Ready to launch (15 credits)	Production (30 Credits)				

Apart from the Final Project, Pre-Production and Production modules (30 credits), 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.

## 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. Please refer to our [Terms and Conditions](#) for further information.

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 2025
<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 Approval:</b>	September 2023

## Course Structure

		Module 1	Module 2	Module 3	Module 4		
Year 1	Semester 1	The Creative Industries (15 credits)	Design Principles for Games Designers (15 credits)	Game Programming Fundamentals (15 credits)	Introduction to Engine Technology (15 credits)		
	Semester 2	The Creative Industries & You (15 credits)	Introduction to Games Design (15 credits)	Introduction to Games Mechanics (15 credits)	Introduction to Prototyping (15 credits)		
						Available Options	
Year 2	Semester 1	Defining Your Practice in Context (15 credits)	Further Adventures in Games Design (15 credits)	Story, Narrative and Games (15 credits)	Option Module (15 credits)	Designing For Hardware (GT)	Audio Design (GAT)
	Semester 2	Exploring Practice Through Collaboration (15 credits)	Development Studio (30 Credits)		Option Module (15 credits)	Procedural Workflows (GT)	User Interfaces (GDD)
Year 3	Semester 1	Final Project (30 Credits)	Worldbuilding (15 credits)	Planning and Pre-production (30 Credits)			
	Semester 2		Ready to Launch (15 credits)	Game Production (30 Credits)			

Apart from the Final Project module, Game Production, Development Studio and Planning & Preproduction (30 credits) 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). Any changes will be communicated to applicants as soon as possible prior to the start of the 2025/26 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).

**Cert HE Creative Technology - Course Specification**

<b>Full Title of the Course &amp; Award</b>	Cert HE Creative Technology (2 pathways)  Games Design and Development or Games Art and Technology
<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 2025
<b>Awarding Institution</b>	BIMM University
<b>Teaching Institution</b>	BIMM University Berlin
<b>HECOS codes</b>	N/A
<b>Language of Study</b>	English
<b>Final Award</b>	Certificate of Higher Education (at level 4)
<b>FHEQ Level</b>	120 credits at Level 4
<b>ECTS Level</b>	60 credits at Level 4
<b>Reference Points</b>	FHEQ (2008) QAA Quality Code (2018)
<b>Minimum Period of Registration</b>	1 year
<b>Maximum Period of Registration</b>	2 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="https://www.bimm-institute.de/how-to-apply/">bimm-institute.de/how-to-apply/</a>.</p>

<b>Additional Entry Criteria:</b>	Portfolio
<b>Date of Course Specification:</b>	September 2024
<b>Date of Course Revisions:</b>	N/A

## Course Structure

### Cert HE Creative Technology (Games Art and Technology)

Yr	Level	Sem	Code	Name	Credits
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1	4	1	COM411	The Creative Industries	15	Core
1	4	1	GAA401	2D Workflows	15	Core
1	4	1	GAA402	Art Principles for Games Artists	15	Core
1	4	1	GAT403	Introduction to Engine Technology	15	Core
1	4	2	COM412	The Creative Industries & You	15	Core
1	4	2	GAA403	Introduction to 3D Modelling	15	Core
1	4	2	GAA404	Introduction to Materials and Lighting	15	Core
1	4	2	GAD404	Introduction to Prototyping	15	Core

### Cert HE Creative Technology (Games Design and Development)

Yr	Level	Sem	Code	Name	Credits	
1	4	1	COM411	The Creative Industries	15	Core
1	4	1	GAD401	Design Principles for Games Designers	15	Core
1	4	1	GAT401	Game Programming Fundamentals	15	Core
1	4	1	GAT403	Introduction to Engine Technology	15	Core
1	4	2	COM412	The Creative Industries & You	15	Core
1	4	2	GAD402	Introduction to Games Design	15	Core
1	4	2	GAD403	Introduction to Games Mechanics	15	Core
1	4	2	GAD404	Introduction to Prototyping	15	Core

All modules are worth 15 credits each. Students will be required to have passed 120 credits to receive the Certificate of Higher Education 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 2025/26 Academic Year.

### Workload

	Average Number of Assessments	Average Expected Hours of Student Effort Per Assessment
Semester 1	4	14
Semester 2	4	14

	<b>Average Contact Time (Hours Per Year)</b>	<b>Average Self-Directed Study Time (Hours Per Year)</b>
<b>Year 1 (Level 4)</b>	248	952

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](#).

**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>	QAA Subject Benchmark in Music (2016) FHEQ (2008) QAA Quality Code (2018)
<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://www.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 Original Course Approval:</b>	2023/24
<b>Date of Course Specification Revisions:</b>	August 2024

### [Course Structure](#)

See following page for Course Structure:

### Cert HE Music – Popular Music Performance

Year	Level	Semester	Code	Name	Credits	
1	4	1	PMP401X	Core Instrument Skills	15	Core
1	4	1	PMP403X	Performance Skills	15	Core
1	4	1	PMP412	Digital Audio Workstation Skills	15	Core
1	4	2	PMP404	Applied Instrument Skills	15	Core
1	4	2	PMP405X	Applied Performance	15	Core
1	4	2	PMP406	Music Creation	15	Core
1	4	1 & 2	CPM401	Adventures in Professional Practice	30	Core

### Cert HE Music - Songwriting

Year	Level	Semester	Code	Name	Credits	
1	4	1	SWR402	Songwriting Techniques	15	Core
1	4	1	SWR413	Music Theory for Songwriters	15	Core
1	4	1	SWR421	Arranging for Live Performance	15	Core
1	4	2	SWR403	Collaboration & Performance	15	Core
1	4	2	SWR405	Styles & Genres	15	Core
1	4	2	SWR414	Digital Arrangement for Songwriters	15	Core
1	4	1 & 2	CPM401	Adventures in Professional Practice	30	Core

### Cert HE Music Production

Year	Level	Semester	Code	Name	Credits	
1	4	1	EMP401	Audio Capture Methods & Equipment	15	Core
1	4	1	EMP413	Sample Based Production	15	Core
1	4	1	EMP422	Creative Music Sequencing	15	Core
1	4	2	EMP414	Multitrack Mixing	15	Core
1	4	2	EMP415	Composition Toolkit	15	Core
1	4	2	EMP416	Applied Synthesis	15	Core
1	4	1 & 2	CPM401	Adventures in Professional Practice	30	Core

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

### Workload

	Average Number of Assessments	Average Expected Hours of Student Effort Per Assessment
Semester 1	4	17
Semester 2	4	17

	Average Contact Time (Hours Per Year)	Average Self-Directed Study Time (Hours Per Year)
Year 1 (Level 4)	248	952

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](#).

**CertHE Screen and Film - Course Specification**

<b>Full Title of the Course &amp; Award</b>	Cert HE Screen and Film Cert HE Screen and Film (Filmmaking)
<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 2025
<b>Awarding Institution</b>	BIMM University
<b>Teaching Institution</b>	MetFilm School Berlin
<b>Language of Study</b>	English
<b>Final Award</b>	Certificate of Higher Education
<b>FHEQ Level</b>	120 credits at Level 4
<b>ECTS Level</b>	60 credits at Level 4
<b>Reference Points</b>	QAA Subject Benchmark for Communication, Media, Film & Cultural Studies (2016) QAA UK Quality Code
<b>Minimum Period of Registration</b>	1 year
<b>Maximum Period of Registration</b>	2 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> .
<b>Original Approval</b>	2023/24
<b>Course Re-approval Date</b>	August 2024

**Course Structure**

Year One			
Semester 1	Adventures in Professional Filmmaking [30 credits]	Short Film 1: Filmmaking [15 Credits]	Technical Practice [30 Credits]
Semester 2		Production Design [15 Credits]	Short Film 2: Filmmaking [30 Credits]

## Workload

Students will be required to have passed 120 FHEQ credits (180 ECTS) to receive the full award.

The option modules advertised as available for MetFilm School 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).

	<b>Average Number of Assessments</b>	<b>Average Expected Hours of Student Effort Per Assessment</b>
<b>Year 1: Semester 1</b>	4	14
<b>Year 1: Semester 2</b>	4	14

	<b>Average Contact Time (Hours Per Year)</b>	<b>Average Self-Directed Study Time (Hours Per Year)</b>
<b>Year 1 (Level 4)</b>	248	952

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.

## 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 assessments

Practical assessments ask you to demonstrate a practical skill under exam conditions. Examples of practical assessments 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 assessments

Many students will be familiar with this type of assessment. Written assessments 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 assessments, 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.

**BIMM**  
**UNIVERSITY**

A university  
for the creative  
industries