

Contents

BMus (Hons) Popular Music Performance - Course Specification	5
Course Structure	6
Workload	7
BMus (Hons) Songwriting - Course Specification	8
Course Structure	9
Workload	10
BA (Hons) Electronic Music Production - Course Specification	11
Course Structure	12
Workload	13
BA(Hons) Music and Sound Production - Course Specification	14
Course Structure	15
Workload	16
BA(Hons) Music Business – Course Specification	17
Course Structure	18
Workload	19
BA(Hons) Event Management - Course Specification.....	20
Course Structure	21
Workload	22
BA(Hons) Music Marketing, Media and Communication - Course Specification.....	23
Course Structure	24
Workload	25
BMus (Hons) Popular Music Performance & Songwriting - Course Specification.....	26
Course Structure	27
Workload	28
BA (Hons) Popular Music Performance & Music Production - Course Specification.....	29
Course Structure	30
Workload	31
BA (Hons) Songwriting & Music Production - Course Specification.....	32
Course Structure	33
Workload	34
BA (Hons) Songwriting & Music Business - Course Specification.....	35
Course Structure	36

Workload	37
BA (Hons) Popular Music Performance & Music Business - Course Specification	38
Course Structure	39
Workload.....	40
BA (Hons) Popular Music Performance & Event Management - Course Specification	41
Course Structure	42
Workload.....	43
BA (Hons) Music Production & Music Business - Course Specification.....	44
Course Structure	45
Workload	46
BA (Hons) Music Business & Event Management - Course Specification.....	47
Course Structure	48
Workload	49
BA (Hons) Music Production Course Specification.....	50
Course Structure	51
Workload	52
Additional Information.....	53
Covid-19 Adjustments.....	53
Timetables.....	53
Year Structure	53
Assessments:.....	53
Practical Exams.....	53
Written exams.....	53
Practical coursework	53
Multimedia coursework/ Portfolio Assessments.....	53
Written coursework.....	54
Presentations.....	54
Learning and Teaching	54
Teaching	54
Self-directed study.....	55
Formative Assessment	55
Work-based Learning.....	55
Staff.....	55

Language.....	56
Costs	56
Tuition Fees.....	56
Additional Costs.....	56
Accommodation and Living Costs	56
Disabled Access	57
BIMM Institute Birmingham	57
BIMM Institute Brighton	57
BIMM Institute Bristol.....	57
BIMM Institute London	57
BIMM Institute Manchester.....	57
BIMM Institute Berlin	57
BIMM Institute Hamburg.....	57

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 2022
Awarding Institution	BIMM Institute
Teaching Institution	BIMM Institute Birmingham, BIMM Institute Brighton, BIMM Institute Bristol, BIMM Institute London, BIMM Institute Manchester, BIMM Institute Berlin, BIMM Institute Hamburg
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
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	<p>UK Colleges: Minimum of 2 A-levels at Grade E or above (32 UCAS points), OR BTEC Level 3 equivalent, and normally three GCSEs at a minimum grade C/4, including English Language.</p> <p>Germany Colleges: Award of Abitur with overall average grade of 3.4 including a minimum grade of 10 on the English component (Leistungsfach) on the Abitur</p> <p>For overseas students: IELTS 6.0 with a minimum of 5.5 to be achieved in each band or equivalent English language qualification.</p>
Date of Course Specification Revisions:	October 2019

Course Structure

Year 1					Available Options											
Semester 1	The Creative Industries & You 1: Finding Your Path	Performance Skills	Core Instrument Skills	Digital Music												
Semester 2	Context & Culture of the Creative Industries	Applied Performance	Applied Instrument Skills	Creative Technology												
Year 2					Available Options											
Semester 1	The Creative Industries & You 2: Creative Collaboration	Contextualised Performance	Interpretive Instrument Skills	Option Module	Complementary Instrument Skills	Practical Notation Reading	Composition & Arranging Techniques	Music Creation with Technology (SW)	Touring and Live Events	Creative Video Production						
Semester 2	Creativity, Identity & Agency	Digital Performance Portfolio	Option Module	Option Module	Applied Repertoire Performance	Improvised Music Performance	Session & Recording Skills	Creative Band Performance	Global Music Styles	Digital Composition in Context						
Year 3					Available Options											
Semester 1	Final Project	Performance Showcase	Option Module	Option Module	Performance, Stagecraft & Identity	Specialised Genre Performance	Creative Performance with Mixed Media	Scoring for Drama	Culture & Society	Gender & Sexuality	Film Studies					
Semester 2		The Creative Industries & You 3: Professional Portfolio	Option Module	Option Module	Specialised Instrument Skills	Theory & Analysis	MD-Led Performance	Practical Learning and Teaching in the Creative Arts 2	Diversity in the Creative Industries	Psychology of Music						

Apart from the Final Project module, all modules are worth 15 credits each. 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 two options in semester 1 and two options 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	6	17
Year 1: Semester 2	5	17
Year 2: Semester 1	7	17
Year 2: Semester 2	7	17
Year 3: Semester 1	6	27
Year 3: Semester 2	6	27

	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. The option modules advertised as available for BIMM Institute 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 detail).

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 2022
Awarding Institution	BIMM Institute
Teaching Institution	BIMM Institute Birmingham, BIMM Institute Brighton, BIMM Institute Bristol, BIMM Institute London, BIMM Institute Manchester, BIMM Institute Berlin, BIMM Institute Hamburg
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
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	<p>UK Colleges: Minimum of 2 A-levels at Grade E or above (32 UCAS points), OR BTEC Level 3 equivalent, and normally three GCSEs at a minimum grade C/4, including English Language.</p> <p>Germany Colleges: Award of Abitur with overall average grade of 3.4 including a minimum grade of 10 on the English component (Leistungsfach) on the Abitur</p> <p>For overseas students: IELTS 6.0 with a minimum of 5.5 to be achieved in each band or equivalent English language qualification.</p>
Date of Course Specification Revisions:	October 2019

Course Structure

Year 1					Available Options							
Semester 1	The Creative Industries & You 1: Finding Your Path	Songwriting Skills for Ensemble	Songwriting Techniques	Digital Music								
Semester 2	Context & Culture of the Creative Industries	Collaboration & Performance	Styles & Genres	Creative Technology								
Year 2					Available Options							
Semester 1	The Creative Industries & You 2: Creative Collaboration	Music Publishing, Events & Releasing	Music Creation with Technology	Option	Writing in Context and to Commission	Complementary Instrument Skills for Songwriters	Composition in Genres	Composition & Arranging Techniques	Youth, Music and Social Change	Creative Video Production	Touring and Live Events	
Semester 2	Creativity, Identity & Agency	Songwriting & Arrangement	Option	Option	Songwriting Portfolio	Sound Design & Writing for Media	Lyricism & Aesthetics	Creative Band Performance	Vocal Capture and Production	Global Music Styles	Working in the Creative Industries	Practical Learning and Teaching in the Creative Arts (1)
Year 3					Available Options							
Semester 1	Final Project	Showcase & Showreel	Option	Option	Creative Performance with Mixed Media	Scoring for Drama	Performance, Stagecraft & Identity	Electro-acoustic Composition	Technical Event Production	Culture & Society	Gender & Sexuality	Film Studies
Semester 2		The Creative Industries & You 3: Professional Portfolio	Option Module	Option Module	Creative Ensemble	Progressive Creative Technology	Audio Post Production	Theory & Analysis	Event Video Production	Practical Learning and Teaching in the Creative Arts 2	Diversity in the Creative Industries	Psychology of Music

Apart from the Final Project module, all modules are worth 15 credits each. 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 two options in semester 1 and two options 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	7	17
Year 3: Semester 1	6	27
Year 3: Semester 2	9	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. The option modules advertised as available for BIMM Institute 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 detail).

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 2022
Awarding Institution	BIMM Institute
Teaching Institution	BIMM Institute Birmingham, BIMM Institute Brighton, BIMM Institute Bristol, BIMM Institute London, BIMM 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
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	<p>Minimum of 2 A-levels at Grade E or above (32 UCAS points), OR BTEC Level 3 equivalent, and normally three GCSEs at a minimum grade C/4, including English Language.</p> <p>For overseas students: IELTS 6.0 with a minimum of 5.5 to be achieved in each band or equivalent English language qualification.</p>

Course Structure

Year 1					Available Options							
Semester 1	The Creative Industries & You 1: Finding Your Path	Audio Fundamentals	Music & Listening Skills	Audio Capture Methods & Equipment								
Semester 2	Context & Culture of the Creative Industries	Industry Toolkit	Approaches to Production & Workflow	Mixing Multitrack Audio								
Year 2					Available Options							
Semester 1	The Creative Industries & You 2: Creative Collaboration	Creative Production Techniques	Synthesis & Sampling	Option Module	Live Sound & Events	Creative Mix Techniques	Foley & Location recording	Complementary Instrument Skills for Songwriters	Creative Video Production	Touring and Live Events		
Semester 2	Creativity, Identity & Agency	Digital Composition in Context	Option Module	Option Module	Creating Sample Libraries	Vocal capture and production	Digital Performance Skills	Sound Design and Writing for Media	Festival Management	Working in the Creative Industries	Practical Learning and Teaching in the Creative Arts 1	
Year 3					Available Options							
Semester 1	Final Project	Concept Led Practical Production	Option Module	Option Module	Electroacoustic Composition	Immersive audio techniques	The Art of Mastering	Game Sound & Music	Technical Event Production	Gender & Sexuality	Film Studies	Culture & Society
Semester 2		The Creative Industries & You 3: Professional Portfolio	Option Module	Option Module	Interactive Music Applications	Audio Post Production	Event Video Production	Practical Learning and Teaching in the Creative Arts 2	Diversity in the Creative Industries	Psychology of Music		

Apart from the Final Project module, all modules are worth 15 credits each. 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 two options in semester 1 and two options 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	14
Year 1: Semester 2	6	14
Year 2: Semester 1	6	20
Year 2: Semester 2	7	17
Year 3: Semester 1	7	23
Year 3: Semester 2	7	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. The option modules advertised as available for BIMM Institute 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 detail).

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 2022
Awarding Institution	BIMM Institute
Teaching Institution	BIMM Institute Birmingham, BIMM Institute Brighton, BIMM Institute Bristol, BIMM Institute London, BIMM Institute Manchester, BIMM Institute Berlin, BIMM Institute Hamburg
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
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	<p>UK Colleges: Minimum of 2 A-levels at Grade E or above (32 UCAS points), OR BTEC Level 3 equivalent, and normally three GCSEs at a minimum grade C/4, including English Language.</p> <p>Germany Colleges: Award of Abitur with overall average grade of 3.4 including a minimum grade of 10 on the English component (Leistungsfach) on the Abitur</p> <p>For overseas students: IELTS 6.0 with a minimum of 5.5 to be achieved in each band or equivalent English language qualification.</p>
Date of Course Specification Revisions:	Specification: October 2019

Course Structure

Year 1					Available Options						
Semester 1	The Creative Industries & You 1: Finding Your Path	Audio Fundamentals	Music & Listening Skills	Audio Capture Methods & Equipment							
Semester 2	Context & Culture of the Creative Industries	Industry Toolkit	Approaches to Production & Workflow	Mixing Multitrack Audio							
Year 2					Available Options						
Semester 1	The Creative Industries & You 2: Creative Collaboration	Music Production in Context	Studio Practice & Engineering	Option Module	Live Sound & Events	Creative Mix Techniques	Foley & Location recording	Complementary Instrument Skills for Songwriters	Creative Video Production	Touring and Live Events	
Semester 2	Creativity, Identity & Agency	Practical Acoustics	Option Module	Option Module	Creating Sample Libraries	Vocal capture and production	Digital Composition in Context	Sound Design Writing for Media	Festival Management	Working in the Creative Industries	Practical Learning and Teaching in the Creative Arts 1
Year 3					Available Options						
Semester 1	Final Project	Answering A Creative Brief	Option Module	Option Module	The Art of Mastering	Game Sound & Music	Immersive audio techniques	Technical Event Production	Gender & Sexuality	Film Studies	Culture & Society
Semester 2		The Creative Industries & You 3: Professional Portfolio	Option Module	Option Module	Convolution and sound modelling	Audio Post Production	Interactive Music Applications	Event Video Production	Practical Learning and Teaching in the Creative Arts 2	Diversity in the Creative Industries	Psychology of Music

Apart from the Final Project module, all modules are worth 15 credits each. 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 two options in semester 1 and two options 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 & Procedure](#).

Workload

	Average Number of Assessments	Average Expected Hours of Student Effort Per Assessment
Year 1: Semester 1	4	17
Year 1: Semester 2	6	14
Year 2: Semester 1	6	20
Year 2: Semester 2	7	17
Year 3: Semester 1	6	27
Year 3: Semester 2	7	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. The option modules advertised as available for BIMM Institute 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 detail).

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 2022
Awarding Institution	BIMM Institute
Teaching Institution	BIMM Institute Birmingham, BIMM Institute Brighton, BIMM Institute Bristol, BIMM Institute Berlin, BIMM Institute Hamburg, BIMM Institute London, BIMM 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
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 Course Specification Revisions:	Specification: October 2019

Course Structure

Year 1					Available Options								
Semester 1	The Creative Industries & You 1: Finding Your Path	Artist Management	The Music Business	The Live Music Industry									
Semester 2	Context & Culture of the Creative Industries	Releasing Music	Music Publishing	Marketing & PR									
Year 2					Available Options								
Semester 1	The Creative Industries & You 2: Creative Collaboration	Business & Enterprise	Social Media & Digital Marketing	Option Module	Record Label Management	The Business & Culture of Hip Hop	Studio Sound & Recording Technology	Youth, Music and Social Change	Touring and Live Events	Creative Video Production			
Semester 2	Creativity, Identity & Agency	Financing Creativity	Option Module	Option Module	Rights Management & Secondary Exploitation	The Business & Culture of Electronic Music	Festival Management	Live Sound	Communication Techniques (MMMC)	Working in the Creative Industries	Practical Learning and Teaching in the Creative Arts 1		
Year 3					Available Options								
Semester 1	Final Project	Audience Experience & Motivation	Option Module	Option Module	Creative Economics	Globalisation	Digital Arts & Branding	Communication in Practice	Digital Content Creation	Gender & Sexuality	Film Studies	Culture & Society	
Semester 2		The Creative Industries & You 3: Professional Portfolio	Option Module	Option Module	Business Ethics & Music Law	Music & Event Futures	Consultancy & Market Research	Gaming Culture	Event Video Production	Practical Learning and Teaching in the Creative Arts 2	Diversity in the Creative Industries	Psychology of Music	

Apart from the Final Project module, all modules are worth 15 credits each. 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 two options in semester 1 and two options 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 Development Policy](#).

Workload

	Average Number of Assessments	Average Expected Hours of Student Effort Per Assessment
Year 1: Semester 1	4	25
Year 1: Semester 2	6	14
Year 2: Semester 1	6	20
Year 2: Semester 2	7	17
Year 3: Semester 1	6	27
Year 3: Semester 2	5	32

	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. The option modules advertised as available for BIMM Institute 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 detail).

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 2022
Awarding Institution	BIMM Institute
Teaching Institution	BIMM Institute Birmingham BIMM Institute Brighton BIMM Institute Bristol BIMM Institute London BIMM 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
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 Course Specification Revisions:	Specification: October 2019

Course Structure

Year 1					Available Options						
Semester 1	The Creative Industries & You 1: Finding Your Path	Event Concept & Design	Events & Society	Live Music 1: Booking & Promotion							
Semester 2	Context & Culture of the Creative Industries	Event Safety	Live Music 2 Events & Tours	Marketing & PR							
Year 2					Available Options						
Semester 1	The Creative Industries & You 2: Creative Collaboration	Event Enterprise	Social Media & Digital Marketing	Option Module	Community Cultural & Sports Events	Youth Music & Social Change	The Business & Culture of Hip Hop	Creative Video Production	Touring and Live Events		
Semester 2	Creativity, Identity & Agency	Festival Management	Option Module	Option Module	Crowd Psychology & Management	Socioeconomics Event Impact & Legacy	Live Sound	The Business & Culture of Electronic Music	Working in the Creative Industries	Practical Learning and Teaching in the Creative Arts 1	
Year 3					Available Options						
Semester 1	Final Project	Event Sustain-ability	Option Module	Option Module	Creative Commercial Events	Technical Event Production	Digital Arts & Branding	Globalisation	Culture & Society	Gender & Sexuality	Film Studies
Semester 2		The Creative Industries & You 3: Professional Portfolio	Option Module	Option Module	Event Video Production	Music & Event Futures	Consultancy & Market Research	Practical Learning and Teaching in the Creative Arts 2	Diversity in the Creative Industries	Psychology of Music	

Apart from the Final Project module, all modules are worth 15 credits each. 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 two options in semester 1 and two options 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 Procedures](#).

Workload

	Average Number of Assessments	Average Expected Hours of Student Effort Per Assessment
Year 1: Semester 1	5	20
Year 1: Semester 2	5	17
Year 2: Semester 1	6	20
Year 2: Semester 2	6	20
Year 3: Semester 1	6	27
Year 3: Semester 2	5	32

	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. The option modules advertised as available for BIMM Institute 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 detail).

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 2022
Awarding Institution	BIMM Institute
Teaching Institution	BIMM Institute Birmingham BIMM Institute Brighton BIMM Institute Bristol BIMM Institute London BIMM 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
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 Course Specification Revisions:	Specification: October 2019

Course Structure

Year 1					Available Options									
Semester 1	The Creative Industries & You 1: Finding Your Path	Introduction to Digital Media & Communication	Finding Your Voice	The Music Business										
Semester 2	Context & Culture of the Creative Industries	Popular Culture & Identity	Marketing & PR	The Creative Entrepreneur										
Year 2					Available Options									
Semester 1	The Creative Industries & You 2: Creative Collaboration	Critical & Creative Writing	Social Media & Digital Marketing	Option Module	Mobile Technology & Music	Youth, Music and Social Change	Creative Video Production	Touring and Live Events						
Semester 2	Creativity, Identity & Agency	Communication Techniques	Option Module	Option Module	Fans & Social Media Influencers	Artist Development & PR	Mobile Apps – Design & User Culture	Financing Creativity	Working in the Creative Industries	Practical Learning and Teaching in the Creative Arts 1				
Year 3					Available Options									
Semester 1	Final Project	Communication in Practice	Option Module	Option Module	Digital Content Creation	Global Communication	Digital Arts & Branding	Audience Experience & Motivation	Gender & Sexuality	Film Studies	Culture & Society			
Semester 2		The Creative Industries & You 3: Professional Portfolio	Option Module	Option Module	Celebrity Culture	Gaming Culture	Fashion & Music	Music & Event Futures	Consultancy & Market Research (MB)	Business Ethics & Music Law	Practical Learning and Teaching in the Creative Arts 2	Diversity in the Creative Industries	Psychology of Music	

Apart from the Final Project module, all modules are worth 15 credits each. 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 two options in semester 1 and two options 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 & Procedure](#)

Workload

	Average Number of Assessments	Average Expected Hours of Student Effort Per Assessment
Year 1: Semester 1	5	20
Year 1: Semester 2	6	14
Year 2: Semester 1	6	20
Year 2: Semester 2	7	17
Year 3: Semester 1	7	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)	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. The option modules advertised as available for BIMM Institute 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 detail).

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 2022
Awarding Institution	BIMM Institute
Teaching Institution	BIMM Institute Birmingham, BIMM Institute Brighton, BIMM Institute Bristol, BIMM Institute London, BIMM Institute Manchester, BIMM Institute Hamburg
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
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	<p>UK Colleges: Minimum of 2 A-levels at Grade E or above (32 UCAS points), OR BTEC Level 3 equivalent, and normally three GCSEs at a minimum grade C/4, including English Language.</p> <p>Germany Colleges: Award of Abitur with overall average grade of 3.4 including a minimum grade of 10 on the English component (Leistungsfach) on the Abitur</p> <p>For overseas students: IELTS 6.0 with a minimum of 5.5 to be achieved in each band or equivalent English language qualification.</p>
Date of Course Specification Revisions:	Specification: October 2019

Course Structure

Year 1				Available Options								
Core Instrument Skills	Digital Music	SW Techniques										
Applied Instrument Skills	Styles & Genres	Creative Technology										
Year 2				Available Options								
Interpretive Instrument Skills	Music creation with Technology	Option Module	Complementary Instrument Skills	Practical Notation Reading	Composition and Arranging Techniques	Music Creation with Technology	Creative Video Production	Touring and Live Events				
			Writing in Context and to Commission	Complementary Instrument Skills for Songwriters	Composition in Genres	Composition & Arranging Techniques	Youth, Music and Social Change >					
Digital Performance Portfolio	Songwriting & Arrangement	Option Module	Applied Repertoire Performance	Improvvised Music Performance	Session & Recording Skills	Global Music: Styles	Creative Band Performance	Digital Composition in Context	Lyricism & Aesthetics	Digital Performance Skills	Creating Sample Libraries	
			Songwriting Portfolio	Sound Design & Writing for Media	Lyricism & Aesthetics	Creative Band Performance	Vocal Capture and Production	Global Music: Styles	Working in the Creative Industries	Practical Learning and Teaching in the Creative Arts 1	The Stage Technician	
Year 3				Available Options								
Performance Showcase	Showcase & Show reel	Option Module	Performance, Stagecraft & Identity	Specialised Genre Performance	Culture & Society	Gender & Sexuality	Film Studies					
			Creative Performance with Mixed Media	Scoring for Drama	Electro-acoustic Composition	Technical Event Production						
The Creative Industries & You 3: Professional Portfolio	Option Module	Option Module	Specialised Instrument Skills	MD-Led Performance	Practical Learning and Teaching in the Creative Arts 2	Diversity in the Creative Industries	Psychology of Music					
			Creative Ensemble	Progressive Creative Technology	Audio Post Production	Theory & Analysis	Event Video Production					

Apart from the Final Project module, all modules are worth 15 credits each. 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 one option in semester 2. In year 3 students choose one option in semester 1 and two options 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	5	17
Year 1: Semester 2	4	17
Year 2: Semester 1	6	20
Year 2: Semester 2	6	20
Year 3: Semester 1	6	27
Year 3: Semester 2	5	32

	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. The option modules advertised as available for BIMM Institute 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 detail).

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 2022
Awarding Institution	BIMM Institute
Teaching Institution	BIMM Institute Birmingham, BIMM Institute Brighton, BIMM Institute Bristol, BIMM Institute London, BIMM 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
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 E or above (32 UCAS points), OR BTEC Level 3 equivalent, and normally three GCSEs at a minimum grade C/4, including English Language. For overseas students: IELTS 6.0 with a minimum of 5.5 to be achieved in each band or equivalent English language qualification.
Date of Course Specification Revisions:	October 2019

Course Structure

Year 1					Available Options									
Semester 1	The Creative Industries & You 1: Finding Your Path	Core Instrument Skills	Audio Capture Methods & Equipment	Audio Fundamentals										
Semester 2	Context & Culture of the Creative Industries	Applied Instrument Skills	Creative Technology	Mixing Multitrack Audio										
Year 2					Available Options									
Semester 1	The Creative Industries & You 2: Creative Collaboration	Interpretive Instrument Skills	Studio Practice and Engineering	Option Module	Complementary Instrument Skills	Practical Notation Reading	Composition & Arranging Techniques	Creative Mix Techniques	Foley & Location Recording					
					Live Sound & Events	Complimentary Instrument Skills for Songwriters	Music Creation with Technology	Creative Video Production	Touring and Live Events					
Semester 2	Creativity, Identity & Agency	Digital Performance Portfolio	Practical Acoustics	Option Module	Creative Band Performance	Applied Repertoire Performance	Improvised Music Performance	Session & Recording Skills	Global Music Styles	Festival Management	Sound Design & Writing for Media			
					Digital Composition in Context	Lyricism & Aesthetics	Digital Performance Skills	Vocal Capture & Production	Creating Sample Libraries	Practical Learning and Teaching in the Creative Arts 1	Working in the Creative Industries			The Stage Technician
Year 3					Available Options									
Semester 1		Performance Showcase	Answering a Creative Brief	Option Module	Performance, Stagecraft & Identity	Specialised Genre Performance	The Art of Mastering	Immersive Audio Techniques	Game Sound & Music	Technical Event Production				
					Creative Performance with Mixed Media	Scoring for Drama	Culture & Society	Gender & Sexuality	Film Studies					
Semester 2	Final Project	The Creative Industries & You 3: Professional Portfolio	Option Module	Option Module	Specialised Instrument Skills	Theory & Analysis	MD-Led Performance	Convolution & Sound Modelling	Audio Post Production					
					Interactive Music Applications	Event Video Production	Practical Learning and Teaching in the Creative Arts 2	Diversity in the Creative Industries	Psychology of Music					Tour Management & Logistics

Apart from the Final Project module, all modules are worth 15 credits each. 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 one option in semester 2. In year 3 students choose one option in semester 1 and two options 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	5	17
Year 1: Semester 2	5	17
Year 2: Semester 1	7	17
Year 2: Semester 2	6	20
Year 3: Semester 1	6	27
Year 3: Semester 2	6	27

	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. The option modules advertised as available for BIMM Institute 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 detail).

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 2022
Awarding Institution	BIMM Institute
Teaching Institution	BIMM Institute Birmingham, BIMM Institute Brighton, BIMM Institute Bristol, BIMM Institute London, BIMM 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
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 E or above (32 UCAS points), OR BTEC Level 3 equivalent, and normally three GCSEs at a minimum grade C/4, including English Language. For overseas students: IELTS 6.0 with a minimum of 5.5 to be achieved in each band or equivalent English language qualification.
Date of Course Specification Revisions:	Specification: October 2019

Course Structure

Year 1					Available Options						
Semester 1	The Creative Industries & You 1: Finding Your Path	Songwriting Techniques	Audio Capture, Methods & Equipment	Audio Fundamentals							
Semester 2	Context & Culture of the Creative Industries	Styles & Genres	Creative Technology	Mixing Multitrack Audio							
Year 2					Available Options						
Semester 1	The Creative Industries & You 2: Creative Collaboration	Music Creation with Technology	Studio Practice & Engineering	Option Module	Creative Mix Techniques	Foley & Location Recording	Live Sound & Events	Writing in Context and to Commission	Composition in Genres		
					Complimentary Instrument Skills for Songwriters	Composition and Arranging Techniques (PMP)	Youth, Music & Social Change (MMMC)	Creative Video Production	Touring and Live Events		
Semester 2	Creativity, Identity & Agency	Songwriting & Arrangement	Practical Acoustics	Option Module	Creating Sample Libraries	Vocal Capture & Production	Digital Composition in Context	Songwriting Portfolio	Lyricism & Aesthetics	Sound Design & Writing for Media	
					Festival Management	Creative Band Performance	Global Music Styles	Working in the Creative Industries	Practical Learning & Teaching in the Creative Arts 1	The Stage Technician	
Year 3					Available Options						
Semester 1	Final Project	Showcase & Showreel	Answering a Creative Brief	Option Module	Answering a Creative Brief	Showcase & Showreel	The Art of Mastering	Immersive Audio Techniques	Game Sound & Music	Creative Performance with Mixed Media	
					Scoring for Drama	Performance Stagecraft & Identity	Electroacoustic Composition	Technical Event production	Gender & Sexuality	Culture & Society	Film Studies
Semester 2		The Creative Industries & You 3: Professional Portfolio	Option Module	Option Module	Convolution & Sound Modelling	Audio Post Production	Interactive Music Applications	Creative Ensemble	Progressive Creative Technology		
					Theory and Analysis	Event Video Production	Tour Management & Logistics	Practical Learning & Teaching in the Creative Arts 2	Diversity in the Creative Industries	Psychology of Music	

Apart from the Final Project module, all modules are worth 15 credits each. 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 one option in semester 2. In year 3 students choose one option in semester 1 and two options 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	17
Year 1: Semester 2	5	17
Year 2: Semester 1	6	20
Year 2: Semester 2	6	20
Year 3: Semester 1	6	27
Year 3: Semester 2	6	27

	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. The option modules advertised as available for BIMM Institute 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 detail).

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 2022
Awarding Institution	BIMM Institute
Teaching Institution	BIMM Institute Birmingham, BIMM Institute Brighton, BIMM Institute Bristol, BIMM Institute London, BIMM 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
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.
Date of Course Specification Revisions:	Specification: October 2019

Course Structure

Year 1					Available Options						
Semester 1	The Creative Industries & You 1: Finding Your Path	Songwriting Skills for Ensemble	The Music Business	Songwriting Techniques							
Semester 2	Context & Culture of the Creative Industries	Styles & Genres	Music Publishing	Marketing & PR							
Year 2					Available Options						
Semester 1	The Creative Industries & You 2: Creative Collaboration	Business & Enterprise	Music Creation with Technology	Option Module	Writing in Context and to Commission	Complementary Instrument Skills for Songwriters	Composition and Arranging Techniques	Composition in Genres	Social Media and Digital Marketing		
					Record Label Management	The Business and Culture of Hip Hop	Studio Sound & Recording Technology	Youth Music & Social Change	Touring and Live Events	Creative Video Production	
Semester 2	Creativity, Identity & Agency	Financing Creativity	Songwriting & Arrangement	Option Module	Songwriting Portfolio	Sound Design & Writing for Media	Lyricism & Aesthetics	Creative Band Performance	Vocal Capture and Production	Global Music Styles	Rights Management & Secondary Exploitation
					The Business and Culture of Electronic Music	Festival Management	Live Sound	Communication Techniques	Working in the Creative Industries	Practical Learning & Teaching in the Creative Arts 1	The Stage Technician
Year 3					Available Options						
Semester 1		Audience Experience & Motivation	Showcase & Showreel	Option Module	Creative Performance with Mixed Media	Scoring for Drama	Performance Stage craft and Identity	Electroacoustic Composition	Technical Event Production	Creative Economics	
					Globalisation	Digital Arts & Branding	Communication in Practice	Digital Content Creation	Culture & Society	Gender & Sexuality	Film Studies
Semester 2	Final Project	The Creative Industries & You 3: Professional Portfolio	Option Module	Option Module	Creative Ensemble	Progressive Creative Technology	Theory & Analysis	Audio Post Production	Business Ethics & Music Law	Music & Event Futures	
					Consultancy and Market Research	Gaming Culture	Event Video Production	Practical Learning & Teaching in the Creative Arts 2	Diversity in the Creative Industries	Psychology of Music	Tour Management & Logistics

Apart from the Final Project module, all modules are worth 15 credits each. 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 one option in semester 2. In year 3 students choose one option in semester 1 and two options 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	5	17
Year 2: Semester 1	5	24
Year 2: Semester 2	6	20
Year 3: Semester 1	6	27
Year 3: Semester 2	5	32

	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. The option modules advertised as available for BIMM Institute 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 detail).

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 2022
Awarding Institution	BIMM Institute
Teaching Institution	BIMM Institute Birmingham, BIMM Institute Brighton, BIMM Institute Bristol, BIMM Institute London, BIMM 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
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.
Date of Course Specification Revisions:	Specification: October 2019

Course Structure

Year 1					Available Options										
Semester 1	The Creative Industries & You 1: Finding Your Path	Performance Skills	Core Instrument Skills	The Music Business											
Semester 2	Context & Culture of the Creative Industries	Applied Instrument Skills	Releasing Music	Marketing & PR											
Year 2					Available Options										
Semester 1	The Creative Industries & You 2: Creative Collaboration	Interpretive Instrument Skills	Business & Enterprise	Option Module	Complementary Instrument Skills	Practical Notation Reading	Composition & Arranging Techniques	Music Creation with Technology	Touring and Live Events	Creative Video Production	Record Label Management	The Business & Culture of Hip Hop	Studio Sound & Recording Technology	Youth, Music and Social Change	
Semester 2	Creativity, Identity & Agency	Digital Performance Portfolio	Financing Creativity	Option Module	Applied Repertoire Performance	Improvised Music Performance	Session & Recording Skills	Creative Band Performance	Global Music Styles	Digital Composition in Context	Lyricism & Aesthetics	Digital Performance Skills	Vocal Capture & Production		
					Rights Management & Secondary Exploitation	The Business & Culture of Electronic Music	Festival Management	Live Sound	Communication Techniques	Practical Learning and Teaching in the Creative Arts 1	Creating Sample Libraries	Working in the Creative Industries			
Year 3					Available Options										
Semester 1	Final Project	Performance Showcase	Audience Experience & Motivation	Option Module	Performance, Stagecraft & Identity	Specialised Genre Performance	Creative Performance with Mixed Media	Scoring for Drama	Culture & Society	Gender & Sexuality	Film Studies				
					Creative Economics	Globalisation	Digital Arts & Branding	Communication in Practice	Digital Content Creation						
Semester 2			The Creative Industries & You 3: Professional Portfolio	Option Module	Option Module	Specialised Instrument Skills	Theory & Analysis	MD-Led Performance	Practical Learning and Teaching in the Creative Arts 2	Diversity in the Creative Industries	Psychology of Music				
					Business Ethics & Music Law	Music & Event Futures	Consultancy & Market Research	Gaming Culture	Event Video Production						

Apart from the Final Project module, all modules are worth 15 credits each. 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 one option in semester 2. In year 3 students choose one option in semester 1 and two options 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 Procedure](#)

Workload

	Average Number of Assessments	Average Expected Hours of Student Effort Per Assessment
Year 1: Semester 1	6	17
Year 1: Semester 2	6	17
Year 2: Semester 1	6	20
Year 2: Semester 2	6	20
Year 3: Semester 1	6	27
Year 3: Semester 2	5	32

	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. The option modules advertised as available for BIMM Institute 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 detail).

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 2022
Awarding Institution	BIMM Institute
Teaching Institution	BIMM Institute Birmingham, BIMM Institute Brighton, BIMM Institute Bristol, BIMM Institute London, BIMM 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
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.
Specification Date	October 2019

Course Structure

Year 1					Available Options								
Semester 1	The Creative Industries & You 1: Finding Your Path	Live Music 1: Booking & Promotion	Performance Skills	Core Instrument Skills									
Semester 2	Context & Culture of the Creative Industries	Live Music 2: Events & Tours	Applied Instrument Skills	Marketing & PR									
Year 2					Available Options								
Semester 1	The Creative Industries & You 2: Creative Collaboration	Interpretive Instrument Skills	Social Media & Digital Marketing	Option Module	Community, Cultural & Sports Events	Contextualised Performance	Complementary Instrument Skills	Music Creation with Technology	Composition and Arranging Techniques				
					The Business and Culture of Hip-Hop	Youth, Music and Social Change	Creative Video Production	Touring and Live Events	Practical Notation Reading				
Semester 2	Creativity, Identity & Agency	Festival Management	Digital Performance Portfolio	Option Module	Live Sound	Creative Band Performance	Applied Repertoire Performance	The Business and Culture of Electronic Music	Intro'ed Music Performance	Lyricism & Aesthetics	Digital Performance Skills	Global Music Styles	
					Crowd Psychology & Management	Socioeconomics: Event Impact & Legacy	Session Recording Skills	Working in the Creative Industries	Practical Learning & Teaching in the Creative Arts 1	Vocal Capture & Production	Creating Sample Libraries	Digital Composition in Context	
Year 3					Available Options								
Semester 1	Final Project	Event Sustainability	Performance Showcase	Option Module	Creative Communities Events	Performance, Stagecraft & Identity	Specialised Genre Performance	Scoring for Drama	Globalisation	Digital Arts & Branding			
					Digital Content Creation	Technical Event production	Gender & Sexuality	Culture & Society	Film Studies	Creative performance with Mixed Media			
Semester 2	The Creative Industries & You 3: Professional Portfolio	Option Module	Option Module	Option Module	Business Ethics & Music Law	Music & Event Futures	Consultancy & Market Research	Practical Learning & Teaching in the Creative Arts 2	HD-Led Performance				
					Event Video Production	Specialised Instrument Skills	Theory & Analysis	Diversity in the Creative Industries	Psychology of Music				

Apart from the Final Project module, all modules are worth 15 credits each. 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 one option in semester 2. In year 3 students choose one option in semester 1 and two options 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	7	15
Year 1: Semester 2	5	20
Year 2: Semester 1	5	25
Year 2: Semester 2	6	22
Year 3: Semester 1	6	25
Year 3: Semester 2	5	30

	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. The option modules advertised as available for BIMM Institute 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 detail).

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	2022
Awarding Institution	BIMM Institute
Teaching Institution	BIMM Institute Birmingham, BIMM Institute Brighton, BIMM Institute Bristol, BIMM Institute London, BIMM 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
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.
Date of Course Specification	October 2019

Course Structure

Year 1					Available Options					
Semester 1	The Creative Industries & You 1: Finding Your Path	Audio Fundamentals	The Music Business	Audio Capture Methods & Equipment						
Semester 2	Context & Culture of the Creative Industries	Releasing Music	Marketing & PR	Mixing Multitrack Audio						
Year 2					Available Options					
Semester 1	The Creative Industries & You 2: Creative Collaboration	Business & Enterprise	Studio Practice & Engineering	Option Module	Creative Mix Techniques	Foley & Location Recording	Live Sound & Events	Record Label Management		
					The Business and Culture of Hip Hop	Complimentary Instrument Skills for Songwriters	Youth, Music and Social Change	Creative Video Production	Touring and Live Events	
Semester 2	Creativity, Identity & Agency	Practical Acoustics	Financing Creativity	Option Module	Creating Sample Libraries	Vocal Capture & Production	Digital Composition in Context	Rights Management & Secondary Exploitation	The Business and Culture of Electronic Music	
					Festival Management	Sound Design & Writing for Media	Communication Techniques	Working in the Creative Industries	Practical Learning & Teaching in the Creative Arts 1	The Stage Technician
Year 3					Available Options					
Semester 1	Final Project	Answering a Creative Brief	Audience Experience & Motivation	Option Module	The Art of Mastering	Immersive Audio Techniques	Game Sound & Music	Creative Economics	Globalisation	Digital Arts & Branding
					Communication in Practice	Digital Content Creation	Technical Event production	Gender & Sexuality	Culture & Society	Film Studies
Semester 2		The Creative Industries & You 3: Professional Portfolio	Option Module	Option Module	Convolution & Sound Modelling	Audio Post Production	Interactive Music Applications	Business Ethics & Music Law	Music & Event Futures	Consultancy and Market Research
					Event Video Production	Gaming Culture	Tour Management & Logistics	Practical Learning & Teaching in the Creative Arts 2	Diversity in the Creative Industries	Psychology of Music

Apart from the Final Project module, all modules are worth 15 credits each. 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 one option in semester 2. In year 3 students choose one option in semester 1 and two options 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	6	14
Year 2: Semester 1	6	20
Year 2: Semester 2	6	20
Year 3: Semester 1	6	27
Year 3: Semester 2	6	27

	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. The option modules advertised as available for BIMM Institute 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 detail).

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 2022
Awarding Institution	BIMM Institute
Teaching Institution	BIMM Institute Birmingham, BIMM Institute Brighton, BIMM Institute Bristol, BIMM Institute London, BIMM 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
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 Course Specification	October 2019

Course Structure

Year 1					Available Options				
Semester 1	The Creative Industries & You 1: Finding Your Path	Live Music 1: Booking & Promotion	The Music Business	Artist Management					
Semester 2	Context & Culture of the Creative Industries	Live Music 2: Events & Tours	Event Safety	Marketing & PR					
Year 2					Available Options				
Semester 1	The Creative Industries & You 2: Creative Collaboration	Business & Enterprise	Social Media & Digital Marketing	Option Module	Community, Cultural & Sports Events	Studio Sound & Recording Technology	Record Label Management		
					The Business and Culture of Hip Hop	Youth, Music and Social Movements	Creative Video Production		
Semester 2	Creativity, Identity & Agency	Festival Management	Financing Creativity	Option Module	Live Sound	Socioeconomics: Event Impact & Legacy	Rights Management & Secondary Exploitation	The Business and Culture of Electronic Music	
					Crowd Psychology & Management	Communication Techniques	Working in the Creative Industries	Practical Learning & Teaching in the Creative Arts 1	
Year 3					Available Options				
Semester 1	Final Project	Event Sustainability	Audience Experience & Motivation	Option Module	Creative Commercial Events	Game Sound & Music	Creative Economics	Globalisation	Digital Arts & Branding
					Digital Content Creation	Technical Event production	Gender & Sexuality	Culture & Society	Film Studies
Semester 2	Final Project	The Creative Industries & You 3: Professional Portfolio	Option Module	Option Module	Business Ethics & Music Law	Music & Event Futures	Consultancy and Market Research	Practical Learning & Teaching in the Creative Arts 2	
					Event Video Production	Gaming Culture	Tour Management & Logistics	Diversity in the Creative Industries	

Apart from the Final Project module, all modules are worth 15 credits each. 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 one option in semester 2. In year 3 students choose one option in semester 1 and two options 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	5	20
Year 1: Semester 2	6	15
Year 2: Semester 1	6	20
Year 2: Semester 2	6	20
Year 3: Semester 1	6	25
Year 3: Semester 2	6	25

	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. The option modules advertised as available for BIMM Institute 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 detail).

BA (Hons) Music Production Course Specification

Full Title of the Course & Award	BA (Hons) 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 2022
Awarding Institution	BIMM Institute
Teaching Institution	BIMM Institute Berlin, BIMM Institute Hamburg
UCAS Code	W390
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 (exit award only at level 6)
FHEQ Level	120 credits at Level 4 120 credits at Level 5 120 credits at Level 6
Reference Points	Music Benchmark (2019) FHEQ (2008) QAA Quality Code (2018)
Minimum Period of Registration	3 years
Maximum Period of Registration	6 years
Admissions Criteria	<p>UK Colleges: 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.</p> <p>Germany Colleges: Award of Abitur with overall average grade of 3.4 including a minimum grade of 10 on the English component (Leistungsfach) on the Abitur</p> <p>For overseas students: IELTS 6.0 with a minimum of 5.5 to be achieved in each band or equivalent English language qualification.</p>
Date of Course Specification	April 2021

Course Structure

1-1	<u>The Creative Industries & You 1: Finding your Path</u>	Audio Fundamentals	Music & Listening Skills	Audio Capture Methods & Equipment	<div> <div>SPINE: What it is to be a BIMM Student</div> <div>SUBJECT CORE: What it is to be a Subject Expert</div> <div>OPTIONS: What makes a student different</div> <div>SHARED AND PARENTED IN OTHER COURSE</div> <div>UNDERLINED = SHARED</div> <div>Common Options</div> </div>							
	<u>Context & Culture of the Creative Industries</u>	Industry Toolkit	Approaches to Production & Workflow	Mixing Multitrack Audio								
1-2					Available Options							
2-1	<u>Creative Industries & You 2: Creative Collaboration</u>	Creative Production Techniques (EMP)	Studio Practice & Engineering (MSP)	Option	Live Sound & Events (MSP)	Creative Mix Techniques (EMP)	Foley & Location Recording (EMP)	<u>Compliment any Instrument Skills for Songwriters (SW)</u>	Creative Video Production	<u>Touring and Live Events</u>		
2-2	<u>Creativity, Identity & Agency</u>	Synthesis & Sampling (EMP S1)	Option	Option	Creating Sample Libraries (MSP)	Vocal capture and production (MSP)	Digital Composition in Context (EMP)	Digital Performance Skills (EMP)	Practical Acoustics (MSP)	<u>Sound Design Writing for Media (SW)</u>	<u>Working in the Creative Industries</u>	<u>Practical Learning & Teaching in the Creative Arts</u>
					Available Options							
3-1	<u>Final Project (30 credits)</u>	Answering A Creative Brief (MSP)	Option	Option	Electroacoustic Composition (EMP)	Immersive audio techniques (EMP)	The Art of Mastering (MSP)	Game Sound & Music (MSP)	<u>Culture & Society</u>	<u>Gender & Sexuality</u>	<u>Film Studies</u>	
3-2		<u>The Creative Industries & You 3: Professional Portfolio</u>	Option	Option	Interactive Music Applications (EMP)	Audio Post Production (MSP)	Convolution and sound modelling (MSP)	<u>Practical Learning and Teaching in the Creative Arts 2</u>	<u>Diversity in the Creative Industries</u>	<u>Psychology of Music</u>		

Apart from the Final Project module, all modules are worth 15 credits each. 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 two options in semester 1 and two options 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 & Procedure](#).

Workload

	Average Number of Assessments	Average Expected Hours of Student Effort Per Assessment
Year 1: Semester 1	6	17
Year 1: Semester 2	7	14
Year 2: Semester 1	6	20
Year 2: Semester 2	7	17
Year 3: Semester 1	6	27
Year 3: Semester 2	7	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. The option modules advertised as available for BIMM Institute 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 detail).

Additional Information

Covid-19 Adjustments

Should there be future restrictions caused by the COVID-19 pandemic, some modules may be taught online. This may affect contact time and some assessments may be taught online. This may affect contact time and some assessments may be adapted for online delivery.

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 between 9am - 6pm, Monday – Friday (9am - 8pm at BIMM London, Brighton and Birmingham). Classes may also be at different BIMM buildings depending on lecturer and resource availability.

On average, full-time students will have around 8-10 class contact hours per week.

Year Structure

Years at BIMM Institute are divided into two 15-week semesters of which 12 weeks are dedicated to teaching. The academic year usually starts late September/early October and runs until May

Assessments:

Practical Exams

Practical exams ask you to demonstrate a practical skill under exam conditions. These practical skills could include things such as your ability to play your instrument, your ability to perform in an ensemble setting or your ability to produce a recording or operate hardware/software. The skill being tested will depend on the module and course being taken. Many practical assessments also contain a viva voce where the examiner will ask you questions regarding your exam and the related subject area.

Written exams

Many students will be familiar with this type of assessment. Written exams at BIMM are often used for theory and listening modules and are sat under exam conditions. For more details on exam conditions please refer to the [Academic Regulations](#).

Practical coursework

Practical coursework often asks you to demonstrate a practical skill but, unlike practical exams, you work on the assessment piece in self-directed study time and hand in the final assessment for marking. Examples of this type of assessment include writing a song or mixing a recording.

Multimedia coursework/ Portfolio Assessments

Multimedia coursework contains a mixture of elements some written and some practical. An example of this type of assessment is creating a 3-page newspaper layout containing text and visual elements. On some courses, you may have to do portfolio assessments which you compile a mixture of audio/visual and written elements together. This is usually done using online portfolio software.

Written coursework

Written course work is used in all BIMM courses and can take several forms:

- Research essays – in these assessments you will be expected to conduct research into the chosen topic. This could include secondary research (reading) or primary research (conducting original research such as focus groups/questionnaires etc.). You will then be required to write an essay based on this research, putting forward clear and concise arguments.
- Reflective essays – in these assessments you are required to reflect on your professional practice or development activities and identify areas for improvement. These essays do require you to engage in adequate research which will depend on what the subject of the reflective essay is.
- Dissertation/ Final year project – most courses have a large final year project which is double weighted. This is usually a combination of detailed research and reflective elements. Most courses require you to undertake an active project as the subject of your dissertation and this project is normally agreed with your lecturer.
- Blog assessments – these assessments require you to submit regular written tasks normally to an online blog which are then combined to form the final assessment submission. These written tasks contain a mixture of reflective and research elements.
- Patchwork Text Assessments – these assessments are constructed from smaller written tasks given to the student throughout the year. The student then combines these smaller written tasks and submits them along with a final piece of writing that links the tasks together. These written tasks could be research or reflection based.
- Case Study – these assessments require you to research and write about a specific entity or section of the industry related to your course. For example, a case study of a record Label would require you to look at how the company works, what has made them successful etc.

In some cases, an assessment may combine two or more of these types of written work.

Presentations

In these assessments, you will be asked to make a planned presentation to an assessor or panel of assessors. Some presentation assignments ask you to reflect on your practice on the course while others are more academically focused and require you to engage in rigorous research.

Learning and Teaching

Teaching

BIMM 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 College 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 [Learning and Teaching Strategy](#).

Self-directed study

All courses at BIMM 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 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'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

Every undergraduate student at BIMM has 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 is proud of its long history of employing music industry professionals to teach at all our colleges. 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 page](#).

Unfortunately, BIMM 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 such as going on tour, conducting research or other professional development activities. This is vital to ensure that our lecturers can give students the most current information, and share recent experiences, regarding a music industry that is 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 endeavours to ensure that lessons are covered by an industry professional with relevant experience in the subject. Through this practice, we aim to provide high quality learning opportunities throughout your course of study at BIMM.

Language

All qualifications at BIMM are taught and assessed in English.

Costs

Tuition Fees

Accurate tuition fees information can be found on our finance pages:

[UK Colleges](#)

[Germany Colleges](#)

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 Institute 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 should read the [Essential Equipment](#) guide which outlines what is required to successfully study at BIMM.

Most BIMM Colleges 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 colleges, are not available outside BIMM 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 cost at each BIMM college can be found on the [Essential Documents](#) page.

Disabled Access

BIMM Institute Birmingham

All teaching buildings at BIMM Birmingham are wheelchair accessible.

BIMM Institute Brighton

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

BIMM Institute Bristol

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

BIMM Institute London

The main teaching building at BIMM 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.

BIMM Institute Manchester

All teaching buildings at BIMM Manchester are wheelchair accessible.

BIMM Institute Berlin

At BIMM Institute Berlin the main teaching building is 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.

BIMM Institute Hamburg

At BIMM Institute Hamburg all teaching spaces 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.

For more information and details of how to apply for support please see our [student disability guides](#).