

# BA (Hons) Music & Sound Production BA (Hons) Electronic Music Production

Introduction Pack

## Acceptance Packs – Course Information

**Course:** BA (Hons) Music & Sound Production  
BA (Hons) Electronic Music Production

### Course Welcome/ Introduction

Welcome to the BA (Hons) Music & Sound Production and Electronic Music Production courses. We are glad you have chosen us as you begin your journey in your chosen field of Production.

The two courses have been designed with the widely varying demands of the music production industry in mind, with the goal of preparing you for the industry in your chosen area. As Production in all its guises covers so many employment opportunities and avenues for creative, technical and collaborative work, we have designed the courses around allowing you the flexibility to make the most of your time with us.

The two courses share the same core modules in your first year of study to give you a solid foundation in music production, before providing specific modules as you begin to develop specific skills and knowledge in your chosen area during your second and third years. Both courses provide a wide choice of option modules in your second and third year and you will be immersed in an environment which challenges and encourages you to do your best work in a wide range of contexts, all the while building your skillset. You will study recording music and sound in many areas of the entertainment industries, the production of music and other media such as events, film and games, as well as looking at the future of the audio industries.

As well as students on your course, you will also get to work with students studying towards a range of music related careers from performers and songwriters to those working within music business, events and media communications sectors, and we want you to build a network amongst your peers to allow you to thrive both as a student and as a graduate of BIMM.

You will be taught in professionally designed on-site and externally partnered recording studios, in Mac suites equipped with industry standard software and hardware, in classrooms, and in spaces designed for other specialist areas of your studies. Your studies in-class will be supported by digital resources via our online library and our virtual learning environment, as well as masterclasses from visiting industry professionals.

The lecturers who will teach you are highly experienced in not only their areas of expertise, but also as educators who are passionate about developing your skills for a sustained career upon graduation.

Through practical skills workshops backed up by the theoretical knowledge to underpin them, you will develop the skills to succeed in your chosen area of specialism and develop new skills in areas you may not even know existed yet! Creativity is at the heart of all that we do at BIMM, and your assessments will reflect this with individual and collaborative work undertaken to demonstrate your learning in real world contexts.

As well as your subject specific skills, the curriculum spine runs all the way through your degree and helps to develop your understanding of your industry and the transferable soft skills required such as planning, critical thinking, collaboration, professionalism and an awareness of the creative industries around you.

We can't wait to welcome you and see what you will achieve in your time with us and beyond.

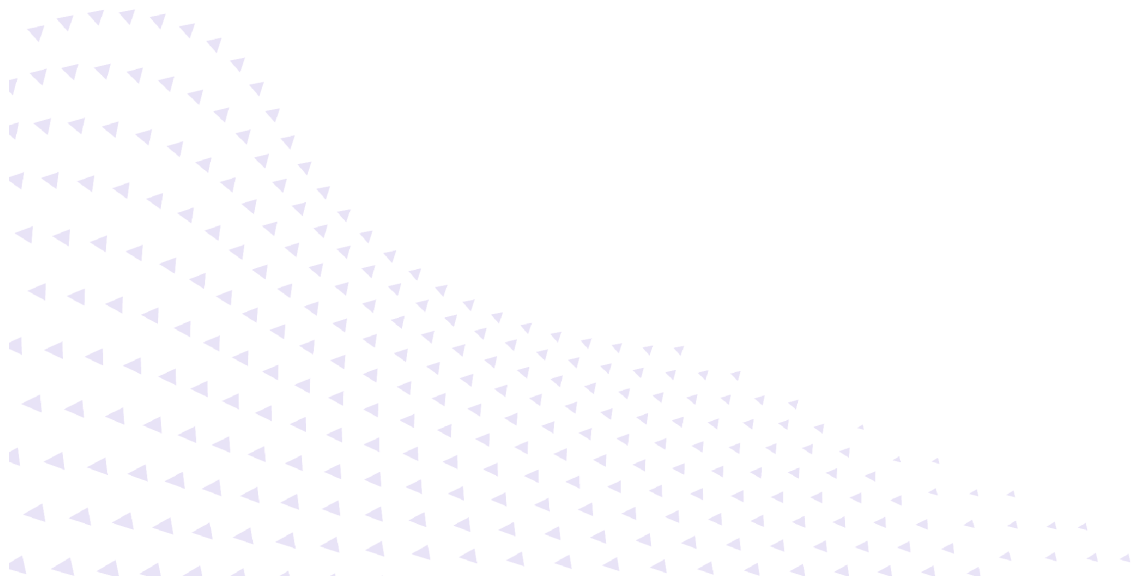
### **Essential equipment and software**

#### **What you'll need to bring with you**

- Laptop (including min spec for course). Some of the course will be taught on software on Apple Mac only platforms (e.g. Logic Pro), but you may prefer to have a personal Windows based laptop
- Good quality headphones for use in Mac suite (ear buds are not recommended). Recommendations include Sennheiser HD25, Beyerdynamic DT770, Audio-Technica ATH-M50x etc.

#### **What we will provide upon enrolment**

- Microsoft Office 365 Suite
- Licence to your chosen DAW system (e.g. AVID ProTools, Logic Pro, Ableton) on Mac/Windows platform as available



## How to prepare to get the most out of your studies

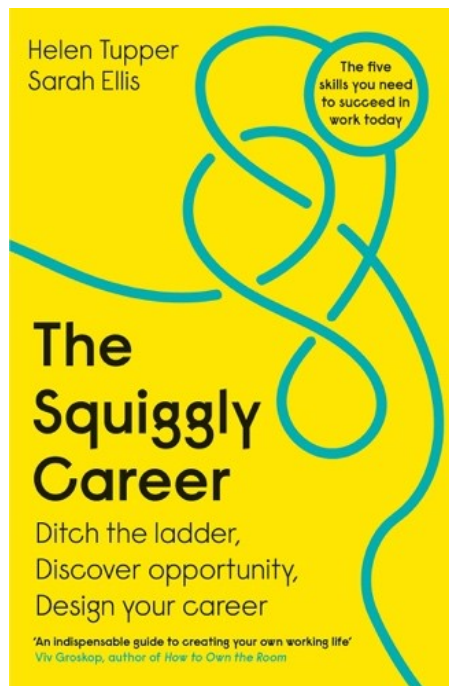
### Get a head start with reading for your course

The Course Leaders have selected one essential core text for each of your semester one modules. It's worth getting your hands on these in the summer as these are texts that you'll refer to again and again during your studies.

#### Core text for **The Creative Industries & You 1: Finding Your Path**

Tupper, H. and Ellis, S. (2020) *The Squiggly Career: - Ditch the Ladder, Discover Opportunity, Design Your Career*. London: Penguin.

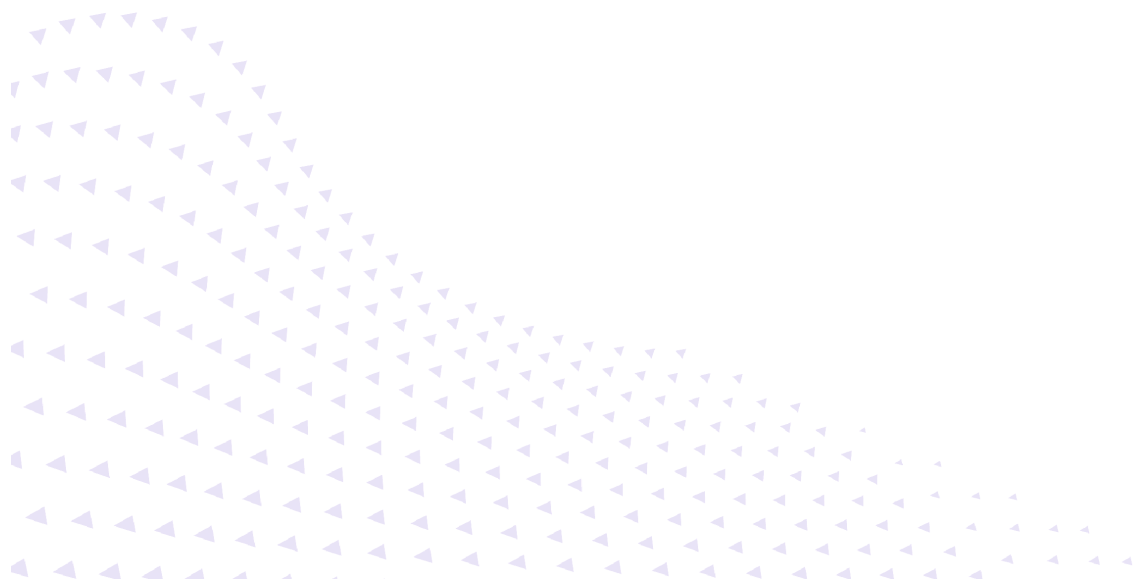
ISBN-13: 978-0241385845



This bestselling book is a great place to start your journey into the Creative Industries. The Creative Industries & You modules at BIMM are all about following your passions, even if that means the path to your dream career takes some unexpected turns along the way. *The Squiggly Career* helps to put you in the right mindset for the exciting journey ahead.

Available to buy from Amazon

<https://tinyurl.com/ybjbjwme>

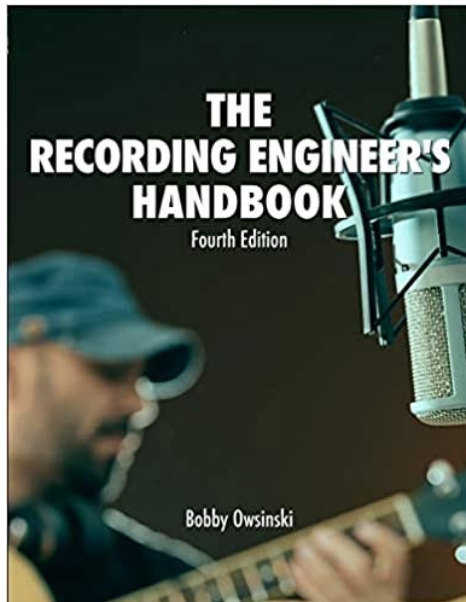




Core text for **Audio Fundamentals**

Owsinski, B. (2014) *The Recording Engineer's Handbook*. 4<sup>th</sup> edition. Boston, MA: Cengage Learning.

ISBN-13: 978-0998503301



The handbook has become a music industry standard, and this fully updated fourth edition once again offers the most comprehensive and up-to-date introduction to the art of audio recording. Written with special emphasis on today's technology and the evolving marketplace, *The Recording Engineer's Handbook Fourth Edition* includes a complete overview of recording as it's done by most musicians and producers today in their home studios.

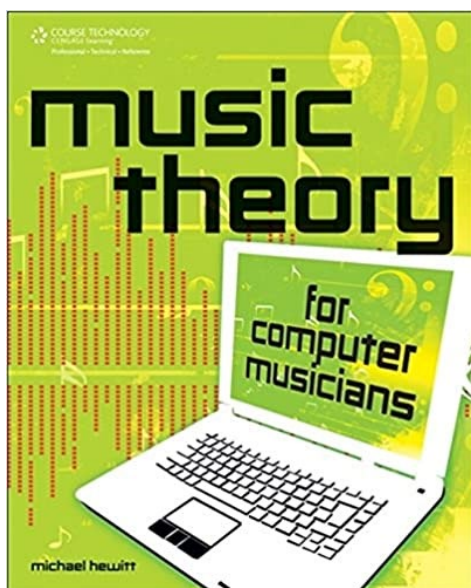
Available to buy from Amazon

<https://tinyurl.com/EMP-402>

Core text for **Music & Listening Skills**

Hewitt, M. (2008) *Music Theory for Computer Musicians*. Boston, MA : Course PTR

ISBN-13: 978-1598635034



Many DJs, musicians, and electronic music producers understand how to play their instruments or make music on the computer, but they lack the basic knowledge of music theory needed to take their music-making to the next level and compose truly professional tracks. By reading this book and following the exercises, you will find yourself making great progress toward understanding and using these fundamentals of the music language. The result will be a great improvement in your ability to write and produce your own original music!

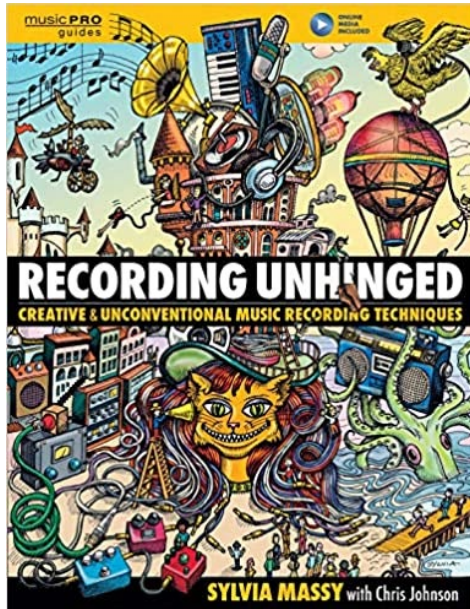
Available to buy from Amazon

<https://tinyurl.com/EMP403>

Core text for **Audio Capture Methods & Equipment**

Massy, S & Johnson C (2016) *Recording Unhinged*, Applause Theatre Book Publishers.

ISBN-13: 978-1495011276



*Recording Unhinged: Creative and Unconventional Music Recording Techniques* is a dare-a challenge for those who think recording music should be done a certain way. Sylvia Massy, engineer, mixer, and producer of such all-time great artists as Tool, Prince, Tom Petty and the Heartbreakers, R.E.M., Oingo Boingo, Johnny Cash, Red Hot Chili Peppers, and many more, invites you to put everything you've ever known or learned about recording aside and dive head-long into the unknown.

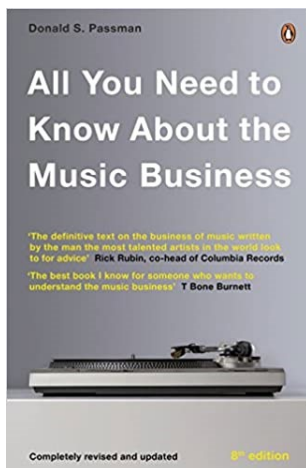
Available to buy from Amazon

<https://tinyurl.com/EMP401>

Core text for **Industry Toolkit**

Passman, D. S. (2014). *All you need to know about the music business* (7th UK ed., rev. and updated. ed.). London: Penguin.

ISBN-13: 978-0241001639



For 20 years his book has offered detailed advice to artists and executives, novices and experts alike on how to thrive in these volatile times.

This completely revised edition sets out recent developments in record deals, copyright, new technologies and film music. It also offers unique advice on how to navigate your way through the ins and outs of songwriting, music publishing, merchandising and performing.

Whether you're a newcomer or an established professional, *All You Need to Know about the Music Business* is an essential companion.

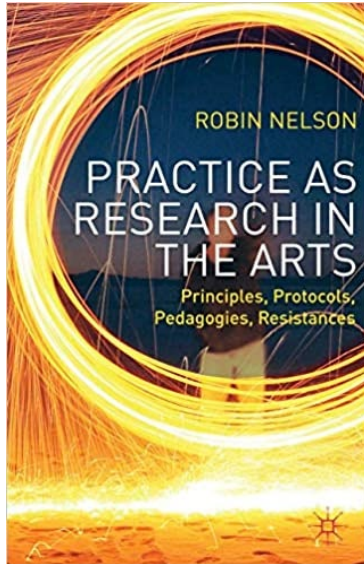
Available to buy from Amazon

<https://tinyurl.com/EMP405>



Core text for **Approaches to Production & Workflow**

Nelson, R. (2013) *Practice as Research in the Arts: Principles, Protocols, Pedagogies, Resistances*. Palgrave Macmillan  
ISBN-13: 978-1137282903



This book takes a fresh "how to" approach to Practice as Research. At the "performance turn" it argues that old prejudices should be abandoned and that a PaR methodology and its modes of "doing-knowing" should be fully accepted in the academy. It refines Robin Nelson's earlier models for PaR but sustains the dynamic and dialogic interplay between different modes of knowledge-production in a multi-mode research inquiry. It advances strategies for articulating and evidencing the research inquiry and offers practical guidance to practitioner-researchers on how to conduct a PaR inquiry.

Available to buy from Amazon  
<https://tinyurl.com/EMP404>

Core text for **Mixing Multitrack Audio**

Owsinski, B. (2017) *The Mixing Engineer's Handbook*. 4<sup>th</sup> edition. New York: Music Sales Limited

- ISBN-13: 978-0998503349



Mixing music—the process of combining and shaping the component parts of a song into a polished, completed recording—was once considered an unteachable art. The first edition of Bobby Owsinski's *The Mixing Engineer's Handbook* destroyed that myth forever, breaking the craft of mixing down into discrete, understandable steps and showing musicians, audio engineers, and producers exactly how to get great results in the studio. The book has since become the go-to text on mixing for recording programs in colleges and universities around the world. Now available in a completely revised fourth edition, *The Mixing Engineer's Handbook* remains the best, most up-to-date source for mastering the art and science of creating pro-quality mixes

Available to buy from Amazon  
<https://tinyurl.com/EMP406>