

BIMM University

Undergraduate Course Overviews

UK

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 Music Institute Birmingham, BIMM Music Institute Brighton, BIMM Music Institute Bristol, BIMM Music Institute London, BIMM Music Institute Manchester
<b>UCAS Code</b>	W316
<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>UK Campuses: Minimum of 2 A-levels at Grade E or above (32 UCAS points), OR BTEC Level 3 equivalent, and normally three GCSEs at a minimum grade C/4, including English Language.</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.</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 Music Institute Birmingham, BIMM Music Institute Brighton, BIMM Music Institute Bristol, BIMM Music Institute London, BIMM Music Institute Manchester
<b>UCAS Code</b>	3C45
<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>UK Campuses: Minimum of 2 A-levels at Grade E or above (32 UCAS points), OR BTEC Level 3 equivalent, and normally three GCSEs at a minimum grade C/4, including English Language.</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.</p> <p>All candidates will be required to attend an entry audition.</p>
<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	Select 1 Option	Creative Video Production	Complementary Instrument Skills for Songwriters	Composition & Arranging Techniques					
Semester 2	Exploring Practice Through Collaboration	Songwriting & Arrangement	Select 1 Option	Select 1 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	Select 1 Option	Select 1 Option	Creative Performance with Mixed Media	Scoring for Drama	Diversity in the Creative Industries					
Semester 2		Professional Portfolio	Select 1 Option	Select 1 Option	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) Electronic Music Production - Course Specification

<b>Full Title of the Course &amp; Award</b>	BA(Hons) Electronic 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 Music Institute Birmingham, BIMM Music Institute Brighton, BIMM Music Institute Bristol, BIMM Music Institute London, BIMM Music Institute Manchester.
<b>UCAS Code</b>	W383
<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>	Music Benchmark (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>Minimum of 2 A-levels at Grade E or above (32 UCAS points), OR BTEC Level 3 equivalent, and normally three GCSEs at a minimum grade C/4, including English Language.</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.</p> <p>All candidates will be required to provide a portfolio of work and attend an interview.</p>
<b>Date of Course Specification Revisions:</b>	2019

## Course Structure

Year 1					Available Options					
Semester 1	The Creative Industries	Audio Capture Methods & Equipment	Creative Music Programming	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 Production Techniques	Synthesis & Sampling	Option Module	Live Sound Engineering	Creative Mix Techniques	Creative Video Production			
Semester 2	Exploring Practice Through Collaboration	Digital Composition in Context	Option Module	Option Module	Vocal Capture and Production	Digital Performance Skills	Sound Design and Writing for Media	Working in the Creative Industries	Practical Learning and Teaching in the Creative Arts 1	
Year 3					Available Options					
Semester 1	Final Project	Concept Led Production	Option Module	Option Module	Diversity in the Creative Industries	Immersive Audio Techniques	The Art of Mastering	Game Sound & Music		
Semester 2		Professional Portfolio	Option Module	Option Module	Interactive Music Applications	Audio Post-Production	Practical Learning and Teaching in the Creative Arts 2	Psychology of Music	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	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)	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](#).

### BA(Hons) Music and Sound Production - Course Specification

<b>Full Title of the Course &amp; Award</b>	BA(Hons) Music and Sound 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 Music Institute Birmingham, BIMM Music Institute Brighton, BIMM Music Institute Bristol, BIMM Music Institute London, BIMM Music Institute Manchester
<b>UCAS Code</b>	W374
<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>	Music Benchmark (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>UK Campuses: Minimum of 2 A-levels at Grade E or above (32 UCAS points), OR BTEC Level 3 equivalent, and normally three GCSEs at a minimum grade C/4, including English Language.</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.</p> <p>All candidates will be required to provide a portfolio of work and attend an interview.</p>
<b>Date of Course Specification Revisions:</b>	Specification: October 2019

## Course Structure

Year 1					Available Options					
Semester 1	The Creative Industries	Audio Capture Methods & Equipment	Creative Music Programming	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	Music Production in Context	Studio Practice & Engineering	Select 1 Option	Live Sound Engineering	Creative Mix Techniques	Creative Video Production			
Semester 2	Exploring Practice Through Collaboration	Practical Acoustics	Select 1 Option	Select 1 Option	Creating Sample Instruments	Vocal Capture and Production	Working in the Creative Industries	Sound Design & Writing for Media	Practical Learning and Teaching in the Creative Arts 1	
Year 3					Available Options					
Semester 1	Final Project	Answering A Creative Brief	Select 1 Option	Select 1 Option	The Art of Mastering	Game Sound & Music	Immersive Audio Techniques	Diversity in the Creative Industries		
Semester 2		Professional Portfolio	Select 1 Option	Select 1 Option	Psychology of Music	Audio Post Production	Interactive Music Applications	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	17
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	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](#).



## 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 Music Institute Birmingham, BIMM Music Institute Brighton, BIMM Music Institute Bristol, BIMM Music Institute London, BIMM Music Institute Manchester.
<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>	Minimum of 2 A-levels at Grade C or above (64 UCAS points), OR BTEC Level 3 equivalent, and normally three GCSEs at a minimum grade C/4, including English Language.  For overseas students: IELTS 6.0 with a minimum of 5.5 to be achieved in each band or equivalent English language qualification.
<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	Select 1 Option	Record Label Management	Touring and Live Events	Creative Video Production		
Semester 2	Exploring Practice Through Collaboration	Financing Creativity	Select 1 Option	Select 1 Option	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	Select 1 Option	Select 1 Option	Creative Economics	Digital Content Creation	Diversity in the Creative Industries	Digital Arts & Branding	
Semester 2		Professional Portfolio	Select 1 Option	Select 1 Option	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) Event Management - Course Specification

<b>Full Title of the Course &amp; Award</b>	BA (Hons) Event Management
<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 Music Institute Birmingham, BIMM Music Institute Brighton, BIMM Music Institute Bristol, BIMM Music Institute London, BIMM Music Institute Manchester
<b>UCAS Code</b>	N200
<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>	Events, Hospitality, Leisure, Sport and Tourism (November 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>	Minimum of 2 A-levels at Grade C or above (64 UCAS points), OR BTEC Level 3 equivalent, and normally three GCSEs at a minimum grade C/4, including English Language.  For overseas students: IELTS 6.0 with a minimum of 5.5 to be achieved in each band or equivalent English language qualification.
<b>Date of Course Specification Revisions:</b>	Specification: October 2019

## Course Structure

Year 1					Available Options				
Semester 1	The Creative Industries	Event Concept & Design	Events & Society	Music Event Planning					
Semester 2	The Creative Industries & You	Event Safety	Event Production & Tours	Marketing & Branding					
Year 2					Available Options				
Semester 1	Defining Your Practice in Context	Event Enterprise	Social Media & Digital Marketing	Option Module	Youth Music & Social Change	Venue Management	Creative Video Production		
Semester 2	Exploring Practice Through Collaboration	Festival Management	Option Module	Option Module	Crowd Management	Practical Learning and Teaching in the Creative Arts 1	Live Sound	Working in the Creative Industries	
Year 3					Available Options				
Semester 1	Final Project	Event Sustainability	Option Module	Option Module	Creative Commercial Events	Technical Event Production	Digital Arts & Branding	Diversity in the Creative Industries	
Semester 2		Professional Portfolio	Option Module	Option Module	Event Video Production	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	20
Year 1: Semester 2	4	17
Year 2: Semester 1	4	20
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)	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 Marketing, Media and Communication - Course Specification**

<b>Full Title of the Course &amp; Award</b>	BA (Hons) Music Marketing, Media and Communication
<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 Music Institute Birmingham, BIMM Music Institute Brighton, BIMM Music Institute Bristol, BIMM Music Institute London, BIMM Music Institute Manchester
<b>UCAS Code</b>	W376
<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>	Communication, Media, Film and Cultural Studies Benchmark (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>	Minimum of 2 A-levels at Grade C or above (64 UCAS points), OR BTEC Level 3 equivalent, and normally three GCSEs at a minimum grade C/4, including English Language.  For overseas students: IELTS 6.0 with a minimum of 5.5 to be achieved in each band or equivalent English language qualification.
<b>Date of Course Specification Revisions:</b>	Specification: October 2019

## Course Structure

Year 1					Available Options				
Semester 1	The Creative Industries	Persuading Your Audience	Communicating With Your Audience – Planning	Content Creators Toolkit					
Semester 2	The Creative Industries & You	Marketing & Branding	Investigation Through Journalism	Communicating With Your Audience - Production					
Year 2					Available Options				
Semester 1	Defining Your Practice in Context	Critical & Creative Writing	Social Media & Digital Marketing	Select 1 Option	Touring and Live Events	Youth, Music and Social Change	Creative Video Production		
Semester 2	Exploring Practice Through Collaboration	Communication Techniques	Select 1 Option	Select 1 Option	Fans & Social Media Influencers	Artist Development & PR	Practical Learning and Teaching in the Creative Arts 1	Working in the Creative Industries	
Year 3					Available Options				
Semester 1	Final Project	Communication in Practice	Select 1 Option	Select 1 Option	Digital Content Creation	Film Studies	Diversity in the Creative Industries		
Semester 2		Professional Portfolio	Select 1 Option	Select 1 Option	Psychology of Music	Gaming Culture	Music & Event Futures	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	20
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	5	32

	Average Contact Time (Hours Per Year)	Average Self-Directed Study Time (Hours Per Year)
Year 1 (Level 4)	254	946
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 Music Institute Birmingham, BIMM Music Institute Brighton, BIMM Music Institute Bristol, BIMM Music Institute London, BIMM Music Institute Manchester
<b>UCAS Code</b>	3C48
<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>	UK Campuses: Minimum of 2 A-levels at Grade E or above (32 UCAS points), OR BTEC Level 3 equivalent, and normally three GCSEs at a minimum grade C/4, including English Language. 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.
<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	Select 1 Option	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	Select 1 Option	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	Select 1 Option	Creative Performance with Mixed Media	Scoring for Drama	Specialised Instrument Skills	Diversity in the Creative Industries						
Semester 2		Professional Portfolio	Select 1 Option	Select 1 Option	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) Popular Music Performance & Music Production - Course Specification

<b>Full Title of the Course &amp; Award</b>	BA (Hons) Popular Music Performance & 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 Music Institute Birmingham, BIMM Music Institute Brighton, BIMM Music Institute Bristol, BIMM Music Institute London, BIMM Music Institute Manchester
<b>UCAS Code</b>	W382
<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>Minimum of 2 A-levels at Grade E or above (32 UCAS points), OR BTEC Level 3 equivalent, and normally three GCSEs at a minimum grade C/4, including English Language.</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.</p> <p>All candidates will be required to attend an entry audition.</p>

**Date of Course Specification  
Revisions:**

October 2019

## Course Structure

Year 1					Available Options									
Semester 1	The Creative Industries	Core Instrument Skills	Audio Capture Methods & Equipment	Creative Music Programming										
Semester 2	The Creative Industries & You	Multitrack Mixing	Applied Performance	Music Creation										
Year 2					Available Options									
Semester 1	Defining Your Practice in Context	Interpretive Instrument Skills	Studio Practice and Engineering	Option Module	Extended Instrument Skills	Creative Mix Techniques	Composition & Arranging Techniques	Live Sound Engineering	Creative Video Production					
Semester 2	Exploring Practice Through Collaboration	Digital Performance Portfolio	Practical Acoustics	Option Module	Creative Band Performance	Applied Repertoire Performance	Sound Design & Writing for Media	Session & Recording Skills	Lyricism & Aesthetics	Vocal Capture & Production	Creating Sample Instruments	Working in the Creative Industries	Practical Learning & Teaching in the Arts 1	
Year 3					Available Options									
Semester 1	Final Project	Performance Showcase	Answering a Creative Brief	Option Module	Diversity in the Creative Industries	Immersive Audio Techniques	The Art of Mastering	Game Sound & Music	Creative Performance with Mixed Media	Scoring for Drama	Specialised Instrument Skills			
Semester 2		Professional Portfolio	Option Module	Option Module	Interactive Music Applications	Theory & Analysis	Audio Post Production	Specialised Genre Performance	Practical Learning and Teaching in the Creative Arts 2	Creative Ensemble	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	17
Year 1: Semester 2	4	17
Year 2: Semester 1	4	17
Year 2: Semester 2	4	20
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)	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 Production - Course Specification

<b>Full Title of the Course &amp; Award</b>	BA (Hons) Songwriting & 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 Music Institute Birmingham, BIMM Music Institute Brighton, BIMM Music Institute Bristol, BIMM Music Institute London, BIMM Music Institute Manchester
<b>UCAS Code</b>	3C49
<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>	Minimum of 2 A-levels at Grade E or above (32 UCAS points), OR BTEC Level 3 equivalent, and normally three GCSEs at a minimum grade C/4, including English Language.  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.
<b>Date of Course Specification Revisions:</b>	Specification: October 2019

## Course Structure

Year 1					Available Options							
Semester 1	The Creative Industries	Songwriting Techniques	Audio Capture Methods & Equipment	Creative Music Programming								
Semester 2	The Creative Industries & You	Styles & Genres	Collaboration & Performance	Multitrack Mixing								
Year 2					Available Options							
Semester 1	Defining Your Practice in Context	Music Creation with Technology	Studio Practice & Engineering	Select 1 Option	Creative Mix Techniques	Live Sound Engineering	Complimentary Instrument Skills for Songwriters	Composition and Arranging Techniques	Creative Video Production			
Semester 2	Exploring Practice Through Collaboration	Songwriting & Arrangement	Practical Acoustics	Select 1 Option	Creating Sample Instruments	Vocal Capture & Production	Creative Band Performance	Songwriting Portfolio	Lyricism & Aesthetics	Sound Design & Writing for Media	Working in the Creative Industries	Practical Learning & Teaching in the Creative Arts 1
Year 3					Available Options							
Semester 1	Final Project	Showcase & Showreel	Answering a Creative Brief	Select 1 Option	Scoring for Drama	The Art of Mastering	Immersive Audio Techniques	Creative Performance with Mixed Media	Game Sound & Music	Diversity in the Creative Industries		
Semester 2		Professional Portfolio	Select 1 Option	Select 1 Option	Progressive Creative Technology	Audio Post Production	Interactive Music Applications	Creative Ensemble	Theory and Analysis	Practical Learning & 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	17
Year 1: Semester 2	4	17
Year 2: Semester 1	4	20
Year 2: Semester 2	4	20
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)	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) Songwriting & Music Business - Course Specification

Full Title of the Course & Award	BA (Hons) Songwriting & Music Business
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<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 Music Institute Birmingham, BIMM Music Institute Brighton, BIMM Music Institute Bristol, BIMM Music Institute London, BIMM Music Institute Manchester
<b>UCAS Code</b>	3C47
<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>	Minimum of 2 A-levels at Grade C or above (64 UCAS points), OR BTEC Level 3 equivalent, and normally three GCSEs at a minimum grade C/4, including English Language.  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.
<b>Date of Course Specification Revisions:</b>	Specification: October 2019

## 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) Popular Music Performance & Music Business - Course Specification

<b>Full Title of the Course &amp; Award</b>	BA (Hons) Popular Music Performance & 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 Music Institute Birmingham, BIMM Music Institute Brighton, BIMM Music Institute Bristol, BIMM Music Institute London, BIMM Music Institute Manchester
<b>UCAS Code</b>	W300
<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>	Minimum of 2 A-levels at Grade C or above (64 UCAS points), OR BTEC Level 3 equivalent, and normally three GCSEs at a minimum grade C/4, including English Language.  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.

<b>Date of Course Specification Revisions:</b>	Specification: October 2019
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## Course Structure

Year 1					Available Options									
Semester 1	The Creative Industries	Performance Skills	Core Instrument Skills	The Music Business										
Semester 2	The Creative Industries & You	Applied Instrument Skills	Releasing Music	Marketing & Branding										
Year 2					Available Options									
Semester 1	Defining Your Practice in Context	Interpretive Instrument Skills	Business & Enterprise	Select 1 Option	Extended Instrument Skills	Composition & Arranging Techniques	Touring and Live Events	Creative Video Production	Record Label Management					
Semester 2	Exploring Practice Through Collaboration	Digital Performance Portfolio	Financing Creativity	Select 1 Option	Applied Repertoire Performance	Rights Management and Synchronisation	Session & Recording Skills	Creative Band Performance	Vocal Capture & Production					
Year 3					Available Options									
Semester 1	Final Project	Performance Showcase	Audience Experience & Motivation	Select 1 Option	Creative Economics	Digital Content Creation	Creative Performance with Mixed Media	Scoring for Drama	Specialised Instrument Skills	Digital Arts & Branding	Diversity in the Creative Industries			
Semester 2		Professional Portfolio	Select 1 Option	Select 1 Option	Specialised Genre Performance	Theory & Analysis	Psychology of Music	Practical Learning and Teaching in the Creative Arts 2	Business Ethics & Music Law	Music & Event Futures				

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	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)	224	827
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) Popular Music Performance & Event Management - Course Specification

<b>Full Title of the Course &amp; Award</b>	BA (Hons) Popular Music Performance & Event Management
<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 Music Institute Birmingham, BIMM Music Institute Brighton, BIMM Music Institute Bristol, BIMM Music Institute London, BIMM Music Institute Manchester
<b>UCAS Code</b>	W100
<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 in Events, Hospitality, Leisure, Sport and Tourism (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>	Minimum of 2 A-levels at Grade C or above (64 UCAS points), OR BTEC Level 3 equivalent, and normally three GCSEs at a minimum grade C/4, including English Language.  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.
<b>Specification Date</b>	October 2019

## Course Structure

Year 1					Available Options									
Semester 1	The Creative Industries	Core Instrument Skills	Performance Skills	Music Event Planning										
Semester 2	The Creative Industries & You	Applied Performance	Event Production & Tours	Marketing & Branding										
Year 2					Available Options									
Semester 1	Defining Your Practice in Context	Interpretive Instrument Skills	Social Media & Digital Marketing	Select 1 Option	Youth, Music and Social Change	Creative Video Production	Extended Instrument Skills	Venue Management	Composition and Arranging Techniques					
Semester 2	Exploring Practice Through Collaboration	Festival Management	Digital Performance Portfolio	Select 1 Option	Live Sound	Creative Band Performance	Applied Repertoire Performance	Crowd Management	Session & Recording Skills	Lyricism & Aesthetics	Working in the Creative Industries	Practical Learning & Teaching in the Creative Arts 1	Vocal Capture & Production	
Year 3					Available Options									
Semester 1	Final Project	Event Sustainability	Performance Showcase	Select 1 Option	Creative Commercial Events	Technical Event Production	Digital Arts & Branding	Scoring for Drama	Diversity in the Creative Industries	Creative Performance with Mixed Media	Specialised Instrument Skills			
Semester 2		Professional Portfolio	Select 1 Option	Select 1 Option	Music & Event Futures	Practical Learning & Teaching in the Creative Arts 2	Specialised Genre Performance	Event Video Production	Psychology of Music	Theory & Analysis	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	15
Year 1: Semester 2	4	20
Year 2: Semester 1	4	25
Year 2: Semester 2	4	22
Year 3: Semester 1	4	25
Year 3: Semester 2	4	30

	Average Contact Time (Hours Per Year)	Average Self-Directed Study Time (Hours Per Year)
Year 1 (Level 4)	256	945
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 & Music Business - Course Specification

Full Title of the Course & Award	BA (Hons) Music Production & Music Business
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<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 Music Institute Birmingham, BIMM Music Institute Brighton, BIMM Music Institute Bristol, BIMM Music Institute London, BIMM Music Institute Manchester
<b>UCAS Code</b>	W370
<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>	Minimum of 2 A-levels at Grade C or above (64 UCAS points), OR BTEC Level 3 equivalent, and normally three GCSEs at a minimum grade C/4, including English Language.  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 interview.
<b>Date of Course Specification</b>	October 2019

## Course Structure

Year 1					Available Options						
Semester 1	The Creative Industries	Creative Music Programming	The Music Business	Audio Capture Methods & Equipment							
Semester 2	The Creative Industries & You	Releasing Music	Marketing & Branding	Multitrack Mixing							
Year 2					Available Options						
Semester 1	Defining Your Practice in Context	Business & Enterprise	Studio Practice & Engineering	Select 1 Option	Creative Mix Techniques	Record Label Management	Live Sound Engineering	Creative Video Production	Touring and Live Events		
Semester 2	Exploring Practice Through Collaboration	Practical Acoustics	Financing Creativity	Select 1 Option	Creating Sample Instruments	Vocal Capture & Production	Sound Design & Writing for Media	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	Answering a Creative Brief	Audience Experience & Motivation	Select 1 Option	The Art of Mastering	Immersive Audio Techniques	Game Sound & Music	Creative Economics	Digital Arts & Branding	Digital Content Creation	Diversity in the Creative Industries
Semester 2		Professional Portfolio	Select 1 Option	Select 1 Option	Music & Event Futures	Audio Post Production	Interactive Music Applications	Business Ethics & Music Law	Practical Learning & 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	14
Year 2: Semester 1	4	20
Year 2: Semester 2	4	20
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)	245	955
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 & Event Management - Course Specification

Full Title of the Course & Award	BA (Hons) Music Business & Event Management
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<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 Music Institute Birmingham, BIMM Music Institute Brighton, BIMM Music Institute Bristol, BIMM Music Institute London, BIMM Music Institute Manchester
<b>UCAS Code</b>	N300
<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 Events, Hospitality, Leisure, Sport and Tourism (2019) 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>	Minimum of 2 A-levels at Grade C or above (64 UCAS points), OR BTEC Level 3 equivalent, and normally three GCSEs at a minimum grade C/4, including English Language.  For overseas students: IELTS 6.0 with a minimum of 5.5 to be achieved in each band or equivalent English language qualification.
<b>Date of Course Specification</b>	October 2019

## Course Structure

Year 1					Available Options					
Semester 1	The Creative Industries	Music Event Planning	The Music Business	Artist Management						
Semester 2	The Creative Industries & You	Event Production & Tours	Event Safety	Marketing & Branding						
Year 2					Available Options					
Semester 1	Defining Your Practice in Context	Business & Enterprise	Social Media & Digital Marketing	Select 1 Option	Youth, Music and Social Movements	Record Label Management	Creative Video Production	Venue Management		
Semester 2	Exploring Practice Through Collaboration	Festival Management	Financing Creativity	Select 1 Option	Live Sound	The Business and Culture of Electronic Music	Rights Management and Synchronisation	Crowd Management	Working in the Creative Industries	Practical Learning & Teaching in the Creative Arts 1
Year 3					Available Options					
Semester 1	Final Project	Event Sustainability	Audience Experience & Motivation	Select 1 Option	Creative Commercial Events	Diversity in the Creative Industries	Creative Economics	Digital Arts & Branding	Digital Content Creation	Technical Event Production
Semester 2		Professional Portfolio	Select 1 Option	Select 1 Option	Business Ethics & Music Law	Music & Event Futures	Practical Learning & Teaching in the Creative Arts 2	Event Video Production	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	15
Year 2: Semester 1	4	20
Year 2: Semester 2	4	20
Year 3: Semester 1	4	25
Year 3: Semester 2	4	25

	Average Contact Time (Hours Per Year)	Average Self-Directed Study Time (Hours Per Year)
Year 1 (Level 4)	245	955
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>	Screen and Film School Brighton, Screen and Film School Manchester, Screen and Film School Birmingham
<b>UCAS Code</b>	W600
<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>	<p><b>A-levels or BTEC</b> Normally two A-levels at grade C or above (64 UCAS Tariff points), or BTEC Extended Diploma MMP and Normally three GCSEs to include English Language.</p> <p><b>International Baccalaureate</b> 24 points.</p> <p><b>Access to HE Diploma</b> Pass with 60 credits overall. At least 45 credits at level 3, with 24 credits at merit or above.</p>

	<p><b>For applicants who previously studied in Higher Education</b> If an applicant has previously completed at least one level of an HE course, they may be eligible to apply to join the course directly at Level 5 or 6. See <a href="#">here</a> for more on Recognition of Prior Learning (RPL).</p> <p><b>For applicants with relevant sector/industry experience</b> <a href="#">Recognition of Prior Practice</a> (RPP) is an alternative entry route onto Level 4 of the course for mature applicants (19+) who do not hold the minimum qualifications required to gain entry.</p> <p><b>English language requirements</b> IELTS 6.0 overall, and a minimum of 5.5 in each band.</p> <p><b>Portfolios and Applicant Days</b> All applicants who demonstrate the potential to meet the entry requirements will be asked to submit a portfolio of their own work in support of their application. This can either be done at an applicant day, where applicants showcase their portfolio of work to a film tutor and partake in a number of interactive workshops, or through submitting an electronic portfolio to be reviewed by a film tutor.</p>
<b>Date of Course Specification Revisions:</b>	May 2020

## Course Structure

Year 1 – Core Modules																		
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	Select 1 Option	Select 1 Option	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	Select 1 Option	Select 1 Option	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	Select 1 Option	Select 1 Option	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).

## 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>	Screen and Film School Brighton, Screen and Film School Manchester, Screen and Film School Birmingham
<b>UCAS Code</b>	W610
<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 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>	1 year
<b>Maximum Period of Registration</b>	3 years
<b>Admissions Criteria</b>	<p><b>Completion of Level 5 Qualification:</b> Higher National Diploma, FdA, FdSC or equivalent in a similar subject.</p> <p><b>For applicants who previously studied in Higher Education</b> If an applicant has previously completed at least one level of an HE course, they may be eligible to apply to join the course directly at Level 5 or 6. See <a href="#">here</a> for more on Recognition of Prior Learning (RPL).</p> <p><b>English language requirements</b> IELTS 6.0 overall, with a minimum of 5.5 achieved in each band.</p> <p><b>Portfolios and Applicant Days</b> All applicants who demonstrate the potential to meet the entry requirements will be asked to submit a portfolio of their own work in support of their application. This can either be done at an applicant</p>

	day, where applicants showcase their portfolio of work to a film tutor and partake in a number of interactive workshops, or through submitting an electronic portfolio to be reviewed by a film tutor.
<b>Date of Course Specification Revisions:</b>	May 2020

## Course Structure

Year 1										
Core Modules						Available Options				
Semester 1	Final Project	The Pre-Production Process	Select 1 option	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
Semester 2		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) Film Business & Production - Course Specification

<b>Full Title of the Course &amp; Award</b>	BA(Hons) Film Business & 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>	Screen and Film School Brighton, Screen and Film School Manchester
<b>UCAS Code</b>	N400
<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>	<p><b>A-levels or BTEC</b> Normally two A-levels at grade C or above (64 UCAS Tariff points), or BTEC Extended Diploma MMP and normally three GCSEs to include English language.</p> <p><b>International Baccalaureate</b> 24 points.</p> <p><b>Access to HE Diploma</b> Pass with 60 credits overall. At least 45 credits at level 3, with 24 credits at merit or above.</p> <p><b>For applicants who previously studied in Higher Education</b></p>

	<p>If an applicant has previously completed at least one level of an HE course, they may be eligible to apply to join the course directly at Level 5 or 6. See <a href="#">here</a> for more on Recognition of Prior Learning (RPL).</p> <p><b>For applicants with relevant sector/industry experience</b> <a href="#">Recognition of Prior Practice</a> (RPP) is an alternative entry route onto Level 4 of the course for mature applicants (19+) who do not hold the minimum qualifications required to gain entry.</p> <p><b>English language requirements</b> IELTS 6.0 overall, with a minimum of 5.5 in each band.</p> <p><b>Applicant Days</b> All applicants will be invited to an applicant day, where they will partake in a number of interactive workshops and have the opportunity to meet tutors.</p>
<b>Date of Course Specification Revisions:</b>	N/A

## Course Structure

Year 1					Available Options					
Semester 1	The Creative Industries	Pitch to Greenlight - Film	Production Processes	Distribution to Franchise						
Semester 2	The Creative Industries & You	Film Business Evolution	Entrepreneurial Mindset 1	Pitch to Greenlight – Episodic Content						
Year 2					Available Options					
Semester 1	Defining Your Practice in Context	Entrepreneurial Mindset 2	Select 1 option	Select 1 option	Creative Producing	Intellectual Property & Closing the Deal	Development, Financing & Distribution 1			
Semester 2	Exploring Practice Through Collaboration	Short Film (Business)	Select 1 option	Select 1 option	Film Budget Management 1	Monetising Your Film 1	Production Co-ordination & Management 1			
Year 3					Available Options					
Semester 1	Final Project	Select 1 option	Pitch to Greenlight 3		Creative Producing 2	Intellectual Property & Closing the Deal 2	Development, Financing & Distribution 2	Film Budget Management 2	Monetising Your Film 2	Production Co-ordination & Management 2
Semester 2		Professional Portfolio	Production & Distribution							

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).

## 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) Hair & Makeup for Screen and Film - Course Specification

<b>Full Title of the Course &amp; Award</b>	BA(Hons) Hair & Makeup for Screen and Film
<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>	Screen and Film School Brighton
<b>UCAS Code</b>	W452
<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>	<p><b>A-levels or BTEC</b> Normally two A-levels at grade C or above (64 UCAS Tariff points), or BTEC Extended Diploma MMP and Normally three GCSEs to include English language.</p> <p><b>International Baccalaureate</b> 24 points.</p> <p><b>Access to HE Diploma</b> Pass with 60 credits overall. At least 45 credits at level 3, with 24 credits at merit or above.</p> <p><b>For applicants who previously studied in Higher Education</b></p>

	<p>If an applicant has previously completed at least one level of an HE course, they may be eligible to apply to join the course directly at Level 5 or 6. See <a href="#">here</a> for more on Recognition of Prior Learning (RPL).</p> <p><b>For applicants with relevant sector/industry experience</b> <a href="#">Recognition of Prior Practice</a> (RPP) is an alternative entry route onto Level 4 of the course for mature applicants (19+) who do not hold the minimum qualifications required to gain entry.</p> <p><b>English language requirements</b> IELTS 6.0 overall, with a minimum of 5.5 in each band.</p> <p><b>Portfolios and Applicant Days</b> All applicants who demonstrate the potential to meet the entry requirements will be asked to submit a portfolio of their own work in support of their application. This can either be done at an applicant day, where applicants showcase their portfolio of work to a lecturer and partake in a number of interactive workshops, or through submitting an electronic portfolio to be reviewed by a lecturer.</p>
<b>Date of Course Specification Revisions:</b>	N/A

## Course Structure

Year One	Spine	Core			Options									
Semester 1	The Creative Industries	Design and Inspiration	Hair and Make-Up Essentials	Hair and Make-Up for Short Film 1										
	Semester 2	The Creative Industries & You	Collaboration, Logistics and Continuity	Special Effects (SFX)										
Year Two														
Semester 1	Defining Your Practice in Context	Hair and Make-Up for Short Film 3	Period Hair and Make-Up 1	Select 1 Option	Conceptual, Bodypainting and Airbrushing 1	Design and Digital 1	Hairdressing and Barbering 1	Realism and Naturalism 1	Wigs and Postiche 1					
	Semester 2	Exploring Practice Through Collaboration	Hair and Makeup for Short Film 4	Select 1 Option	Select 1 Option	Practical Learning and Teaching in the Creative Arts 1	Working in the Creative Industries	Prosthetics 1	SFX and Ageing 1					
Year Three														
Semester 1	Final Project	Hair and Make Up Pre-Production Process		Select 1 Option	Conceptual, Bodypainting and Airbrushing 2	Design and Digital 2	Hairdressing and Barbering 2	Prosthetics 2	Realism and Naturalism 2	SFX and Ageing 2	Wigs and Postiche 2	Period Hair and Make-up 2	Practical Learning and Teaching in the Creative Arts 2	Culture & Society
Semester 2		Professional Portfolio	Hair and Make Up Production Realisation											

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).

## 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) Production Design for Screen and Film - Course Specification

<b>Full Title of the Course &amp; Award</b>	BA (Hons) Production Design for Screen and Film
<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>	Screen and Film School Brighton
<b>UCAS Code</b>	W492
<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>	<p><b>A-levels or BTEC</b>          Normally two A-levels at grade C or above (64 UCAS Tariff points), or BTEC Extended Diploma MMP and normally three GCSEs to include English language.</p> <p><b>International Baccalaureate</b>          24 points.</p> <p><b>Access to HE Diploma</b>          Pass with 60 credits overall. At least 45 credits at level 3, with 24 credits at merit or above.</p> <p><b>For applicants who previously studied in Higher Education</b>          If an applicant has previously completed at least one level of an HE course, they may be eligible to apply to join the course directly at Level 5 or 6. See <a href="#">here</a> for more on Recognition of Prior Learning (RPL).</p> <p><b>For applicants with relevant sector/industry experience</b>  <a href="#">Recognition of Prior Practice (RPP)</a> is an alternative entry route onto Level 4 of the course for mature applicants (19+) who do not hold the minimum qualifications required to gain entry.</p> <p><b>English language requirements</b>          IELTS 6.0 overall, with a minimum of 5.5 in each band.</p> <p><b>Portfolios and Applicant Days</b>          All applicants who demonstrate the potential to meet the entry requirements will be asked to submit a portfolio of their own work in support of their application. This can either be done at an applicant day, where applicants showcase their portfolio of work to a lecturer and partake in a number of interactive workshops, or through submitting an electronic portfolio to be reviewed by a lecturer.</p>
<b>Date of Course Specification Revisions:</b>	N/A

## Course Structure

Year 1	Spine	Core			Option											
Semester 1	The Creative Industries	Set Design and Art Direction	Costume, Props and Hair & Make-up	Production Design for Short Film 1												
Semester 2	The Creative Industries & You	Digital Design	Production Logistics and Locations	Production Design for Short Film 2												
Year 2																
Semester 1	Defining Your Practice in Context	Art Direction 1	Production Design for Short Film 3	Select 1 Option	Historical and Period Accuracy 1	Draughting and Graphics 1	Props and Model Making 1	Hair and Make-Up 1	Costume 1	Animati on 1	Art Direction 1					
Semester 2	Defining Your Practice Through Collaboration	Production Design for Short Film 4	Select 1 Option	Select 1 Option	Practical Learning and Teaching in the Creative Arts 1	Working in the Creative Industries	Production Design and Concept 1	Digital and VFX 1								
Year 3																
Semester 1	Final Project (30 credits)	Select 1 Option	The Design Pre-Production process		Production Design and Concept 2	Historical and Period Accuracy 2	Draughting and Graphics 2	Props and Model Making 2	Digital and VFX 2	Hair and Make-Up 2	Costume 2	Animation 2	Art Direction 2	Practical Learning and Teaching in the Creative Arts 2	Culture & Society	
Semester 2		Professional Portfolio	Design Production Realisation													

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).

## 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) Musical Theatre and Dance - Course Specification

<b>Full Title of the Course &amp; Award</b>	BA(Hons) Musical Theatre and Dance
<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 2023
<b>Awarding Institution</b>	BIMM University
<b>Teaching Institution</b>	Performers College Essex, Performers College Birmingham
<b>UCAS Code</b>	W500
<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 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>	A minimum of 80 UCAS Points, which equates to three A-Levels or an equivalent Level 3 qualification, and normally four GCSEs at Grade 4 or above including English. Candidates will be required to demonstrate, during an audition, an ability in acting, singing and dance. <a href="#">Recognition of Prior Practice</a> (RPP) is an alternative entry route onto Level 4 of the course for mature applicants (19+) who do not hold the minimum qualifications required to gain entry.
<b>Date of Course Specification Revisions</b>	Last revised 2020

## Course Structure

Core Modules											
Semester 1	The Creative Industries 15 credits	Dance Fundamentals 1 30 credits	Musical Theatre Fundamentals 1 15 credits								
Semester 2	The Creative Industries & You 15 credits	Dance Fundamentals 2 30 credits	Musical Theatre Fundamentals 2 15 credits								
Core Modules					Available Options						
Semester 1	Defining Your Practice in Context 15 credits	Dance Development 30 credits	Musical Theatre Development 15 credits								
Semester 2	Defining Your Practice Through Collaboration 15 credits	Devised Performance 15 credits	Tutor led Performance 15 credits	Option Module 15 credits							
Core Modules											
Semester 1	Final Project 30 credits	Devised Professional Performance 15 credits	Advanced Dance, Singing and Acting 30 credits								
Semester 2		Professional Portfolio 15 credits	Final Showcase 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).

## 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	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)	810	390
Year 2 (Level 5)	810	390
Year 3 (Level 6)	810	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. Modifications may be made to the course in line with our [Course Approval and Modification Policy](#).

## BA (Hons) Acting for Stage, Screen & Digital Media - Course Specification

<b>Full Title of the Course &amp; Award</b>	BA (Hons) Acting for Stage, Screen and Digital Media
<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 2023
<b>Awarding Institution</b>	BIMM University
<b>Teaching Institution</b>	Performers College Essex, Performers College Birmingham
<b>UCAS Code</b>	W700
<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 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>A minimum of 80 UCAS Points, which equates to three A-Levels or an equivalent Level 3 qualification and normally four GCSEs at Grade 4 or above including English. Candidates will be required to demonstrate, during an audition, an ability in acting, voice and movement.</p> <p><a href="#">Recognition of Prior Practice</a> (RPP) is an alternative entry route onto Level 4 of the course for mature applicants (19+) who do not hold the minimum qualifications required to gain entry.</p> <p><b>Additional Entry Requirements</b> Audition: Candidates will be required to attend an audition and demonstrate strong ability in acting.</p>
<b>Date of Course Specification Revisions</b>	Last revised 2022

## Course Structure

Core Modules					Available Options				
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	Theatre in Education 15 credits	Musical Theatre Performance 15 credits	
Semester 2	Defining Your 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 & Digital Media 30 credits		Option Module 15 credits	Devised Theatre Performance 15 credits	Short Film Production 15 credits	Film Studies 15 credits	Culture & Society 15 credits	Practical Learning & Teaching in the Creative Arts 2 15 credits
Semester 2		The Creative Industries & You 3: Professional Portfolio 15 credits		Final Theatre 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).

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

### BA (Hons) Performing Arts - Course Specification

<b>Full Title of the Course &amp; Award</b>	BA (Hons) Performing Arts
<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>	Institute of Contemporary Theatre Brighton; Institute of Contemporary Theatre Manchester
<b>UCAS Code</b>	W400
<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 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>* Minimum of 2 A-levels at Grade E or above (32 UCAS points), OR BTEC Level 3 equivalent, and normally three GCSEs at a minimum grade C/4, including English Language.</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.</p> <p>Candidates will be required to attend an audition.</p>
<b>Date of Course Specification</b>	October 2019

## Course Structure

Year 1					Available Options					
Semester 1	The Creative Industries	The Body Fundamentals	The Voice Fundamentals	Performance Fundamentals						
Semester 2	The Creative Industries & You	Self & The Body	Self & The Voice	Self & Performance						
Year 2					Available Options					
Semester 1	Defining Your Practice in Context	The Body Applied	The Voice Applied	Performance Applied						
Semester 2	Defining Your Practice Through Collaboration	The Body & Character	The Voice & Character	Performance & Character						
Year 3					Available Options					
Semester 1	Final Project	Performance 1		Select 1 option	Physical Theatre	Acting for Video Games	Contemporary Theatre Dance Styles	Performance for Camera	Site Specific Performance	Contemporary Ensemble & Harmony Singing
Semester 2		Professional Portfolio	Performance 2	Select 1 option	Acting for Camera					



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).

## 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	6	20
Year 2: Semester 2	6	20
Year 3: Semester 1	4	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)	756	447
Year 2 (Level 5)	624.5	575.5
Year 3 (Level 6)	427.5	772.5

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) Performing Arts (Top Up) - Course Specification

<b>Full Title of the Course &amp; Award</b>	BA(Hons) Performing Arts (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>	ICTheatre Brighton
<b>UCAS Code</b>	W401
<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 4 60 credits at Level 5 60 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>	1 years
<b>Maximum Period of Registration</b>	2 years
<b>Admissions Criteria</b>	<p>Completion of Level 5 Qualification or Trinity College London Professional Diploma: Higher National Diploma, FdA, FdSC in performing arts or a related subject.</p> <p>English language requirements: IELTS 6.0 overall, with 6.0 in writing and a minimum of 5.5 in other elements.</p> <p>Candidates will be required to attend an audition.</p>
<b>Date of Course Specification Revisions</b>	2022

## Course Structure

Year 1				Available Options						
Semester 1	Final Project	Performance 1	Select 1 option	Acting for Video Games	Site Specific Performance	Physical Theatre	Contemporary Ensemble & Harmony Singing	Contemporary Theatre Dance Styles	Acting for Camera	Performance for Camera
Semester 2		Professional Portfolio	Performance 2							

Performance 1, Performance 2 and the Final Project modules are worth 30 credits each, all others are worth 15. Students will be required to have passed 120 credits to receive the full degree.

Students choose one option module in semester 1.

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
Year 1: Semester 1	4	40
Year 1: Semester 2	4	40

	Average Contact Time (Hours Per Year)	Average Self-Directed Study Time (Hours Per Year)
Year 1 (Level 6)	427.5	772.5

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 2024
<b>Awarding Institution</b>	BIMM University
<b>Teaching Institution</b>	SFS Brighton
<b>UCAS Code</b>	G200
<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>	UK Campuses: Minimum of 2 A-levels at Grade E or above (32 UCAS points), OR BTEC Level 3 equivalent, and normally three GCSEs at a minimum grade C/4, including English Language.  For overseas students: Academic entry requirements can be found on the website here: <a href="https://www.bimm.ac.uk/international/entry-requirements/">https://www.bimm.ac.uk/international/entry-requirements/</a> IELTS 6.0 overall with a minimum of 5.5 to be achieved in each band or equivalent BIMM approved English Language qualifications.
<b>Date of Course Specification Revisions:</b>	September 2023

## 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 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
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. Modifications may be made to the course in line with our [Course Approval and Modification 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>	SFS Brighton
<b>UCAS Code</b>	G100
<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 QAA 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>UK Campuses: Minimum of 2 A-levels at Grade E or above (32 UCAS points), OR BTEC Level 3 equivalent, and normally three GCSEs at a minimum grade C/4, including English Language.</p> <p>For overseas students: Academic entry requirements can be found on the website here: <a href="https://www.bimm.ac.uk/international/entry-requirements/">https://www.bimm.ac.uk/international/entry-requirements/</a></p> <p>IELTS 6.0 overall with a minimum of 5.5 to be achieved in each band or equivalent BIMM approved English Language qualifications.</p>
<b>Date of Course Specification Revisions:</b>	September 2023



## Course Structure

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

### 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>	SFS Brighton
<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>	UK Campuses: Minimum of 2 A-levels at Grade C or above (64 UCAS points), OR BTEC Level 3 equivalent, or UAL Level 3 equivalent and normally three GCSEs at a minimum grade C/4, including English Language  For overseas students: IELTS 6.0 with a minimum of 5.5 to be achieved in each band or equivalent English language qualification.
<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		
						Options Available for Students	
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 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
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

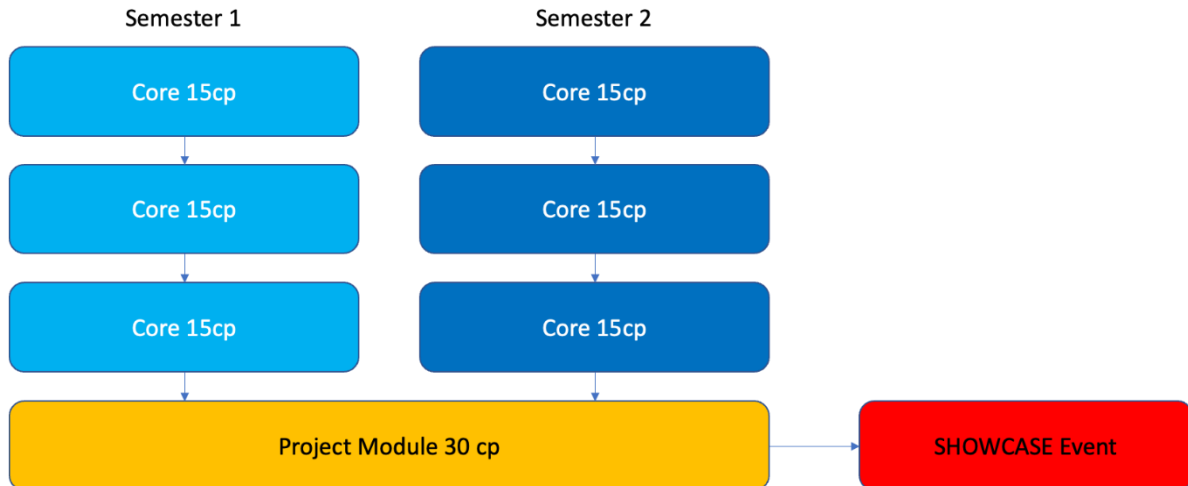
	Average Contact Time (Hours Per Year)	Average Self-Directed Study Time (Hours Per Year)
Year 1 (Level 4)	248	952
Year 2 (Level 5)	248	952
Year 3 (Level 6)	200	1000

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](#).

### 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 (Electronic Music Production) Cert HE Music (Music and Sound Production) 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 Music Institute London
<b>UCAS Code</b>	W320
<b>Language of Study</b>	English
<b>Final Award</b>	Certificate of Higher Education (Level 4)
<b>FHEQ Level</b> <b>ECTS Level</b>	120 credits 60 credits
<b>Reference Points</b>	Under approval
<b>Minimum Period of Registration</b>	1 year
<b>Maximum Period of Registration</b>	2 years
<b>Admissions Criteria</b>	<p>UK Campuses: Minimum of 2 A-levels at Grade E or above (32 UCAS points), OR BTEC Level 3 equivalent, and normally three GCSEs at a minimum grade C/4, including English Language.</p> <p>For overseas students: Academic entry requirements can be found on the website here: <a href="https://www.bimm.ac.uk/international/entry-requirements/">https://www.bimm.ac.uk/international/entry-requirements/</a></p> <p>IELTS 6.0 overall with a minimum of 5.5 to be achieved in each band or equivalent BIMM approved English Language qualifications.</p>
<b>Date of Course Specification Revisions:</b>	2023 (under approval)

## Course Format - Overview



## Course Structure

See following page for Course Structure:

			Pathway	Semester	Module 1	Module 2	Module 3
Semester 1 and 2	Project Module (30 Credits)	Choose One Pathway	Popular Music Performance	1	Performance Skills	Core Instrument Skills	Digital Music
				2	Applied Performance	Applied Instrument Skills	Music Creation
			Songwriting	1	Collaborative Arranging for Songwriters	Songwriting Techniques	Music Theory for Songwriters
				2	Collaboration and Performance	Styles and Genres	Digital Arranging for Songwriters
			Music and Sound Production	1	Creative Music Programming	Sample Based Production	Audio Capture Methods and Equipment
				2	Composition Toolkit for Producers	Applied Synthesis	Multitrack Mixing
			Electronic Music Production	1	Sample Based Production	Creative Music Programming	Audio Capture Methods and Equipment
				2	Composition Toolkit for Producers	Applied Synthesis	Multitrack Mixing
			Music Production	1	Creative Music Programming	Sample Based Production	Audio Capture Methods and Equipment
				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	14
Semester 2	4	14

	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](#).

## Additional Information

### Timetables

Timetables are made available during enrolment. While every effort is made to make the timetables as student friendly as possible classes could be timetabled any time Monday-Friday between:

- 9am – 6pm at BIMM Music Institute Bristol and Manchester; ICTheatre Brighton and Manchester; Screen and Film School Birmingham Brighton and Manchester
- 9am – 8pm at BIMM Music Institute Birmingham, Brighton and London
- 9am – 8:30pm: Performers College Birmingham and Essex

Classes may also 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.

*Note: At Performers College, both courses delivered include additional rehearsal time for performances, and this will be advised to you well in advance by the college. Depending on your study programme, performance projects can extend until early July. The full academic calendar can be found on the Performers College website.*

### 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. These practical skills could include things such as your ability to play your instrument, your ability to perform in an ensemble setting or your ability to produce a recording or operate 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 are often used for theory and listening 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 writing a song 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 Study – 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 would require you to look at how the company works, what has made them successful 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 Careers 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:

- [BIMM Music Institute](#)
- [Screen & Film School](#)
- [Performers College](#)
- [ICTheatre](#)

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:

- [BIMM Music Institute](#) (including Germany)
- [Screen & Film School](#)
- [Performers College](#)
- [ICTheatre](#)

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 August.

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 Equipment lists, 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 free access to rehearsal facilities in local venues, unfortunately these can become fully booked at peak times and, at some campuses, are not available outside BIMM University campus opening hours. Depending on when you want to rehearse and the frequency with which you want to rehearse you may need to pay for private rehearsal space.

### Accommodation and Living Costs

Information about accommodation and living costs at each school can be found:

- BIMM Music Institute Website: <https://www.bimm.ac.uk/accommodation/>

Screen and Film School Websites:

- Brighton: <https://screenfilmschool.ac.uk/brighton/accommodation/>
- Manchester: <https://screenfilmschool.ac.uk/manchester/accommodation/>
- Birmingham: <https://screenfilmschool.ac.uk/birmingham/birmingham-accommodation/>

Performers College Website - <https://performerscollege.co.uk/accommodation/>

ICTheatre Website: <https://www.ictheatre.ac.uk/accommodation/>

Alternatively, please contact the admissions team:

- email: [admissions@bimm.ac.uk](mailto:admissions@bimm.ac.uk)
- Tel: 01273 840 346

## Disabled Access

### Birmingham campus

#### BIMM Music Institute

All teaching buildings at BIMM Music Institute Birmingham 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.

#### Performers College

Performers College Birmingham is fully accessible for wheelchair users. The building contains a lift, disabled toilet facilities and a hearing loop.

#### Screen & Film School

All teaching buildings at Screen and Film School Birmingham are wheelchair accessible.

### Brighton campus

#### BIMM Music Institute

At BIMM Music Institute Brighton the majority of teaching buildings are wheelchair accessible. However, our BIMM East building is currently not wheelchair accessible, this mainly affects Music Production courses. If you require wheelchair access every effort will be made to arrange different rooms that are accessible.

#### Screen & Film School

At Screen and Film School Brighton, all our buildings are accessible. Our Central building and Film Studios have lifts to all floors and our Production House building has a stair lift.

#### ICTheatre Brighton

All three sites in Brighton are fully wheelchair accessible. Vantage Point has off-street ramp access at the front and rear of property. The Circle has flat off-street access through the gym parking area. The Marina has flat off-street access.

### Bristol campus

#### BIMM Music Institute

All teaching buildings at BIMM Music Institute Bristol are wheelchair accessible, however some

classrooms are not accessible, students who wish to study either Professional Musicianship (Drums) or Music Production are advised to apply to a different BIMM college if they require wheelchair access.

#### [London campus](#)

##### BIMM Music Institute

The main teaching building at BIMM Music Institute London is wheelchair accessible. Our smaller second building offers full access to the student café – however, a small number of tutorial and lecture rooms are not wheelchair accessible. If you require wheelchair access every effort will be made to arrange different rooms that are accessible.

#### [Manchester campus](#)

##### BIMM Music Institute

All teaching buildings at BIMM Music Institute Manchester 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.

##### ICTheatre Manchester

The Dancehouse is only partly accessible to wheelchair users. The Theatre stage is not accessible, but the seating area is. The two upper dance studios and the female changing rooms are not accessible to wheelchair users. There is no on-site car parking.

##### Screen & Film School Manchester

All teaching buildings at Screen and Film School Manchester are wheelchair accessible.

#### [Essex campus](#)

##### Performers College

Performers College Essex is fully accessible for wheelchair users. The building contains a lift, disabled toilet facilities and a hearing loop.