BIMM UNIVERSITY | A university for the creative industries

BIMM University

Undergraduate Course Overviews

UK
2025/26
v1.0

Contents

BIMM UNIVERSITY | A university for the creative industries

BMus (Hons) Popular Music Performance - Course Specification

Full Title of the Course & Award	BMus (Hons) Popular Music Performance
Mode of Attendance	Full-Time
Length of course	This course is taught as a three-year course at Levels 4, 5 and 6.
Start date	September 2025
Awarding Institution	BIMM University
Teaching Institution	BIMM Music Institute Birmingham, BIMM Music Institute Brighton, BIMM Music Institute Bristol, BIMM Music Institute London, BIMM Music Institute Manchester
UCAS Code	W316
Language of Study	English
Final Award	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
FHEQ Level	120 credits at Level 4 120 credits at Level 5 120 credits at Level 6
ECTS Level	60 credits at Level 4 60 credits at Level 5 60 credits at Level 6
Reference Points	QAA Subject Benchmark in Music (2016) FHEQ (2008) QAA Quality Code (2018)
Minimum Period of Registration	3 years
Maximum Period of Registration	6 years
Admissions Criteria	UK Campuses: 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, unless they have achieved grade 6-8 in a recognised music qualification. |
|---|---|
| **Original approval year:** | 2019/20 |
| **Course reapproval date:** | August 2024 |

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Course Structure

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

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Apart from the Final Project module (30 credits), all modules are worth 15 credits. Students take 120 FHEQ credits each year (60 ECTS) and will be required to have passed 360 FHEQ credits (180 ECTS) to receive the full degree. Students must pass 120 FHEQ credits each year to progress. The overall degree classification is based on grades achieved in Year 2 and Year 3.

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

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

Workload

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

Full Title of the Course & Award	BMus (Hons) Songwriting
Mode of Attendance	Full-Time
Length of course	This course is taught as a three-year course at Levels 4, 5 and 6.
Start date	September 2025
Awarding Institution	BIMM University
Teaching Institution	BIMM Music Institute Birmingham, BIMM Music Institute Brighton, BIMM Music Institute Bristol, BIMM Music Institute London, BIMM Music Institute Manchester
UCAS Code	3C45
Language of Study	English
Final Award	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
FHEQ Level	120 credits at Level 4 120 credits at Level 5 120 credits at Level 6
ECTS Level	60 credits at Level 4 60 credits at Level 5 60 credits at Level 6
Reference Points	QAA Subject Benchmark in Music (2016) FHEQ (2008) QAA Quality Code (2018)
Minimum Period of Registration	3 years
Maximum Period of Registration	6 years

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Admissions Criteria	UK Campuses: 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.
Date of Original Approval:	2019/20
Date of Course Specification Revisions:	August 2024

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Course Structure

Year 1								
Semester 1	The Creative Industries	Arranging for Live Performance	Songwriting Techniques	Music Theory for Songwriters				
Semester 2	The Creative Industries & You	Collaboration & Performance	Styles & Genres	Digital Arrangement for Songwriters				
Year 2					**Available Options**			
Semester 1	Defining Your Practice in Context	Songwriting & Arrangement	*Lyricism & Aesthetics***	Option Module	Creative Video Production	The Performing Songwriter***	Sound Design & Writing for Media	
Semester 2	Exploring Practice Through Collaboration	Music Creation & Technology	*Commercial Songwriting & Publishing**	Option Module	Creative Band Performance	Vocal Capture & Production	Composition & Arranging Techniques	
Year 3					**Available Options**			
Semester 1	Final Project	*Advanced Songwriting Techniques***	*Marketing & Branding for Songwriters***	Option Module	Creative Performance with Mixed Media	Scoring for Drama	Theory & Analysis	
Semester 2		*Contextualised Songwriting Techniques***	*Professional Portfolio*	Option Module	Creative Ensemble	Lyrical Analysis***	Progressive Creative Technology	Psychology of Music

*Proposed name change / module enhancement **Proposed change from option module to core module ***Proposed new module

Apart from the Final Project module (30 credits), all modules are worth 15 credits. Students take 120 FHEQ credits each year (60 ECTS) and will be required to have passed 360 FHEQ credits (180 ECTS) to receive the full degree. Students must pass 120 FHEQ credits each year to progress. The overall degree classification is based on grades achieved in Year 2 and Year 3.

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

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

Workload

	Average Number of Assessments	Average Expected Hours of Student Effort Per Assessment
Year 1: Semester 1	4	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

Full Title of the Course & Award	BA (Hons) Electronic Music Production
Mode of Attendance	Full-Time
Length of course	This course is taught as a three-year course at Levels 4, 5 and 6.
Start date	September 2025
Awarding Institution	BIMM University
Teaching Institution	BIMM Music Institute Birmingham, BIMM Music Institute Brighton, BIMM Music Institute Bristol, BIMM Music Institute London, BIMM Music Institute Manchester.
UCAS Code	W383
Language of Study	English
Final Award	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
FHEQ Level	120 credits at Level 4 120 credits at Level 5 120 credits at Level 6
ECTS Level	60 credits at Level 4 60 credits at Level 5 60 credits at Level 6
Reference Points	Music Benchmark (2016) FHEQ (2008) QAA Quality Code (2018)
Minimum Period of Registration	3 years

Maximum Period of Registration	6 years
Admissions Criteria	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 provide a portfolio of work and attend an interview.
Date of Course Approval:	2019/20
Date of Course Specification Revisions:	August 2024

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Course Structure

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

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

Apart from the Final Project module (30 credits), all modules are worth 15 credits. Students take 120 FHEQ credits each year (60 ECTS) and will be required to have passed 360 FHEQ credits (180 ECTS) to receive the full degree. Students must pass 120 FHEQ credits each year to progress. The overall degree classification is based on grades achieved in Year 2 and Year 3.

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

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

Workload

	Average Number of Assessments	Average Expected Hours of Student Effort Per Assessment
Year 1: Semester 1	4	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

Full Title of the Course & Award	BA (Hons) Music and Sound Production
Mode of Attendance	Full-Time
Length of course	This course is taught as a three-year course at levels 4, 5 and 6.
Start date	September 2025
Awarding Institution	BIMM University
Teaching Institution	BIMM Music Institute Birmingham, BIMM Music Institute Brighton, BIMM Music Institute Bristol, BIMM Music Institute London, BIMM Music Institute Manchester
UCAS Code	W374
Language of Study	English
Final Award	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
FHEQ Level	120 credits at Level 4 120 credits at Level 5 120 credits at Level 6
ECTS Level	60 credits at Level 4 60 credits at Level 5 60 credits at Level 6
Reference Points	Music Benchmark (2016) FHEQ (2008) QAA Quality Code (2018)
Minimum Period of Registration	3 years

Maximum Period of Registration	6 years
Admissions Criteria	UK Campuses: 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 provide a portfolio of work and attend an interview.
Date of Original Approval:	2019/20
Date of Course Specification Revisions:	August 2024

Course Structure

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

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

Apart from the Final Project module (30 credits), all modules are worth 15 credits. Students take 120 FHEQ credits each year (60 ECTS) and will be required to have passed 360 FHEQ credits (180 ECTS) to receive the full degree. Students must pass 120 FHEQ credits each year to progress. The overall degree classification is based on grades achieved in Year 2 and Year 3.

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

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

Workload

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

Full Title of the Course & Award	BA (Hons) Music Business
Mode of Attendance	Full-Time
Length of course	This course is taught as a three-year course at Levels 4, 5 and 6.
Start date	September 2025
Awarding Institution	BIMM University
Teaching Institution	BIMM Music Institute Birmingham, BIMM Music Institute Brighton, BIMM Music Institute Bristol, BIMM Music Institute London, BIMM Music Institute Manchester.
UCAS Code	N100
Language of Study	English
Final Award	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
FHEQ Level	120 credits at Level 4 120 credits at Level 5 120 credits at Level 6
ECTS Level	60 credits at Level 4 60 credits at Level 5 60 credits at Level 6
Reference Points	QAA Subject Benchmark Business and Management (2015) FHEQ (2008) QAA Quality Code (2018)
Minimum Period of Registration	3 years
Maximum Period of Registration	6 years

Admissions Criteria	**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.**
Date of Original Approval:	**2019/20**
Date of Course Specification Revisions:	**August 2024**

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Course Structure

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

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

Apart from the Final Project module (30 credits), all modules are worth 15 credits. Students take 120 FHEQ credits each year (60 ECTS) and will be required to have passed 360 FHEQ credits (180 ECTS) to receive the full degree. Students must pass 120 FHEQ credits each year to progress. The overall degree classification is based on grades achieved in Year 2 and Year 3.

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

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

Workload

	Average Number of Assessments	Average Expected Hours of Student Effort Per Assessment
Year 1: Semester 1	4	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

Full Title of the Course & Award	BA (Hons) Event Management
Mode of Attendance	Full-Time
Length of course	This course is taught as a three-year course at levels 4, 5 and 6.
Start date	September 2025
Awarding Institution	BIMM University
Teaching Institution	BIMM Music Institute Birmingham, BIMM Music Institute Brighton, BIMM Music Institute Bristol, BIMM Music Institute London, BIMM Music Institute Manchester
UCAS Code	N200
Language of Study	English
Final Award	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
FHEQ Level	120 credits at Level 4 120 credits at Level 5 120 credits at Level 6
ECTS Level	60 credits at Level 4 60 credits at Level 5 60 credits at Level 6
Reference Points	Events, Hospitality, Leisure, Sport and Tourism (November 2016) FHEQ (2008) QAA Quality Code (2018)
Minimum Period of Registration	3 years
Maximum Period of Registration	6 years

Admissions Criteria	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.
Date of Original Approval:	2019/20
Date of Course Specification Revisions:	August 2024

Course Structure

	Year 1					
Semester 1	The Creative Industries	Event Concept & Design	Events & Society	Music Event Planning & Promotion		
Semester 2	The Creative Industries & You	Event Safety	Event Production & Tours	Marketing & Branding		

	Year 2				Available Options		
Semester 1	Defining Your Practice in Context	Festival Management	*Venue Management**	Option Module	Creative Video Production	*Digital Promotion for Events**	
Semester 2	Exploring Practice Through Collaboration	*Live Sound**	Event Enterprise	Option Module	Crowd Management	Working in the Creative Industries	

	Year 3				Available Options		
Semester 1	Final Project	Event Sustainability	*Industry Futures**	Option Module	*Digital Design**	Diversity in the Creative Industries	
Semester 2		*Technical Event Production**	*Employability Toolkit**	Option Module	Event Video Production	Creative Commercial Events	Psychology of Music

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

Apart from the Final Project module (30 credits), all modules are worth 15 credits. Students take 120 FHEQ credits each year (60 ECTS) and will be required to have passed 360 FHEQ credits (180 ECTS) to receive the full degree. Students must pass 120 FHEQ credits each year to progress. The overall degree classification is based on grades achieved in Year 2 and Year 3.

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

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

Workload

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

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BA (Hons) Music Marketing, Media and Communication - Course Specification

Full Title of the Course & Award	BA (Hons) Music Marketing, Media and Communication
Mode of Attendance	Full-Time
Length of course	This course is taught as a three-year course at Levels 4, 5 and 6.
Start date	September 2025
Awarding Institution	BIMM University
Teaching Institution	BIMM Music Institute Birmingham, BIMM Music Institute Brighton, BIMM Music Institute Bristol, BIMM Music Institute London, BIMM Music Institute Manchester
UCAS Code	W376
Language of Study	English
Final Award	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
FHEQ Level	120 credits at Level 4 120 credits at Level 5 120 credits at Level 6
ECTS Level	60 credits at Level 4 60 credits at Level 5 60 credits at Level 6
Reference Points	Communication, Media, Film and Cultural Studies Benchmark (2016) FHEQ (2008) QAA Quality Code (2018)
Minimum Period of Registration	3 years

Maximum Period of Registration	6 years
Admissions Criteria	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.
Date of Original Approval:	2019/20
Date of Course Specification Revisions:	August 2024

Course Structure

	Year 1				Available Options			
Semester 1	The Creative Industries	Persuading Your Audience	Content Creators Toolkit	Communicating With Your Audience – (Strategy)				
Semester 2	The Creative Industries & You	Marketing & Branding	Investigation Through Journalism	Communicating With Your Audience – (Realisation)				
	Year 2				**Available Options**			
Semester 1	Defining Your Practice in Context	Editorial Management*	Marketing Strategy*	Option Module	Fashion & Music*	Creative Video Production		
Semester 2	Exploring Practice Through Collaboration	Editorial Management 2*	Marketing Realisation*	Option Module	Fandom & Celebrity*	Working in the Creative Industries		
	Year 3				**Available Options**			
Semester 1	Final Project	Industry Futures*	Culturally Creative Investigation*	Option Module	Digital Design*	Film Studies		
Semester 2		Employability Toolkit*	Culturally Creative Realisation*	Option Module	Psychology of Music	Creative Website Design		

*Proposed module change (module name change / enhancement or new module)

Apart from the Final Project module (30 credits), all modules are worth 15 credits. Students take 120 FHEQ credits each year (60 ECTS) and will be required to have passed 360 FHEQ credits (180 ECTS) to receive the full degree. Students must pass 120 FHEQ credits each year to progress. The overall degree classification is based on grades achieved in Year 2 and Year 3.

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

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

Workload

	Average Number of Assessments	Average Expected Hours of Student Effort Per Assessment
Year 1: Semester 1	4	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

Full Title of the Course & Award	BMus (Hons) Popular Music Performance & Songwriting
Mode of Attendance	Full-Time
Length of course	This course is taught as a three-year course at levels 4, 5 and 6.
Start date	September 2025
Awarding Institution	BIMM University
Teaching Institution	BIMM Music Institute Birmingham, BIMM Music Institute Brighton, BIMM Music Institute Bristol, BIMM Music Institute London, BIMM Music Institute Manchester
UCAS Code	3C48
Language of Study	English
Final Award	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
FHEQ Level	120 credits at Level 4 120 credits at Level 5 120 credits at Level 6
ECTS Level	60 credits at Level 4 60 credits at Level 5 60 credits at Level 6
Reference Points	QAA Subject Benchmark in Music (2016) FHEQ (2008) QAA Quality Code (2018)
Minimum Period of Registration	3 years

Maximum Period of Registration	6 years
Admissions Criteria	UK Campuses: 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.
Date of Original Approval:	2019/20
Date of Course Specification Revisions:	August 2024

Course Structure

	Year 1								
Semester 1	The Creative Industries	Core Instrument Skills	Performance Skills	Songwriting Techniques					
Semester 2	The Creative Industries & You	Applied Performance	Styles & Genres	Digital Arrangement for Songwriters					

	Year 2								
Semester 1	Defining Your Practice in Context	Interpretive Instrument Skills	*Lyricism & Aesthetics***	*Contextualised Performance***					
Semester 2	Exploring Practice Through Collaboration	*Creative Band Performance***	Music Creation with Technology	*Commercial Songwriting & Publishing**					

	Year 3				Available Options				
Semester 1	Final Project	Performance Showcase	*Advanced Songwriting Techniques**	Option Module	*Expanded Instrument Skills**	Scoring for Drama	Creative Performance with Mixed Media	Theory & Analysis	
Semester 2		Professional Portfolio	*Contextualised Songwriting Techniques**	Option Module	Specialised Genre Performance	Creative Ensemble	Practical Learning and Teaching in the Creative Arts	*Lyrical Analysis**	Creative Ensemble

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

Apart from the Final Project module (30 credits), all modules are worth 15 credits. Students take 120 FHEQ credits each year (60 ECTS) and will be required to have passed 360 FHEQ credits (180 ECTS) to receive the full degree. Students must pass 120 FHEQ credits each year to progress. The overall degree classification is based on grades achieved in Year 2 and Year 3.

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

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

Workload

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

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

All details above are provided for guidance only but are believed to be accurate at the time of writing. Average figures will differ from course to course and will depend on the option

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

BA (Hons) Popular Music Performance & Music Production - Course Specification

Full Title of the Course & Award	BA (Hons) Popular Music Performance & Music Production
Mode of Attendance	Full-Time
Length of course	This course is taught as a three-year course at Levels 4, 5 and 6.
Start date	September 2025
Awarding Institution	BIMM University
Teaching Institution	BIMM Music Institute Birmingham, BIMM Music Institute Brighton, BIMM Music Institute Bristol, BIMM Music Institute London, BIMM Music Institute Manchester
UCAS Code	W382
Language of Study	English
Final Award	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
FHEQ Level	120 credits at Level 4 120 credits at Level 5 120 credits at Level 6
ECTS Level	60 credits at Level 4 60 credits at Level 5 60 credits at Level 6
Reference Points	QAA Subject Benchmark in Music (2016) FHEQ (2008) QAA Quality Code (2018)

Minimum Period of Registration	3 years
Maximum Period of Registration	6 years
Admissions Criteria	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.
Date of Original Approval:	2019/20
Date of Course Specification Revisions:	August 2024

Course Structure

Year 1					Available Options					
Semester 1	The Creative Industries	Core Instrument Skills	Audio Capture Methods & Equipment	Performance Skills						
Semester 2	The Creative Industries & You	Multitrack Mixing	Applied Performance	Composition Toolkit for Producers						
Year 2										
Semester 1	Defining Your Practice in Context	Interpretive Instrument Skills*	Studio Practice and Engineering	Contextualised Instrument Skills*						
Semester 2	Exploring Practice Through Collaboration	Creative Band Performance**	Mix Techniques**	Music Production in Context*						
Year 3					**Available Options**					
Semester 1	Final Project	Performance Showcase	Answering a Creative Brief	Option Module	Creative Performance with Mixed Media	Expanded Instrument Skills	Theory and Analysis	Game Sound and Music	Creating Sample Instruments	Diversity in the Creative Industries
Semester 2	Final Project	Professional Portfolio	The Art of Mastering**	Option Module	Specialised Genre Performance	Creative Ensemble	Practical Learning and Teaching in the Creative Arts	Immersive Audio Techniques	Interactive Music Applications	Psychology of Music

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

Apart from the Final Project module (30 credits), all modules are worth 15 credits. Students take 120 FHEQ credits each year (60 ECTS) and will be required to have passed 360 FHEQ credits (180 ECTS) to receive the full degree. Students must pass 120 FHEQ credits each year to progress. The overall degree classification is based on grades achieved in Year 2 and Year 3.

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

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

Workload

	Average Number of Assessments	Average Expected Hours of Student Effort Per Assessment
Year 1: Semester 1	4	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

Full Title of the Course & Award	BA (Hons) Songwriting & Music Production
Mode of Attendance	Full-Time
Length of course	This course is taught as a three-year course at Levels 4, 5 and 6.
Start date	September 2025
Awarding Institution	BIMM University
Teaching Institution	BIMM Music Institute Birmingham, BIMM Music Institute Brighton, BIMM Music Institute Bristol, BIMM Music Institute London, BIMM Music Institute Manchester
UCAS Code	3C49
Language of Study	English
Final Award	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
FHEQ Level	120 credits at Level 4 120 credits at Level 5 120 credits at Level 6
ECTS Level	60 credits at Level 4 60 credits at Level 5 60 credits at Level 6
Reference Points	QAA Subject Benchmark in Music (2016) FHEQ (2008) QAA Quality Code (2018)
Minimum Period of Registration	3 years
Maximum Period of Registration	6 years

Applicant Course Overview 25/26 v1.0

Admissions Criteria	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.
Date of Original Approval:	2019/20
Date of Course Specification Revisions:	August 2024

Course Structure

	Year 1				Available Options					
Semester 1	The Creative Industries	Songwriting Techniques	Audio Capture Methods & Equipment	Creative Music Sequencing						
Semester 2	The Creative Industries & You	Collaboration & Performance	Digital Arrangement for Songwriters	Multitrack Mixing						
	Year 2				**Available Options**					
Semester 1	Defining Your Practice in Context	Lyricism & Aesthetics**	Studio Practice & Engineering	Songwriting & Arrangement*						
Semester 2	Exploring Practice Through Collaboration	Commercial Songwriting & Publishing*	Mix Techniques**	Music Production in Context *						
	Year 3				**Available Options**					
Semester 1	Final Project	Advanced Songwriting Techniques*	Answering a Creative Brief	Option Module	Creative Performance with Mixed Media	Scoring For Drama	Theory and Analysis	Game Sound & Music	Creating Sample Instruments	Diversity in the Creative Industries
Semester 2		Contextualised Songwriting Techniques*	Professional Portfolio*	Option Module	Creative Ensemble	Lyrical Analysis*	Psychology of Music	Immersive Audio Techniques	Interactive Music Applications	Practical Learning & Teaching in the Creative Arts

*Proposed module change (name change / enhancement or new module) **Optional module change to core module

Applicant Course Overview 2025/26

Apart from the Final Project module (30 credits), all modules are worth 15 credits. Students take 120 FHEQ credits each year (60 ECTS) and will be required to have passed 360 FHEQ credits (180 ECTS) to receive the full degree. Students must pass 120 FHEQ credits each year to progress. The overall degree classification is based on grades achieved in Year 2 and Year 3.

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

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

Workload

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

Applicant Course Overview 2025/26

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
Mode of Attendance	**Full-Time**
Length of course	**This course is taught as a three-year course at Levels 4, 5 and 6.**
Start date	**September 2025**
Awarding Institution	**BIMM University**
Teaching Institution	**BIMM Music Institute Birmingham, BIMM Music Institute Brighton, BIMM Music Institute Bristol, BIMM Music Institute London, BIMM Music Institute Manchester**
UCAS Code	**3C47**
Language of Study	**English**
Final Award	**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**
FHEQ Level	**120 credits at Level 4** **120 credits at Level 5** **120 credits at Level 6**
ECTS Level	**60 credits at Level 4** **60 credits at Level 5** **60 credits at Level 6**
Reference Points	**QAA Subject Benchmark in Music (2016)** **QAA Subject Benchmark Business and Management (2015)** **FHEQ (2008)** **QAA Quality Code (2018)**

Minimum Period of Registration	3 years
Maximum Period of Registration	6 years
Admissions Criteria	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.
Date of Original Approval:	2019/20
Date of Course Specification Revisions:	August 2024

Course Structure

Year 1	Core Modules				
Semester 1	The Creative Industries	Arranging for Live Performance	The Music Business	Songwriting Techniques	
Semester 2	The Creative Industries & You	Digital Arrangement for Songwriters	Music Publishing	Marketing & Branding	
	Year 2				
Semester 1	Defining Your Practice in Context	Business & Entrepreneurship*	Lyricism & Aesthetics**	Songwriting & Arrangement	
Semester 2	Exploring Practice Through Collaboration	Financing Innovation*	Music Creation with Technology	Music Business in Context*	
	Year 3			**Available Options**	

Year 3				Available Options				
Semester 1	Final Project	Industry Futures*	Advanced Songwriting Techniques*	Option Module	Creative Performance with Mixed Media	Scoring for Drama	Theory & Analysis	Creative Industry Economics* / Digital Design*
Semester 2		Employability Toolkit*	Contextualised Songwriting Techniques*	Option Module	Creative Ensemble	Lyrical Analysis*	Creative Website Design	Psychology of Music

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

Applicant Course Overview 2025/26

Apart from the Final Project module (30 credits), all modules are worth 15 credits. Students take 120 FHEQ credits each year (60 ECTS) and will be required to have passed 360 FHEQ credits (180 ECTS) to receive the full degree. Students must pass 120 FHEQ credits each year to progress. The overall degree classification is based on grades achieved in Year 2 and Year 3.

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

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

Workload

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

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

All details above are provided for guidance only but are believed to be accurate at the time of writing. Average figures will differ from course to course and will depend on the option

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

BA (Hons) Popular Music Performance & Music Business - Course Specification

Full Title of the Course & Award	BA (Hons) Popular Music Performance & Music Business
Mode of Attendance	Full-Time
Length of course	This course is taught as a three-year course at Levels 4, 5 and 6.
Start date	September 2025
Awarding Institution	BIMM University
Teaching Institution	BIMM Music Institute Birmingham, BIMM Music Institute Brighton, BIMM Music Institute Bristol, BIMM Music Institute London, BIMM Music Institute Manchester
UCAS Code	W300
Language of Study	English
Final Award	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
FHEQ Level	120 credits at Level 4 120 credits at Level 5 120 credits at Level 6
ECTS Level	60 credits at Level 4 60 credits at Level 5 60 credits at Level 6
Reference Points	QAA Subject Benchmark in Music (2016) QAA Subject Benchmark Business and Management (2015) FHEQ (2008)

	QAA Quality Code (2018)
Minimum Period of Registration	3 years
Maximum Period of Registration	6 years
Admissions Criteria	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.
Date of Original Approval:	2019/20
Date of Course Specification Revisions:	August 2024

Year 1										
Semester 1	The Creative Industries	Performance Skills	Core Instrument Skills	The Music Business						
Semester 2	The Creative Industries & You	Applied Performance	Releasing Music	Marketing & Branding						

Year 2										
Semester 1	Defining Your Practice in Context	Interpretive Instrument Skills	Business & Entrepreneurship*	Contextualised Performance*						
Semester 2	Exploring Practice Through Collaboration	Creative Band Performance	Financing Innovation*	Music Business in Context*						

Year 3					Available Options					
Semester 1	Final Project	Performance Showcase	Industry Futures*	Option Module	Creative Performance with Mixed Media	Expanded Instrument Skills	Theory & Analysis	Creative Industry Economics*	Digital Design*	Diversity in the Creative Industries
Semester 2		Professional Portfolio	Employability Toolkit	Option Module	Specialised Genre Performance	Creative Ensemble	Psychology of Music	Practical Learning and Teaching in the Creative Arts		

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

Apart from the Final Project module (30 credits), all modules are worth 15 credits. Students take 120 FHEQ credits each year (60 ECTS) and will be required to have passed 360 FHEQ credits (180 ECTS) to receive the full degree. Students must pass 120 FHEQ credits each year to progress. The overall degree classification is based on grades achieved in Year 2 and Year 3.

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

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

Workload

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

Full Title of the Course & Award	BA (Hons) Popular Music Performance & Event Management
Mode of Attendance	Full-Time
Length of course	This course is taught as a three-year course at Levels 4, 5 and 6.
Start date	September 2025
Awarding Institution	BIMM University
Teaching Institution	BIMM Music Institute Birmingham, BIMM Music Institute Brighton, BIMM Music Institute Bristol, BIMM Music Institute London, BIMM Music Institute Manchester
UCAS Code	W100
Language of Study	English
Final Award	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
FHEQ Level	120 credits at Level 4 120 credits at Level 5 120 credits at Level 6
ECTS Level	60 credits at Level 4 60 credits at Level 5 60 credits at Level 6
Reference Points	QAA Subject Benchmark in Music (2016) QAA Subject Benchmark in Events, Hospitality, Leisure, Sport and Tourism (2019) FHEQ (2008)

	QAA Quality Code (2018)
Minimum Period of Registration	3 years
Maximum Period of Registration	6 years
Admissions Criteria	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.
Date of Original Approval:	2019/20
Date of Specification Revisions:	August 2024

Course Structure

	Year 1				Available Options				
Semester 1	The Creative Industries	Core Instrument Skills	Performance Skills	Music Event Planning & Promotion					
Semester 2	The Creative Industries & You	Applied Performance	Event Production & Tours	Event Safety					
	Year 2								
Semester 1	Defining Your Practice in Context	Interpretive Instrument Skills*	Festival Management	Contextualised Performance*					
Semester 2	Exploring Practice Through Collaboration	Crowd Management**	Creative Band Performance**	Event Enterprise*					
	Year 3				**Available Options**				
Semester 1	Final Project	Event Sustainability	Performance Showcase	Option Module	Creative Performance with Mixed Media	Expanded Instrument Skills*	Theory & Analysis	Digital Design*	Diversity in the Creative Industries
Semester 2		Professional Portfolio	Technical Event Production	Option Module	Specialised Genre Performance	Practical Learning & Teaching in the Creative Arts	Creative Ensemble	Event Video Production	Psychology of Music

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

Applicant Course Overview 2025/26

Apart from the Final Project module (30 credits), all modules are worth 15 credits. Students take 120 FHEQ credits each year (60 ECTS) and will be required to have passed 360 FHEQ credits (180 ECTS) to receive the full degree. Students must pass 120 FHEQ credits each year to progress. The overall degree classification is based on grades achieved in Year 2 and Year 3.

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

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

Workload

	Average Number of Assessments	Average Expected Hours of Student Effort Per Assessment
Year 1: Semester 1	4	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
Mode of Attendance	Full-Time
Length of course	This course is taught as a three-year course at Levels 4, 5 and 6.
Start date	September 2025
Awarding Institution	BIMM University
Teaching Institution	BIMM Music Institute Birmingham, BIMM Music Institute Brighton, BIMM Music Institute Bristol, BIMM Music Institute London, BIMM Music Institute Manchester
UCAS Code	W370
Language of Study	English
Final Award	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
FHEQ Level	120 credits at Level 4 120 credits at Level 5 120 credits at Level 6
ECTS Level	60 credits at Level 4 60 credits at Level 5 60 credits at Level 6
Reference Points	QAA Subject Benchmark in Music (2016) QAA Subject Benchmark Business and Management (2015) FHEQ (2008) QAA Quality Code (2018)

Minimum Period of Registration	3 years
Maximum Period of Registration	6 years
Admissions Criteria	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.
Date of Original Approval:	2019/20
Date of Course Specification Revisions:	August 2024

Course Structure

		Year 1			Available Options
Semester 1	The Creative Industries	Creative Music Sequencing	The Music Business	Audio Capture Methods & Equipment	
Semester 2	The Creative Industries & You	Releasing Music	Marketing & Branding	Multitrack Mixing	

		Year 2			
Semester 1	Defining Your Practice in Context	Business & Entrepreneurship*	Studio Practice & Engineering	Digital Music*	
Semester 2	Exploring Practice Through Collaboration	Mix Techniques**	Financing Innovation*	Music Production in Context*	

		Year 3			Available Options				
Semester 1	Final Project	Answering a Creative Brief	Industry Futures*	Option Module	Game Sound & Music	Creating Sample Instruments	Creative Industry Economics*	Digital Design*	Diversity in the Creative Industries
Semester 2		The Art of Mastering	Employability Toolkit*	Option Module	Immersive Audio Techniques	Interactive Music Applications	Creative Website Design	Psychology of Music	Practical Learning & Teaching in the Creative Arts

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

Apart from the Final Project module (30 credits), all modules are worth 15 credits. Students take 120 FHEQ credits each year (60 ECTS) and will be required to have passed 360 FHEQ credits (180 ECTS) to receive the full degree. Students must pass 120 FHEQ credits each year to progress. The overall degree classification is based on grades achieved in Year 2 and Year 3.

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

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

Workload

	Average Number of Assessments	Average Expected Hours of Student Effort Per Assessment
Year 1: Semester 1	4	20
Year 1: Semester 2	4	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
Mode of Attendance	Full-Time
Length of course	This course is taught as a three-year course at Levels 4, 5 and 6.
Start date	September 2025
Awarding Institution	BIMM University
Teaching Institution	BIMM Music Institute Birmingham, BIMM Music Institute Brighton, BIMM Music Institute Bristol, BIMM Music Institute London, BIMM Music Institute Manchester
UCAS Code	N300
Language of Study	English
Final Award	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
FHEQ Level	120 credits at Level 4 120 credits at Level 5 120 credits at Level 6
ECTS Level	60 credits at Level 4 60 credits at Level 5 60 credits at Level 6
Reference Points	QAA Subject Benchmark in Events, Hospitality, Leisure, Sport and Tourism (2019) QAA Subject Benchmark Business and Management (2015)

	FHEQ (2008) QAA Quality Code (2018)
Minimum Period of Registration	3 years
Maximum Period of Registration	6 years
Admissions Criteria	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.
Date of Original Approval:	2019/20
Date of Course Specification Revisions:	August 2024

Course Structure

Year 1				
Semester 1	The Creative Industries	Music Event Planning & Promotion	The Music Business	Artist Management
Semester 2	The Creative Industries & You	Event Production & Tours	Event Safety	Marketing & Branding
Year 2				
Semester 1	Defining Your Practice in Context	Business & Entrepreneurship*	Festival Management	Venue Management**
Semester 2	Exploring Practice Through Collaboration	Crowd Management**	Financing Innovation*	Music Business in Context*

				Available Options		
Year 3						
Semester 1	Final Project	Event Sustainability	Industry Futures*	Option Module	Diversity in the Creative Industries	Digital Design*	Creative Industry Economics*
Semester 2		Technical Event Production**	Employability Toolkit*	Option Module	Creative Website Design	Psychology of Music	Event Video Production*

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

Apart from the Final Project module (30 credits), all modules are worth 15 credits. Students take 120 FHEQ credits each year (60 ECTS) and will be required to have passed 360 FHEQ credits (180 ECTS) to receive the full degree. Students must pass 120 FHEQ credits each year to progress. The overall degree classification is based on grades achieved in Year 2 and Year 3.

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

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

Workload

	Average Number of Assessments	Average Expected Hours of Student Effort Per Assessment
Year 1: Semester 1	4	20
Year 1: Semester 2	4	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) Performing Arts - Course Specification

Full Title of the Course & Award	BA (Hons) Performing Arts
Mode of Attendance	Full-Time
Length of course	This course is taught as a three-year course at levels 4, 5 and 6.
Start date	September 2025
Awarding Institution	BIMM University
Teaching Institution	Performers College Brighton, Performers College Manchester
UCAS Code	W400
Language of Study	English
Final Award	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
FHEQ Level	120 credits at Level 4 120 credits at Level 5 120 credits at Level 6
ECTS Level	60 credits at Level 4 60 credits at Level 5 60 credits at Level 6
Reference Points	QAA Subject Benchmark Statement in Dance, Drama and Performance (July 2015) FHEQ (2008) QAA Quality Code (2018)
Minimum Period of Registration	3 years
Maximum Period of Registration	6 years

Admissions Criteria	A minimum of 80 UCAS Points, which equates to three A-Levels or an equivalent Level 3 qualification, plus 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. **For applicants who previously studied in Higher Education** 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 here for more on Recognition of Prior Learning (RPL). **For applicants with relevant sector/industry experience** Recognition of Prior Practice (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. **English language requirements** IELTS 6.0 overall, with a minimum of 5.5 in each band.
Date of Original Approval:	2019/20
Date of Course Specification Revisions:	2021/22

Course Structure

Year 1										
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		Option Module	Physical Theatre	Acting for Video Games	Contemporary Theatre Dance Styles	Performance for Camera	Contemporary Ensemble & Harmony Singing	
Semester 2		Professional Portfolio	Performance 2	Option Module	Acting for Camera					

Applicant Course Overview 2025/26

Apart from the Final Project and Performance 1 modules (30 credits), all modules are worth 15 credits each. Students take 120 FHEQ credits each year (60 ECTS) and will be required to have passed 360 FHEQ credits (180 ECTS) to receive the full degree. Students must pass 120 FHEQ credits each year to progress. The overall degree classification is based on grades achieved in Year 2 and Year 3.

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

Full Title of the Course & Award	BA(Hons) Performing Arts (Top Up)
Mode of Attendance	Full-Time
Length of course	This course is taught as a one-year course at level 6.
Start date	September 2025
Awarding Institution	BIMM University
Teaching Institution	Performers College Brighton Performers College Manchester
UCAS Code	W401
Language of Study	English
Final Award	Bachelor's Degree with Honours
FHEQ Level	120 credits at Level 6
ECTS Level	60 credits at Level 4 60 credits at Level 5 60 credits at Level 6
Reference Points	QAA Subject Benchmark Statement in Dance, Drama and Performance (July 2015) FHEQ (2008) QAA Quality Code (2018)
Minimum Period of Registration	1 years
Maximum Period of Registration	2 years
Admissions Criteria	Completion of Level 5 Qualification or Trinity College London Professional Diploma: Higher National Diploma, FdA, FdSC in performing arts or a related subject. English language requirements: IELTS 6.0 overall, with 6.0 in writing and a minimum of 5.5 in other elements. Candidates will be required to attend an audition.
Date of Original Course Approval:	2021/22

Course Structure

Year 1				Available Options						
Semester 1	**Final Project**	Performance 1	Option Module	Acting for Video Games	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) Musical Theatre and Dance – Course Specification

Full Title of the Course & Award	BA (Hons) Musical Theatre and Dance
Mode of Attendance	Full-Time
Length of course	This course is taught as a three-year course at Levels 4, 5 and 6.
Start date	September 2025
Awarding Institution	BIMM University
Teaching Institution	Performers College Essex, Performers College Birmingham
UCAS Code	W500
Language of Study	English
Final Award	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
FHEQ Level	120 credits at Level 4 120 credits at Level 5 120 credits at Level 6
Reference Points	QAA Subject Benchmark Statement in Dance, Drama and Performance (July 2015) FHEQ (2008) QAA Quality Code (2018)
Minimum Period of Registration	3 years
Maximum Period of Registration	6 years
Admissions Criteria	A minimum of 80 UCAS Points, which equates to three A-Levels or an equivalent Level 3 qualification, plus 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. **For applicants who previously studied in Higher Education** 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 here for more on Recognition of Prior Learning (RPL). **For applicants with relevant sector/industry experience** Recognition of Prior Practice (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. **English language requirements** IELTS 6.0 overall, with a minimum of 5.5 in each band.
Date of Original Approval:	2019/20
Date of Course Specification revisions:	2021/22

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		Applied Choreography 15 credits	Acting for Cinema 15 Credits		
Semester 2	Exploring Practice Through Collaboration 15 credits	Devised Performance 15 credits	Tutor led Performance 15 credits	Option Module 15 credits	Applied Directing 15 credits	Writing for Stage and Screen 15 credits	Applied Musical Theatre 15 credits	Working in the Creative Industries 15 credits	Practical Learning & Teaching in the Creative Arts 1 15 credits

	Core Modules			
Semester 1	Final Project 30 credits	Creative Professional Performance 15 credits	Advanced Dancing, Singing and Acting 30 credits	
Semester 2		Professional Portfolio 15 credits	Final Showcase 30 credits	

Modules are a mix of 15 and 30 credit weightings, spanning Level 4 to Level 6. Students take 120 credits each year and will be required to have passed 360 credits to receive the full degree. Students must pass 120 credits each year to progress. The overall degree classification is based on grades achieved in Year 2 and Year 3. In year 2 students choose one option in Semester 2.

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

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. The option modules advertised as available for BIMM University courses are subject to variation dependant on minimum student numbers and the availability of specialist resources at each college (please refer to our Terms and Conditions for further details.

BA (Hons) Acting for Stage, Screen and Digital Media – Course Specification

Full Title of the Course & Award	BA (Hons) Acting for Stage, Screen and Digital Media – Course Specification
Mode of Attendance	Full-Time
Length of course	This course is taught as a three-year course at Levels 4, 5 and 6.
Start date	September 2025
Awarding Institution	BIMM University
Teaching Institution	Performers College Essex, Performers College Birmingham
UCAS Code	W700
Language of Study	English
Final Award	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
FHEQ Level	120 credits at Level 4 120 credits at Level 5 120 credits at Level 6
Reference Points	QAA Subject Benchmark Statement in Dance, Drama and Performance (July 2015) FHEQ (2008) QAA Quality Code (2018)
Minimum Period of Registration	3 years
Maximum Period of Registration	6 years
Admissions Criteria	A minimum of 80 UCAS Points, which equates to three A-Levels or an equivalent Level 3 qualification, plus 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. **For applicants who previously studied in Higher Education** 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 here for more on Recognition of Prior Learning (RPL). **For applicants with relevant sector/industry experience** Recognition of Prior Practice (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. **English language requirements** IELTS 6.0 overall, with a minimum of 5.5 in each band. **Additional Entry Requirements** Audition: Candidates will be required to attend an audition and demonstrate strong ability in acting.
Date of Original Approval:	2021/22
Date of Course Specification Revisions:	Last revised 2022

Course Structure

		Core Modules			
Semester 1	The Creative Industries 15 credits	Acting for Stage Fundamentals: Voice & Text 1 15 credits	Acting for Stage Fundamentals: Improvisation & Movement 1 15 credits	Acting for Screen & Digital Media Fundamentals 1 15 credits	
Semester 2	The Creative Industries & You 15 credits	Acting for Stage Fundamentals: Voice & Text 2 15 credits	Acting for Stage Fundamentals: Improvisation & Movement 2 15 credits	Acting for Screen & Digital Media Fundamentals 2 15 credits	

		Core Modules			Available Options				
Semester 1	Defining Your Practice in Context 15 credits	Acting for Stage Development: Contemporary Performance 15 credits	Acting for Screen & Digital Media Development 15 credits	Option Module 15 credits	Community Theatre 15 credits	Musical Theatre Performance 15 credits			
Semester 2	Exploring Practice Through Collaboration 15 credits	Acting for Stage Development: Classical Performance 15 credits	Option Module 15 credits	Option Module 15 credits	Writing for Stage & Screen 15 credits	Applied Directing 15 credits	Digital Media Performance 15 credits	Working in the Creative Industries 15 credits	Practical Learning & Teaching in the Creative Arts 1 15 credits

		Core Modules			Available Options				
Semester 1	Final Project 30 credits	Advanced Acting for Stage & Screen 30 credits	Option Module 15 credits		Devised Theatre Performance 15 credits	Short Film Production 15 credits	Film Studies 15 credits	Practical Learning & Teaching in the Creative Arts 2 15 credits	
Semester 2		Professional Portfolio 15 credits	Final Theatre Production 30 credits						

Applicant Course Overview 2025/26

Workload

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

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

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

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

	Average Number of Assessments	Average Expected Hours of Student Effort Per Assessment
Year 1: Semester 1	4	20
Year 1: Semester 2	4	20
Year 2: Semester 1	6	20
Year 2: Semester 2	4	20
Year 3: Semester 1	7	40
Year 3: Semester 2	4	40

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

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

BA (Hons) Animation - Course Specification

Full Title of the Course & Award	BA (Hons) Animation
Mode of Attendance	Full Time
Length of course	This course is taught as a three-year course at levels 4, 5 and 6.
Start date	September 2025
Awarding Institution	BIMM University
Teaching Institution	MetStudios Brighton, MetStudios Bristol, MetStudios Leeds, MetStudios London.
UCAS Code	A100
HECOS codes	Code 1: 101019 Code 2: 100363
Language of Study	English
Final Award	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
FHEQ Level	120 credits at Level 4 120 credits at Level 5 120 credits at Level 6
ECTS Level	60 credits at Level 4 60 credits at Level 5 60 credits at Level 6
Reference Points	FHEQ (2008) QAA Quality Code (2018)
Minimum Period of Registration	3 years
Maximum Period of Registration	6 years
Admissions Criteria	A-levels A minimum of two A-levels at grade C or above (64 UCAS points) or BTEC Extended Diploma MMP or RSL

	Extended Diploma at Merit or UAL Diploma at Merit or UAL Extended Diploma at Pass.
	Access to HE Diploma Pass with 60 credits overall. At least 45 credits at level 3, with 24 credits at merit or above.
	GCSE (minimum grade C/4) At least three GCSEs to include English language.
	International Baccalaureate A minimum of 24 points.
	For applicants who previously studied in Higher Education If an applicant has previously completed at least one level of a HE course, they may be eligible to apply to join the course directly at Level 5. See here for more on Recognition of Prior Learning (RPL).
	For applicants with relevant sector/industry experience Recognition of Prior Practice (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.
Additional Entry Criteria:	Portfolio
Date of Course Specification:	Under approval

Course Structure

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

The course is a mixture of 30 credit and 15 credit modules. 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 for rollout in Brighton, Bristol, Leeds and London and there may be some changes to the course outline. Changes resulting from this review will be communicated to applicants as soon as possible prior to the start of the 2025/26 Academic Year.

Workload

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

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

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

BA (Hons) Games Art and Technology - Course Specification

Full Title of the Course & Award	BA (Hons) Games Art and Technology
Mode of Attendance	Full-time
Length of course	This course is taught as a three-year course at levels 4, 5 and 6.
Start date	September 2025
Awarding Institution	BIMM University
Teaching Institution	MetStudios Brighton, MetStudios Bristol, MetStudios Leeds, MetStudios London, MetStudios Manchester (Leeds, London and Manchester subject to approval)
UCAS Code	G200
HECOS Codes	101267 – Computer Games 101268 – Computer Games Design
Language of Study	English
Final Award	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
FHEQ Level	120 credits at Level 4 120 credits at Level 5 120 credits at Level 6
ECTS Level	60 credits at Level 4 60 credits at Level 5 60 credits at Level 6
Reference Points	QAA Subject Benchmark in Art and Design (2019) FHEQ (2008) QAA Quality Code (2018)
Minimum Period of Registration	3 years
Maximum Period of Registration	6 years
Admissions Criteria	UK Campuses: 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: Academic entry requirements can be found on the website here:

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	https://www.bimm.ac.uk/international/entry-requirements/ IELTS 6.0 overall with a minimum of 5.5 to be achieved in each band or equivalent BIMM approved English Language qualifications.
Date of Course Specification:	2023/24

Course Structure

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

The course is a mixture of 30 credit and 15 credit modules. 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 for roll out in Leeds, London and Manchester Campuses. Any changes resulting from this review will be communicated to applicants as soon as possible prior to the start of the 2025/26 Academic Year.

Workload

	Average Number of Assessments	Average Expected Hours of Student Effort Per Assessment
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

Full Title of the Course & Award	BA(Hons) Games Design and Development
Mode of Attendance	Full Time
Length of course	This course is taught as a three-year course at levels 4, 5 and 6.
Start date	September 2025
Awarding Institution	BIMM University
Teaching Institution	MetStudios Brighton, MetStudios Bristol, MetStudios Leeds, MetStudios London, MetStudios Manchester (Leeds, London & Manchester – subject to approval)
UCAS Code	G100
HECOS Codes	101267 – Computer Games 101268 – Computer Games Design
Language of Study	English
Final Award	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
FHEQ Level	120 credits at Level 4 120 credits at Level 5 120 credits at Level 6
ECTS Level	60 credits at Level 4 60 credits at Level 5 60 credits at Level 6
Reference Points	QAA Subject Benchmark in QAA Art and Design (2019) FHEQ (2008) QAA Quality Code (2018)
Minimum Period of Registration	3 years
Maximum Period of Registration	6 years
Admissions Criteria	UK Campuses: 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: Academic entry requirements can be found on the website here: https://www.bimm.ac.uk/international/entry-requirements/ **IELTS 6.0 overall with a minimum of 5.5 to be achieved in each band or equivalent BIMM approved English Language qualifications.**
Date of Course Specification:	2023/24

Course Structure

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

The course is a mixture of 30 credit and 15 credit modules. 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).

The course is currently undergoing approval for roll out at Leeds, London and Manchester Campuses. Any changes resulting from this review will be communicated to applicants as soon as possible prior to the start of the 2025/26 Academic Year.

Workload

	Average Number of Assessments	Average Expected Hours of Student Effort Per Assessment
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.

Cert HE Creative Technology - Course Specification

Full Title of the Course & Award	Cert HE Creative Technology (2 pathways) Games Design and Development or Games Art and Technology
Mode of Attendance	Full Time
Length of course	This course is taught as a one-year course at level 4
Start date	September 2025
Awarding Institution	BIMM University
Teaching Institution	BIMM University Brighton
UCAS Code	G110 – Games Design and Technology G210 – Games Art and Technology
HECOS codes	N/A
Language of Study	English
Final Award	Certificate of Higher Education (at level 4)
FHEQ Level	120 credits at Level 4
ECTS Level	60 credits at Level 4
Reference Points	FHEQ (2008) QAA Quality Code (2018)
Minimum Period of Registration	1 year
Maximum Period of Registration	2 years
Admissions Criteria	A minimum of 2 A-levels at Grade C or above (64 UCAS points) or BTEC Level 3 or equivalent qualification. Three GCSEs at a minimum grade C/4, including English Language and Maths, or equivalent

	IELTS 6.0 with a minimum of 5.5 to be achieved in each band. If an applicant does not meet the above criteria, they may be considered via the Recognition of Prior Learning route (RPL). See here for more on Recognition of Prior Learning (RPL). For applicants with relevant sector/industry experience Recognition of Prior Practice (RPP) is an alternative entry route for mature applicants (19+) who do not hold the minimum qualifications required to gain entry. International Students can apply directly or through UCAS.
Additional Entry Criteria:	Portfolio
Date of Course Specification:	September 2024

Course Structure

Cert HE Creative Technology (Games Art and Technology)

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

Cert HE Creative Technology (Games Design and Development)

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

Applicant Course Overview 25/26 v1.0

All modules are worth 15 credits each. Students will be required to have passed 120 credits to receive the Certificate of Higher Education award.

Modifications may be made to the course in line with our **Course Approval and Modification Policy**.

This course is currently undergoing approval, and this may result in some changes to the course. Any changes resulting from this review will be communicated to applicants as soon as possible prior to the start of the 2025/26 Academic Year.

Workload

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

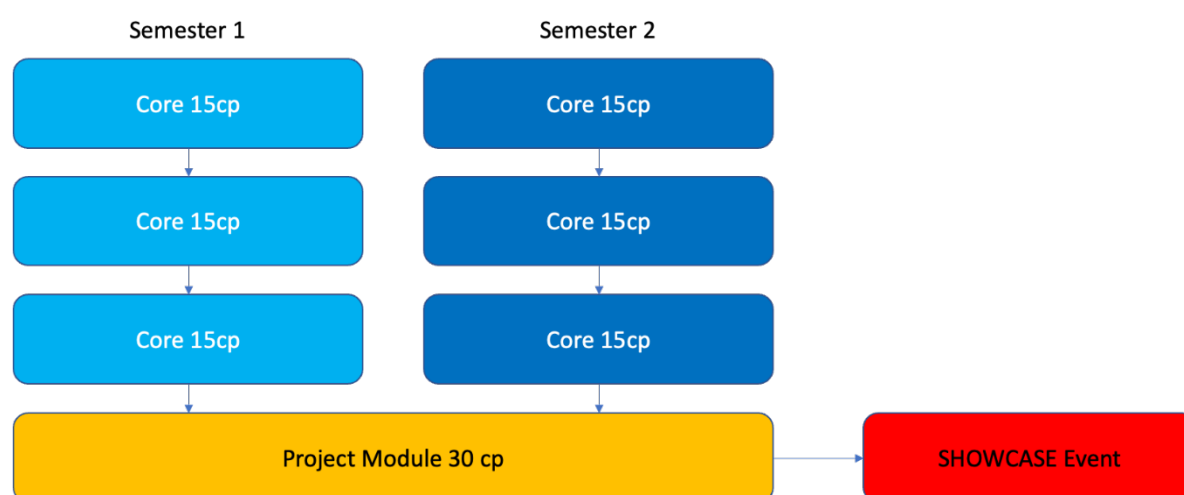|	Average Contact Time (Hours Per Year)	Average Self-Directed Study Time (Hours Per Year)
Year 1 (Level 4)	248	952

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**.

Cert HE Music - Course Specification

Full Title of the Course & Award	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)
Mode of Attendance	Full Time
Length of course	This course is taught as a one-year course at level 4.
Start date	September 2025
Awarding Institution	BIMM University
Teaching Institution	BIMM Music Institute London
UCAS Code	Cert HE Popular Music Performance: W320 Cert HE Songwriting: W321 Cert HE Music Production (All pathways): W322
Language of Study	English
Final Award	Certificate of Higher Education (Level 4)
FHEQ Level **ECTS Level**	120 credits 60 credits
Reference Points	QAA Subject Benchmark in Music (2016) FHEQ (2008) QAA Quality Code (2018)
Minimum Period of Registration	1 year
Maximum Period of Registration	2 years
Admissions Criteria	UK Campuses: 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: Academic entry requirements can be found on the website here: **https://www.bimm.ac.uk/international/entry-requirements/** **IELTS 6.0 overall with a minimum of 5.5 to be achieved in each band or equivalent BIMM approved English Language qualifications.**
Date of Course Specification:	Oct 2023

Course Format - Overview

Semester 1   Semester 2

```
Core 15cp           Core 15cp
   │                   │
   ▼                   ▼
Core 15cp           Core 15cp
   │                   │
   ▼                   ▼
Core 15cp           Core 15cp
   │                   │
   ▼                   ▼
Project Module 30 cp  ──────▶  SHOWCASE Event
```

Course Structure

See following page for Course Structure:

Cert HE Music – Popular Music Performance (Bass, Drums, Guitar, Vocals, Keys)

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

Cert HE Music - Songwriting

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

Cert HE Music Production

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

Cert He - Music and Sound Production

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

Cert HE – Electronic Music Production

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

Apart from the 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. Any changes to the course will be communicated to applicants as soon as possible prior to the start of the 2025/26 Academic Year.

Workload

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

	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; Performer's College Brighton and Manchester; Screen and Film School Birmingham Brighton and Manchester
- 9am – 8pm at BIMM Music Institute Birmingham, Brighton and London
- 8am – 7:30pm: Performers College Birmingham and Essex
- 9am – 7 pm MetStudios Birmingham, MetStudios Bristol, MetStudios Brighton, MetStudios London, MetStudios Leeds, MetStudios Manchester

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

Academic Years at BIMM University are divided into two 15-week Semesters (12 weeks of which 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 (see following information). The type of assessment used will depend upon the course, and further detail can be provided by campus teams.

Practical assessments

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

Many students will be familiar with this type of assessment. Written assessments 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 assessments, you work on the assessment piece in self-directed study time and hand in the final assessment for marking. Examples of this type of assessment include 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 tasked 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**
- **MetStudios**
- **Performers College**

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 University.

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**
- **MetStudios**
- **Performers College**

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** or via bank transfer.

Any queries related to finance can be directed towards **Financeenquiries@bimm.co.uk**.

Additional Costs
Students who are thinking of applying to BIMM University should read Equipment Lists, as issued by campus teams, which 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 on our websites: **https://www.bimm.ac.uk/accommodation/**; **https://performerscollege.co.uk/accommodation/** and for MetStudios Leeds: **https://www.metfilmschool.ac.uk/campuses/leeds/accommodation/**

Alternatively, please contact the Admissions Team:

- email: **admissions@bimm.ac.uk**
- Tel: 01273 840 346

Disabled Access
Birmingham campus

<u>BIMM Music Institute</u>
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.

<u>Performers College</u>
Performers College Birmingham is fully accessible for wheelchair users. The building contains a lift and disabled toilet.

Brighton campus

<u>BIMM Music Institute</u>
At BIMM Music Institute Brighton the majority of teaching buildings are wheelchair accessible. However, our BIMM East and North buildings are not currently 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.

<u>Performer's College Brighton</u>
Performer's College Brighton is fully wheelchair accessible. The Circle has flat off-street access through the gym parking area.

Bristol campus

<u>BIMM Music Institute</u>
All teaching buildings at BIMM Music Institute Bristol are wheelchair accessible. Students can access the Moon Street Campus via the main entrance. There is a wheelchair accessible lift into the main building and all floors are connected with lift access. Emergency evacuation chairs are provided.

London campus

<u>BIMM Music Institute</u>
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

<u>BIMM Music Institute</u>
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. There are no adult changing facilities or hoists available.

Performer's College 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, adult changing facilities or hoists available.

- **Lift Access:** The lift services the ground floor and the first two floors. The third floor Dance studios 1-2, and do not have lift access. Teaching in these rooms is not accessible but if students are able to travel then these classes can be taught in an external venue.

- **Disabled Toilet:** Located on the second floor, equipped with an emergency pull cord.

- **Refuge Area:** A designated refuge area on the second floor for evacuation purposes.

- **Evacuation Routes:** There are five escape routes from the second floor and three from the third floor. Please note that the lift must not be used during fire evacuations.

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. For more information, please contact the Student Wellbeing team at your campus, who will be happy to help.

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.

Leeds campus

All teaching buildings at Leeds are wheelchair accessible.