Programme specification

1. Overview/ factual information

Programme/award title(s)	BA (Hons) Music Industry Management
Teaching Institution	London College of Creative Media (LCCM)
Awarding Institution	The Open University (OU)
Date of latest OU validation	
Next revalidation	
Credit points for the award	360
UCAS Code	
Programme start date	September 2017
Underpinning QAA subject benchmark(s)	Business and Management (2015) Communications, Media. Film and Cultural Studies (2016) Music (2016) Events, Hospitality, Leisure, Sport and Tourism (2016)

Other external and internal reference points used to inform programme outcomes	QAA Quality Code LCCM regulations for OU validated awards White Book
Professional/statutory recognition	
Duration of the programme for each mode of study (P/T, FT,DL)	Full-time study 3 Years Part-time study 6 years
Dual accreditation (if applicable)	
Date of production/revision of this specification	

Please note: This specification provides a concise summary of the main features of the programme and the learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if s/he takes full advantage of the learning opportunities that are provided.

More detailed information on the learning outcomes, content, and teaching, learning and assessment methods of each module can be found in student module guide(s) and the student handbook.

The accuracy of the information contained in this document is reviewed by the University and may be verified by the Quality Assurance Agency for Higher Education.

2.1 Educational aims and objectives

The main educational aims and objectives of the Music Industry Management programme are for LCCM to teach, guide, mentor, help and allow students to develop –

- A clear understanding of the dynamics and complexity of the music business and its sub-sectors.
- Thinking skills that successfully utilise their knowledge and enthusiasm for music and the music industry.
- A suite of practical skills and knowledge so they can confidently apply their understanding of the music industry within a work environment and constructively contribute to the solving of various problems, issues and challenges.
- The knowledge and skill set required to gain employment in a music or copyright focussed organisation, whether that is in the private, public or not for profit sector.
- Confidence in their own ability to proceed to Masters level study within the academic community if they wish to.

The music industry is changing, but the music industry is not going away. In an increasingly global music market the industry requires executives, managers, entrepreneurs and other professionals who are knowledgeable and skilled in marketing,

creative management, analytics, live event management, copyright law, digital marketing, catalogue exploitation, royalty management, music licensing and many other skills that lie at the heart of the music business.

Designed and taught by music industry practitioners, who are also qualified HE academics, the BA (Hons) Music Industry Management programme at LCCM places practical knowledge and skills at the centre of the students' learning experience. This applied approach is then underpinned by teaching students to be analytical and to use critical thinking when they are considering the many issues arising in the modern music business. We believe that after successfully completing the MIM programme, students will stand out in the competitive job market, by virtue of having extensive music industry knowledge, an entrepreneurial mind-set, cultural understanding and the creative approach to problem solving that companies in the music industry are looking for in their new employees and entrepreneurs.

The MIM programme will teach, mentor and guide students in a way that will enable them to become confident and constructive executives wherever they work. LCCM's educational aim is to ensure its students graduate as knowledgeable, experienced, focussed and valuable members of society.

The Music Industry Management programme at LCCM is designed to present an exciting, fun and informative first year of study. Students will be introduced to the broad Music Industry environment, its history and to concepts regarding best practice in HE level study. Students will end their first year with a strong and practical understanding of the music industry; where it's been, where it is today and where it may be going in the future. This will provide them with the solid foundation they need to succeed over the next two academic years.

The content of the modules and the student-focussed style of delivery, will ensure that classes are enjoyable, informative, relevant, creative, academically stretching, intellectually engaging, professionally valuable; and perhaps most important of all, fun.

2.2 Relationship to other programmes and awards

(Where the award is part of a hierarchy of awards/programmes, this section describes the articulation between them, opportunities for progression upon completion of the programme, and arrangements for bridging modules or induction)

The unique academic setting at LCCM means that Music Industry Management students will have the opportunity to work regularly with students from other creative disciplines, in particular the cohorts from the BSc Digital Product Development programme and the BMus programme. MIM students will also have the opportunity to study alongside their peers in common modules across the college curriculum.

The programme is designed to be taught in full as an honours degree programme, however there are exit awards available for students who cannot complete the entire course. Any student achieving:
- 120 credits at level 4 or above will receive a Cert HE;
- 240 credits with 120 at level 5 or above will receive a Dip HE;
- 300 credits with a minimum of 60 at level 6 will receive an ordinary degree.

3. Programme outcomes

Intended learning outcomes for the BA (Hons) Music industry Management are listed below.
Where students are unable to complete the full programme they may be eligible for an exit award. The learning outcomes for these awards follow.

3.1 Learning outcomes BA (Hons) Music industry Management

3A. Knowledge and understanding	
Learning outcomes:	**Learning and teaching strategy/ assessment methods**
On completion of their studies students should be able to: **A1** Explain and critically analyse the history of the music industry and demonstrate an understanding of how this affects current developments **A2** Demonstrate a broad and thorough understanding of the processes, language, structure and dynamics of the contemporary music industry. **A3** Clearly evaluate the underlying concepts of copyright and intellectual property and critically analyse its ongoing impact upon culture, economics and legislation. **A4** Explain, evaluate and apply commercial principles and business practices in the music industry and other related creative business ventures.	Students will be taught about copyright and IP, music industry history, workplace skills, cultural theory and other business focussed concepts through lectures, seminars, personal tutorials and other learning forums. Independent research and completion of summative and formative tasks will reinforce this learning. Students will be assessed in their knowledge and understanding through marked seminar tasks, written submissions, delivery of practical projects, and examinations. As students progress through their studies they will increasingly reflect on their understanding and apply this to new contexts, reaching individual conclusion with rationale, justification and limitations.

3B. Cognitive skills	
Learning outcomes:	**Learning and teaching strategy/ assessment methods**
B1 Critical and analytical thinking - **B2** Analysing and evaluating data and other information **B3** Reasoning and decision making	Students will be taught to apply and contextualise their knowledge and research through critical evaluation and analysis. These learning outcomes will be summatively and formatively assessed through end of module assignments, class presentations, seminar debates and the use of reflective work throughout the programme.

3C. Practical and professional skills	
Learning outcomes:	**Learning and teaching strategy/ assessment methods**
C1 Locate and critically appraise information and knowledge to assist in making effective decisions within the music industry. **C2** Interpret the legal protection and limitations provided by Intellectual Property rights and copyright law, and evaluate how this continues to impact the management of a music business. **C3** Confidently apply budgeting and financial planning skills in a management or leadership capacity, as well as other management skills, relevant to the creative and practical decisions needed in the music industry **C4** Critically evaluate and analyse the data that increasingly informs decisions across the music industry.	Professional and practical skills are built into the teaching & learning structures across all of the modules within the programme and there will be opportunities for students to refine, improve and expand their abilities and knowledge as the programme progresses.

3D. Key/transferable skills	
Learning outcomes:	**Learning and teaching strategy/ assessment methods**
D1: Independent Learning and development **D2**: Initiative **D3:** Communication **D4**: Collaboration **D5:** Research **D6**: Time management	From the start of their studies students will be taught and mentored in such a way that their confidence in researching and analysing ideas, rather than just accepting them, will grow and consequently engender the confidence to suggest new ideas. [D1 & D5] Summative and formative assignment tasks across the programme will rely upon clear communication, no matter which media or presentation mode is utilised. [D2 & D3] Students will collaborate formally and informally with their LCCM peers on a variety of projects. Working on these projects as well as every other aspect of College life will rely upon the student developing a mature and strong ability to manage their workload, their priorities and meet deadlines successfully. [D4 & D6]

3.2 <mark>Learning outcomes Cert HE Music Industry Management</mark>

3A. Knowledge and understanding	
Learning outcomes:	**Learning and teaching strategy/ assessment methods**
On completion of their studies students should be able to: **A1** Explain the history of the music industry and its current developments **A2** Demonstrate a broad understanding of the processes, language, structure and dynamics of the contemporary music industry. **A3** Begin to evaluate the underlying concept of copyright and intellectual property and demonstrate an understanding the effects on culture, economics and legislation. **A4** Explain the commercial principles and business practices in the music industry	Students will be taught about copyright and IP, music industry history, workplace skills, cultural theory and other business focussed concepts through lectures, seminars, personal tutorials and other learning forums. Independent research and completion of summative and formative tasks will reinforce this learning. Students will be assessed in their knowledge and understanding through marked seminar tasks, written submissions, delivery of practical projects, and examinations.

3B. Cognitive skills	
Learning outcomes:	**Learning and teaching strategy/ assessment methods**
B1 Critical and analytical thinking **B2** Analysing and evaluating data and other information **B3** Reasoning and decision making	During level 4 students will be introduced to extensive new ideas relevant to the music industry and will be guided by their tutors to apply and contextualise this knowledge in a range of practical and theoretical tasks. As part of their independent learning they will research current

	and historical information and begin to use these cognitive skills to solve problems, propose strategies and outcomes and work to present or deliver final solutions
	These learning outcomes will be summatively and formatively assessed through end of module assignments, class presentations, seminar debates and the use of reflective work throughout the programme.

3C. Practical and professional skills	
Learning outcomes:	**Learning and teaching strategy/ assessment methods**
C1 Locate information to enhance personal knowledge and understanding of the music industry. **C2** Demonstrate an understanding of the legal protection and limitations provided by Intellectual Property rights and copyright law, and begin to understand how this impacts on management within the music industry. **C3** Demonstrate knowledge of the management attributes (including budgeting and financial planning skills) needed in a management or leadership capacity. **C4** Explain the types of data and technological changes that increasingly inform music industry practice	Professional and practical skills are built into the teaching & learning structures across all of the modules within the programme and there will be opportunities for students to refine, improve and expand their abilities and knowledge as the programme progresses.

3D. Key/transferable skills	
Learning outcomes:	**Learning and teaching strategy/ assessment methods**
D1: Independent Learning and development **D2**: Initiative **D3:** Communication **D4**: Collaboration **D5:** Research **D6**: Time management	From the start of their studies students will be taught and mentored in such a way that their confidence in researching and analysing ideas, rather than just accepting them, will grow and consequently engender the confidence to suggest new ideas. [D1 & D5] Summative and formative assignment tasks across the programme will rely upon clear communication, no matter which media or presentation mode is utilised. [D2 & D3] Students will collaborate formally and informally with their LCCM peers on a variety of projects. Working on these projects as well as every other aspect of College life will rely upon the student developing a mature and strong ability to manage their workload, their priorities and meet deadlines successfully. [D4 & D6]

3.3 <mark>Learning outcome Dip HE Music Industry Management</mark>

3A. Knowledge and understanding	
Learning outcomes:	**Learning and teaching strategy/ assessment methods**
On completion of their studies students should be able to: **A1** Explain the history of the music industry and its current developments **A2** Demonstrate a broad and thorough understanding of the processes, language, structure and dynamics of the contemporary music industry. **A3** Clearly evaluate the underlying concepts of copyright and intellectual property and its ongoing impact upon culture, economics and legislation. **A4** Explain and evaluate commercial principles and business practices in the music industry and other creative business ventures.	Students will be taught about copyright and IP, music industry history, workplace skills, cultural theory and other business focussed concepts through lectures, seminars, personal tutorials and other learning forums. Independent research and completion of summative and formative tasks will reinforce this learning. Students will be assessed in their knowledge and understanding through marked seminar tasks, written submissions, delivery of practical projects, and examinations.

3B. Cognitive skills	
Learning outcomes:	**Learning and teaching strategy/ assessment methods**
B1 Critical and analytical thinking **B2** Analysing and evaluating data and other information **B3** Reasoning and decision making	Moving to level 5 students will use their growing knowledge and understanding of the music industry to apply and contextualise information more independently. Using research and provided information they will increasingly have to analyse and evaluate the completeness of information to generate solutions and recommendations to authentic problems. As part of their independent learning they will research current and historical information and apply these cognitive skills to solve problems, propose strategies and outcomes and work to present or deliver viable final solutions These learning outcomes will be summatively and formatively assessed through end of module assignments, class presentations, seminar debates and the use of reflective work throughout the programme.

3C. Practical and professional skills	
Learning outcomes:	**Learning and teaching strategy/ assessment methods**
C1 Locate and evaluate information to enhance personal knowledge and apply this knowledge to make effective decisions relating to the music industry **C2** Demonstrate an understanding of the legal protection and limitations provided by Intellectual Property rights and copyright law, and analyse how this has impacted the management of	Professional and practical skills are built into the teaching & learning structures across all of the modules within the programme and there will be opportunities for students to refine, improve and expand their abilities and knowledge as the programme progresses.

music businesses.

C3 Apply appropriate management attributes (including budgeting and financial planning skills) relevant to creative and practical decisions of management or leadership in the music industry

C4 Evaluate technological influences and data information that increasingly inform music industry practice

3D. Key/transferable skills	
Learning outcomes:	**Learning and teaching strategy/ assessment methods**
D1: Independent Learning and development **D2**: Initiative **D3:** Communication **D4**: Collaboration **D5:** Research **D6**: Time management	From the start of their studies students will be taught and mentored in such a way that their confidence in researching and analysing ideas, rather than just accepting them, will grow and consequently engender the confidence to suggest new ideas. [D1 & D5] Summative and formative assignment tasks across the programme will rely upon clear communication, no matter which media or presentation mode is utilised. [D2 & D3] Students will collaborate formally and informally with their LCCM peers on a variety of projects. Working on these projects as well as every other aspect of College life will rely upon the student developing a mature and strong ability to manage their workload, their priorities and meet deadlines successfully. [D4 & D6]

4. Programme Structure

Programme Structure – LEVEL 4			
Compulsory modules	**Credit points**	**Optional modules**	**Credit points**
The History of Popular Music – context and culture Music Industry News The Music Industry Landscape Essential Study Skills and Basic Business Principles Music and the Digital Economy	30 15 15 15 15	General Music Industry Practical Group Project Music Industry Language and Technology *Additionally, students may elect to study up to 30 credits from other programmes:* *Second study instrument* *Music programming* *Songwriting*	15 15 15 15 15

[Exit award: Cert HE Music Industry Management (120 credits)]

Programme Structure – LEVEL 5			
Compulsory modules	**Credit points**	**Optional modules**	**Credit points**
Music Publishing	30	Social Media and its Impact on the Music Industry Live Music Industry Recording Companies *Or:* *Continue the music elements from Year 1 at level 5*	30 30 30 *(40)*

		Second study instrument 2 Advanced Music programming 2 Songwriting 2	

[Exit award: Dip HE Music Industry Management (240 credit of which 120 must be level 5)]

Programme Structure – LEVEL 6			
Compulsory modules	**Credit points**	**Optional modules**	**Credit points**
Working with Music Artists - Management & Development Music Industry Analytics & Insight	40 40	Independent Project (IP3) Creative Industries Entrepreneurship (CIE3) Or Continue the music elements from level 5 Songwriting 3 Audio visual synchronisation 3	40 40 40 40

[Exit award: Ordinary Degree Music Industry Management (300 credits, at least 60 must be level 6)]

5. Distinctive features of the programme structure

- **Where applicable, this section provides details on distinctive features such as:**

- **where in the structure above a professional/placement year fits in and how it may affect progression**

- **any restrictions regarding the availability of elective modules**
where in the programme structure students must make a choice of pathway/route

The MIM Programme has been designed by academically qualified HE Lecturers who are also successful and well respected music industry executives. These 'Practitioner' Lecturers will also be leading and delivering the modules to MIM students. Each student will have a dedicated 'Personal Tutor' from within the team who will be there for curricular mentoring, advice and support.

The Programme has already had the input of a significant 'Music Industry Advisor' and we will build on this by developing a team of 'Friends of LCCM' who will bring unique opportunities and value to the Programme, the College and our Students' learning experience.

The MIM Programme will make positive use of our Academics' direct and active connections with the UK Music Industry. We will bring in valuable guest speakers from across all sectors of the music business. These guests will range from new music

industry workers, who are only a year or two ahead of our students, through to the CEOs of major global music companies.

The structural and academic environment of LCCM will actively facilitate co-operative projects between students from different Programmes. This will engender a vibrant and creative entrepreneurial atmosphere across the campus.

The MIM timetable will be structured to maximise the ability of MIM students to take up external experiential work opportunities, internships and placements throughout their studies.

Students have the opportunity to study a range of music modules within the programme, but they will be restricted by standard BMus entry requirements and prior study for progression through these options.

6. Support for students and their learning
- Induction week for new students   - Access to extra-curricular workshops, seminars, classes and master classes   - Access to live performance opportunities including at external venues   - Access to professional networks, where appropriate, through staff and the

institution

- Additional support classes

7. Criteria for admission

UK Applicants

LCCM prides itself on its diverse student body and welcomes all applications from dedicated, capable people over the age of 18

Applicants are expected to have (or be studying for) 2 A-level passes or the equivalent in any subject, however, typical offers tend to be higher with an expectation of one subject relevant to the degree applied for.

Examples of an equivalent qualification include (but are not limited to):
- International Baccalaureate
- International certificates mapped to UK qualifications
- Degree Foundation or Access Course
- BTEC qualifications
- Prior experience with a demonstrable capacity for academic study.

All applicants who meet the minimum requirements and have submitted a complete application will be offered an interview. LCCM will consider applications from

candidates who do not meet these minimum entry requirements and welcomes individuals from a wide range of backgrounds and previous educational or professional experiences, including those with non-standard qualifications.

The interview will assess academic and creative ability, leading to
- An unconditional offer
- A conditional offer
- Application declined

Non UK Applicants

Applicants from outside the UK will be expected to meet the same entry criteria through equivalent academic tariff. Applicants whose first language is not English must demonstrate Common European Framework of Reference for Languages Certificate (CEFR) Level B2 English language competence by providing a recent Secure English language Test (SELT) from an approved test provider. Applicants must achieve at least CEFR level B2 in all four components (speaking, listening, reading and writing).

Recognition of Prior Learning
Students may enter into the programme directly at either year 2 (level 5) or year 3 (level 6 according to the following conventions.

Year 2 (L5) Entry
Students must pass the relevant RPL Interview for entry into level 5.
Students must have completed a relevant certified award from a recognised UK Higher Education Institution. The award must be relevant to the LCCM programme being applied for.

During the application process the syllabus and module outlines for the existing award will be mapped to the LCCM learning outcomes to confirm that the relevant prerequisite learning has been achieved.

Only The Open University can approve RPL entries into level 6. Where approved, a student's final classification will be based only on their final year (level 6) marks.

8. Language of study
English

9. Information about assessment regulations
LCCM is governed by The Open University Regulations for Validated Awards. Full academic academic regulations are available on the LCCM web site, along with the Assessment Policy and The White Book, Chapter 4 Teaching Learning and Assessment.

10. Methods for evaluating and improving the quality and standards of teaching and learning.

LCCM has an annual continuous cycle of monitoring that aligns with the OU requirements and is detailed in The White Book available on the LCCM web site. The Governance structure within LCCM has been designed to ensure close lines of communication between management, senior academics and students. Committees are able to act swiftly to resolve minor issues or send major modifications to the Academic Board or SMT for further consideration.

In addition to talking to module leaders or programme leaders directly, students are invited to feedback on all elements of the programme and institution in student representative roles. The primary academic student discussion group is the Staff Student Programme Forum.

Staff / Student Programme Forums
Staff / Student Programme Forums provide a forum for discussion between student representatives and staff involved in all aspects of the programme. The membership of the Staff / Student Programme Forums includes:

- Programme Leader
- Head of Student Services
- Open University Representative
- Student Programme Leader

- Student Forum Members
- All students and tutors on the programme

Student Forum Members are responsible for canvassing the relevant students for feedback on any aspect of the programme. Minutes are made of the discussions and decisions arising from each meeting are published for all staff and students. Minutes from Staff / Student Forums inform the agenda of the Programme Committee and are also used by LCCM and The Open University as part of its formal review processes.

Meeting dates

Staff / Student Programme Forums are held twice per year, usually prior to the Programme Committee meeting to ensure issues raised can be discussed within the programme team. Full details are available from the student web portal.

Student Forum Members
Student Forum Members are elected to ensure that the interests of students on the programme are adequately represented (they normally represent a year group of a particular programme) and to feedback the outcomes of any meeting they attend to the wider student body. Representatives for BMus year 1 and both Cert HEs will be elected during the first term of the programme.

As well as attending Staff / Student Programme Forums, Student Forum Members are often asked to give their feedback on other issues relevant to students through focus groups or other committee meetings, which are organised on a more ad-hoc basis.

Programme Feedback Surveys
Course Evaluation surveys are sent to students termly throughout the academic year.

The aim of this feedback process is to give students the opportunity to give their views on all aspects of the quality of the programme, resources and the institution overall.

Students are encouraged to complete these surveys as it helps LCCM identify what is going well and what the college needs to address to continue to improve the student experience.

Feedback gained from student surveys is considered part of the college's Annual Institutional Review which is designed to identify areas of excellence and those that need improving. The Summer Review Action Plan, which results from the Annual Review System, will also be discussed during Staff / Student Programme Forums.

Other Student Opportunities

There are further opportunities for students to active within the college governance system. Student Representatives sit on all academic committees, and also run the Student Committee with support from Student Services.

Continuous Feedback

LCCM also encourages continuous feedback from students through discussion with module and subject leaders.

How LCCM considers student feedback

The feedback given through Student Forum Members, through surveys and at committee meetings plays an important part in reviewing the LCCM programme during and at the end of the academic year. Many of the changes made to a programme have

been the result of student feedback, such changes are shared with students in the Programme Handbook.

Annexe 1 - Curriculum maps

These tables indicate which study units assume responsibility for assessing particular programme learning outcomes.

In order to complete each level of study and to achieve the overall award, all learning outcomes below must be met and modules taken and passed to the required credit value in a valid programme of study, with all assessment tasks being passed in each module taken

A1.1 BA (Hons) MIM

Level	Study module/unit	A1	A2	A3	A4	B1	B2	B3	C1	C2	C3	C4	D1	D2	D3	D4	D5	D6
1	The History of Popular Music	X				X	X		X				X	X	X	X	X	X
	Study Skills and Business Principles	X			X	X	X		X				X		X			
	Music Industry News	X				X	X		X				X	X	X	X	X	
	Music Business Landscape		X	X		X				X			X				X	X
	Music and the Digital Economy	X				X						X	X				X	
	Music Industry Practical Group Project		X				X	X		X			X		X			
	Music Business Language and Technology		X				X	X					X		X		X	X
	Second study instrument																	
	Music programming																	
	Song-writing																	

Level	Study module/unit	A1	A2	A3	A4	B1	B2	B3	C1	C2	C3	C4	D1	D2	D3	D4	D5	D6
	Programme outcomes																	
2	Live Music Industry	X				X					X		X	X	X	X	X	X
	Music Publishing			X			X		X				X	X	X		X	X
	Recording Companies		X			X	X		X				X	X	X	X	X	X
	Social Media and its impact on the Music Industry				X	X	X					X	X	X	X	X	X	X
	Second study instrument 2																	
	Music programming 2																	
	Song-writing 2																	

Level	Study module/unit	A1	A2	A3	A4	B1	B2	B3	C1	C2	C3	C4	D1	D2	D3	D4	D5	D6
3	Working with Music Artists	X	X	X	X		X	X		X	X		X	X	X	X	X	X
	Music Industry Analytics and Insight		X			X	X		X			X	X	X	X		X	X
	Independent Project																	
	Creative Industries Entrepreneurship																	
	Audio visual synchronisation																	
	Songwriting 3																	

A1.2 Dip HE MIM

Level	Study module/unit	A1	A2	A3	A4	B1	B2	B3	C1	C2	C3	C4	D1	D2	D3	D4	D5	D6
1	The History of Popular Music	X				X	X		X				X	X	X	X	X	X
	Study Skills and Business Principles	X			X	X	X		X				X		X			
	Music Industry News	X				X	X		X				X	X	X	X	X	
	Music Business Landscape		X	X		X				X			X				X	X

Level	Study module/unit	A1	A2	A3	A4	B1	B2	B3	C1	C2	C3	C4	D1	D2	D3	D4	D5	D6
	Music and the Digital Economy	X				X						X	X				X	
	Music Industry Practical Group Project		X			X	X		X					X		X		
	Music Business Language and Technology		X			X	X				X			X		X		X	X
	Second study instrument																	
	Music programming																	
	Song-writing																	

		Programme outcomes																
Level	**Study module/unit**	**A1**	**A2**	**A3**	**A4**	**B1**	**B2**	**B3**	**C1**	**C2**	**C3**	**C4**	**D1**	**D2**	**D3**	**D4**	**D5**	**D6**
2	Live Music Industry	X			X					X			X	X	X	X	X	X
	Music Publishing			X			X		X				X	X	X		X	X
	Recording Companies		X			X	X		X				X	X	X	X	X	X
	Social Media and its impact on the Music Industry				X	X	X					X	X	X	X	X	X	X
	Second study instrument 2																	
	Music programming 2																	

	Song-writing 2																	

A1.3 Cert HE MIM

Level	Study module/unit	A1	A2	A3	A4	B1	B2	B3	C1	C2	C3	C4	D1	D2	D3	D4	D5	D6
1	The History of Popular Music	X				X	X		X				X	X	X	X	X	X
	Study Skills and Business Principles	X			X	X	X		X				X		X			
	Music Industry News	X				X	X		X				X	X	X	X	X	
	Music Business Landscape		X	X		X				X			X				X	X
	Music and the Digital Economy	X				X						X	X				X	
	Music Industry Practical Group Project		X					X	X		X			X		X		
	Music Business Language and Technology		X				X	X					X		X		X	X
	Second study instrument																	
	Music programming																	
	Song-writing																	