GLASGOW CALEDONIAN UNIVERSITY

Programme Specification Pro-forma (PSP)

1.	**GENERAL INFORMATION**	
1.	**Programme Title:**	Audio Technology
2.	**Final Award:**	BSc (Hons)
3.	**Exit Awards:**	BSc
		Dip. HE
		Cert. HE
4.	**Awarding Body:**	Glasgow Caledonian University
5.	**Period of Approval:**	Sept 2021 - Aug 2026
6.	**School:**	School of Computing Engineering and Built Environment
7.	**Host Department:**	Electrical and Electronic Engineering (EEE)
8.	**UCAS Code:**	J932
9.	**PSB Involvement:**	Institution of Engineering and Technology (IET)
		Joint Audio Media Education Support (JAMES)
10.	**Place of Delivery:**	Glasgow
11.	**Subject Benchmark Statement:**	QAA Engineering (Oct 2019) and EC^{UK} UK_SPEC
12.	**Dates of PSP Preparation/Revision:**	Revised September 2014 under title of Audio Technology with Electronics
		Revised April 2015
		Revised September 2015
		Revised September 2016
		Revised June 2017
		Revised June 2018. This programme is a merge of Audio Systems Engineering and Audio Technology
		Revised May 2018
		Revised May 2020
		Revised December 2020

2. EDUCATIONAL AIMS OF THE PROGRAMME

General Aims:
- To equip students with the necessary multidisciplinary skills to function effectively in a technical post within the audio and associated industries
- To provide education and training that is accredited by the Institution of Engineering and Technology (IET) and Joint Audio Media Education Services (JAMES)
- To provide opportunities to develop appropriate transferable skills including communication and teamwork.
- To equip students with appropriate academic and transferable skills to support continued independent learning as required in the rapidly changing audio technology industry

Aims for First Year Entry that take the Electronics stream:
- To develop students' ability to contribute to the specification, design, testing, manufacture and maintenance of electronic engineering and audio systems.
- To develop an understanding of the underpinning principles of audio technology in a variety of contexts
- To develop a critical and analytical understanding of the principles of audio technology with emphasis on electronic concepts

Aims for Third Year Entry that take the Game Sound stream:
- To provide an opportunity for those with a Higher National Diploma or equivalent to extend their knowledge and skills in audio technology and electronics
- To develop an understanding of the underpinning principles of audio technology with emphasis on audio and associated applications.

4. PROGRAMME STRUCTURES AND REQUIREMENTS, LEVELS, MODULES, CREDITS AND AWARDS

The programme has been designed to allow students to exit at each level with appropriate awards.

Each module on the programme is given a SCOTCAT rating of 20 points, with the exception of the Honours project (MHW213190) which has a rating of 40 points. and Digital and Analogue Electronics which have a rating of 10 points each

The requirements are:
- 120 points for the award of Cert. HE
- 240 points for the award of Dip HE
- 360 points for the award of BSc
- 480 points for the award of BSc(Hons)

Students with an HND are awarded 240 SCOTCAT points, and therefore require 120 and 240 additional points to achieve the awards of BSc and BSc (Hons) respectively.

First and second years comprise of 6 modules each respectively with a notional student effort of 100 or 200 hours allocated to each module. Third and Fourth years comprise of 6 and 5 modules respectively with a notional student effort of 200 or 400 hours allocated to each module. The mix of lectures, laboratory work, seminars and tutorials vary in accordance with the demands of individual modules, see module specifications for further details.

Note that at level 3 students that have taken years 1 and 2 can opt for either the Games Sound Design stream, or Electronics and Signal Processing stream and as a result will take an additional module under the chosen stream in 4th year. Those that are entering at level 3 must take the Games Sound Design stream.

SCQF Level 7

Module Code	Module Title	Credit
M1H626683	Audio in Society	20
M1H326673	Mathematics 1	20
M1H620638	Sound Production 1	20
M1H326689	Engineering Science	20
M1H623534	Introduction to Audio Systems	20
M1H626680	Engineering Principles	20
Exit Award – Certificate of Higher Education (Cert. HE) in Audio Technology		**120**

SCQF Level 8

Module Code	Module Title	Credit
M1H626685	IoT Systems 1	20
M2H326684	Mathematics 2	20
M2J921904	Sound Reinforcement	20
M2H623525	Analogue and Digital Electronics	20
M2H623536	Sound Production 2	20
M2H623537	Integrated Audio Studies 2	20
Exit Award – Diploma of Higher Education in (Dip. HE) in Audio Technology		**240**

SCQF Level 9

Module Code	Module Title	Credit
M3H623535	Musical Acoustics	20
M3H623531	Audio Processing and Effects	20
M3H620587	Signals and Electronic Systems Design [STREAM A]	20
M3H620663	Games Sound Design [STREAM B]	20
M3H623530	Audio and Interactivity	20
M3H620650	Audio Analysis and Assessment	20
M3H623554	Integrated Engineering Studies 3	20
M3H620658	Volunteering in a Technical Role (Option)	20
M3K213161	Exchange Learning Programme (Option)	60
Exit Award – Bachelor of Science in Audio Technology		**360**

SCQF Level 10

Module Code	Module Title	Credit
MHW213190	Honours Project	40
MHH623541	Digital Signal Processing [STREAM A]	20
MHH623533	Games Sound Design 2 [STREAM B]	20
MHH623532	Converging Technology for AV	20
MHH623528	Advanced Audio Processing	20
MHH625264	Acoustic Modelling and Spatial Audio	20
Exit Award – Bachelor of Science with Honours in Audio Technology		**480**

8. ASSESSMENT REGULATIONS

Students should expect to complete their programme of study under the Regulations that were in place at the commencement of their studies on that programme, unless proposed changes to University Regulations are advantageous to students.

The Glasgow Caledonian University Assessment Regulations which apply to this programme, dependent on the year of entry and with the following approved exceptions can be found at:
GCU Assessment Regulations

With effect from September 2022, Exceptions Case no. 215 will apply to this programme: A maximum of 30 credits in a Bachelors degree programme can be compensated.