

New Programme Academic Case (Programme Spec)

Notes

- The Academic Case will be developed by programme team, with advice from QSS and TEA.
- Programme teams will submit the documentation to the Head of School and Associate Dean Education via the Quality Support Service, who will provide feedback/guidance and ensure the programme is ready for the Academic Approvals Panel.
- The completed Academic Case will be scrutinised by an Academic Approvals Panel, who will make a recommendation to Education Committee.
- Programme design must be informed by the Programmes Checklist on the New Programmes Approval Form and associated guidance from TEA/QSS.

1. Programme Overview

1.1 Programme information

Partner Institution	Leeds Conservatoire
Location of Delivery	Leeds Conservatoire, 3 Quarry Hill, Leeds LS2 7PD
Programme titles and awards	BA(Hons) Film, TV & Games Music BA(Hons) Film, TV & Games Music with Foundation Year
Faculty & code	Faculty of Arts, Cultures and Education (UoH)
Academic unit (& code)	School of Arts (UoH)
Owning subject group (& code)	School of Music and Education (Leeds Conservatoire)
Type of programme	Validated
Mode and duration of study	BA(Hons) Film, TV & Games Music – 3 Years BA(Hons) Film, TV & Games Music with Foundation Year – 4 Years
Method of delivery	<i>Blended</i>
Semesters	Semesters 1 – S1, A Semester 2 – S2, A
End of level and exit awards	Level 3 – Foundation Certificate Level 4 – Certificate of Higher Education, Level 5 – Diploma of Higher Education, Level 6 - BA(Ordinary), BA Hons.

Entry requirements	<i>4 years FT for courses with Foundation Year</i> UCAS TARIFF 64 POINTS <i>3 Years FT for courses without Foundation Year.</i> UCAS TARIFF 96 POINTS Applicants should also have achieved a minimum of three GCSEs at Grade C/4 or above. UCAS tariff points from music graded exams are also accepted (highest achieved per instrument (grade 6 and above), awarded by ABRSM, London College of Music, Trinity College, Rock School). All applicants will be required to either attend an interview. Please see https://www.leedsconservatoire.ac.uk/audition for up-to-date details of our audition process. English Language requirements: All applicants must meet the minimum English Language requirement, as set by the conservatoire. For UK applicants this is GCSE English Language or GCSE English Literature at grade C/4. Equivalent qualifications, such as Functional Skills English Level 2 or National 5 English grade C, will also be accepted. For applicants that require a Student Visa to study in the UK, the standard requirement is IELTS 6.0 with no sub-test less than 5.5. We offer pre-sessional English courses to improve your academic English language level and help you prepare for study in the UK. You will be able to use a pre-sessional to meet the English language requirement for your course. <i>* The entry requirements for a programme will be detailed in your offer. If you meet these conditions, you are guaranteed a place on the programme.</i>
Fee	<i>annual tuition fee for Home Students</i>
Additional course costs	In programmes where students are developing the learning on specific software, we would expect the student to have access to this consistently for teaching and practice. Provision is available at the conservatoire for software support, but students may wish to purchase the software for their personal use.

UCAS/HECOS codes	UCAS: W3W3 – BA (Hons) Film, TV and Games Music – 3 Years W3W4 – BA (Hons) Film, TV and Games Music with Foundation Year – 4 years Applications are made through UCAS Conservatoires and UCAS HECOS CODES: 100842, 101450
ATAS requirements	N/A
Accrediting body/bodies and date of application/approval	

1.2 Programme outline

The BA (Hons) Film, TV & Games Music programme at Leeds Conservatoire is designed to equip students with the specialist skills and knowledge required to compose, produce, and arrange music for screen industries. The curriculum encompasses key areas such as composition techniques, orchestration, music production, and industry-specific workflow practices. Students engage with real-world briefs, developing their ability to create music for film, television, animation, and video games.

The programme fosters civic engagement by encouraging students to collaborate with local creative industries, community-led projects, and independent filmmakers, contributing to the regional cultural landscape. Strong industry links ensure alignment with evolving sector demands, with guest lectures, masterclasses, and networking opportunities provided by established composers, music supervisors, and production professionals.

Additionally, Leeds Conservatoire has working relationships with key organisations within the creative industries, including production companies, film festivals, and gaming studios, offering students valuable opportunities for professional development and employment pathways.

The wider impact of the programme extends beyond creative output, addressing societal challenges by fostering diverse storytelling and contributing to the growing demand for skilled professionals in the UK's expanding digital and screen economy.

1.3 Approvals Timeline

A timeline for approvals is outlined in section 7.1 of the Business Case. Relevant dates are as shown below:

Date of Business Case Approval: n/a

Expected Date of Academic Approvals Panel: (via CPC meeting on 8 May 2025)

Expected Date for Full Approval: (via Education Committee) 20 May 2025

Expected Start Date: September 2026

Expiry of Development Consent: n/a

2. Programme Learning Outcomes Map

Appendix 1 Shows the Programme Learning Outcomes mapped against the QAA Music Benchmark Statements (2025) that are relevant to the BA (Hons) Film, TV and Games Music with Foundation Year and the BA (Hons) Film, TV and Games Music programmes.

3. Programme Design

3.1 Relevant external resources used in the design of the programme

The BA (Hons) Film, TV & Games Music programme at Leeds Conservatoire has been designed in alignment with a range of external resources to ensure its relevance, academic rigour, and industry applicability. These include QAA Subject Benchmark Statements and extensive consultation with students, employers, and industry stakeholders. The following key external resources have informed the programme's structure and content:

1. QAA Subject Benchmark Statements

The QAA Subject Benchmark Statement for Music provides a national framework for academic and professional expectations in higher education music programmes. The following key principles are embedded within the BA (Hons) Film, TV and Games Music programme:

- **Musical Knowledge and Understanding:** Students develop a deep understanding of film music history, theory, and repertoire, exploring a wide range of genres from classical scoring to contemporary soundtracks. This includes the study of orchestration, harmony, and the role of music in storytelling across global cinema.
- **Technical Skills:** The programme offers specialist training in composition for screen, digital audio workstations (DAWs), orchestration, and sound design. Students gain hands-on experience with industry-standard recording techniques, live scoring sessions, and collaboration with filmmakers, enhancing their ability to create expressive and technically polished scores.
- **Professional Skills:** The curriculum is designed to prepare students for careers in the film and media industry, with modules covering music business, freelance work, cross-arts collaborations, and partnerships with leading production companies. Students also develop skills in project management, networking, and adapting music for different media formats, ensuring they graduate as well-rounded, industry-ready professionals.

2. Industry and Employer Consultation

Consultations have taken place with a range of established professionals, including Bafta Award-winning composer Harry Escott, Hollywood orchestrator Nicholas Dodd and Matthew Slater, from 'Charts of London', providers of music for Film and Television. Also prolific video game composer Alexandre Jacob was consulted for the video game elements of the pathway.

- Their contributions have reinforced the need for students to develop a deep understanding of orchestration, thematic development, and the collaborative nature of film scoring, leading to modules focused on film composition techniques and understanding narrative functions in film.
- Game audio specialists and developers have highlighted the growing importance of interactive and dynamic music composition. As a result, the programme includes specialist training in creating immersive soundtracks to Video Games
- Music supervisors and industry experts are responsible for synchronisation, licensing, and music placement, emphasising the business side of film music. Their input has shaped modules that teach students about copyright law, publishing, and the role of music in branding and commercial media, helping them develop an entrepreneurial mindset essential for success in today's competitive landscape.
- Post-production studios, sound designers, and audio engineers have stressed the importance of high-quality sound production and integration. As a result, students receive hands-on training in mixing and mastering with, ensuring they develop the skills needed to work professionally in film and media audio.

Key Outcomes of These Consultations

As a direct result of industry collaboration, the BA (Hons) Film, TV & Games Music programme includes:

- Practical, project-based learning, ensuring students graduate with a diverse professional portfolio that showcases their ability to compose, arrange, and produce music across different media formats.
- High-end software and hardware training, integrating platforms such as Pro Tools, Logic Pro, allowing students to develop technical fluency in professional composition and recording.
- Industry-facing modules, such as scoring for interactive media and commercial composition, designed to prepare students for freelance work, in-house composition roles, and collaborative projects across film, television, gaming, and digital media.

- Increased opportunities for external collaboration, including live orchestral recordings, partnerships with production companies, and cross-discipline projects with filmmakers and game developers, providing students with real-world experience and networking opportunities before graduation.

4. Student and Stakeholder Feedback

Student feedback has played a vital role in shaping the BA (Hons) Film Music programme at Leeds Conservatoire, ensuring that the curriculum remains engaging, practical, and career-focused. By listening to the experiences and aspirations of students, the programme has been tailored to equip graduates with the skills, knowledge, and industry awareness needed to thrive in the fast-evolving world of film and media music.

Key Outcomes from Student Consultations and Their Influence on the Curriculum

- Greater integration of music technology and interactive media – Students expressed a strong desire for increased exposure to industry-standard tools and workflows, particularly in the areas of interactive and adaptive music composition. In response, the programme has incorporated specialist modules on game audio, and music for interactive media. These additions ensure that graduates are well-prepared for careers in film, television, gaming, and digital media production.
- More opportunities for cross-discipline collaboration – Recognising the need for real-world experience, students emphasised the importance of collaborating with other creative professionals. As a result, the curriculum now includes structured opportunities to work with filmmakers, game developers, animators, and visual artists, enabling students to develop a holistic understanding of storytelling through sound. These collaborations help them build essential industry connections, enhancing their professional networks before graduation.
- Enhanced support for entrepreneurial development – Many students highlighted the challenges of establishing themselves as freelance composers and industry professionals. To address this, the programme now offers dedicated modules on business management, equipping students with the tools to build sustainable careers. Workshops on branding, digital marketing, contract negotiation, and funding opportunities ensure that graduates leave with both creative expertise and a strong business acumen, essential for navigating the competitive world of film music.

By actively incorporating student-driven insights into the curriculum, the BA (Hons) Film, TV and Games programme not only reflects the latest industry trends but also ensures that graduates emerge as technically skilled, highly adaptable, and professionally prepared composers.

3.2 Exemptions from the Academic Framework or Quality and Standards Framework

Exemptions from the Academic framework or Quality and Standards Framework currently held by Leeds Conservatoire are held on the collaborative provision University of Hull Microsoft Team's site.

There is an exemption to the rule that states that there is 20 days for 1st and 2nd markers to mark the assessments for a module. This does not apply to Leeds Conservatoire undergraduate courses due to the part time nature of the majority of the staff involved in the assessment process and the number of student assessments they are involved in.

There is also an exemption relating to anonymous marking. Leeds Conservatoire courses are not anonymously marked due to the performance aspect of the majority of the assessments which require markers to be present.

3.3. Module Structure and Rationale

Appendix 2 shows a visual overview of the structure of the BA (Hons) Film, TV and Games Music with Foundation Year and BA (Hons) Film, TV and Games Music.

Please see Appendix 4 for the Module Overview.

BA (Hons) Music for Film, TV and Games – A Comprehensive and Industry-Focused Programme

The BA (Hons) programme in Film, TV and Games at Leeds Conservatoire is an exciting, hands-on course designed to develop skilled and versatile composers, arrangers, and music producers for film, television, and interactive media. At its core, the programme is built around key composition and production modules, ensuring that students cultivate technical expertise, artistic sensitivity, and industry awareness from the very beginning.

Composing for Film and Narrative Storytelling

The programme places a strong emphasis on music's role in shaping cinematic storytelling, with modules such as Music for the Moving Image and Understanding Film Narrative helping students explore the relationship between sound and screen. Through these modules, students learn to analyse film structure, understand emotional scoring techniques, and develop a deep appreciation for the aesthetics of film music.

As students' progress, they explore the complexities of musical storytelling in Aesthetics and the Meaning of Film, where they examine how music influences audience perception, atmosphere, and dramatic intent. These theoretical foundations guide students in crafting

compositions that enhance and support visual media, preparing them to work confidently across a range of genres and film styles.

Technical Mastery and Industry-Standard Production

Modules such as Composing, Arranging, and Orchestration and MIDI Orchestration provide students with essential orchestration techniques, mock-up production skills, and hands-on experience with sample libraries to create professional-grade scores.

Practical skills are further honed in DAW and Synthesis, where students work with Pro Tools, Logic Pro, and synthesisers to craft immersive and dynamic soundtracks. Additionally, Film Music Production offers insight into recording live ensembles, integrating electronic elements, and delivering polished soundtracks that meet industry standards.

Exploring Interactive and Emerging Media

The film industry is increasingly interconnected with gaming and interactive experiences, and this programme ensures that students are equipped to compose for a variety of modern media formats. In Music for Video Games, students delve into interactive scoring techniques, adaptive music systems, and game audio software.

Professional Development and Industry Engagement

At Level 6, the programme shifts its focus towards real-world application and professional development. Modules such as Research Project equip students with the knowledge to navigate the commercial landscape of film music, covering licensing, synchronisation, and freelancing.

The curriculum also includes hands-on industry projects, such as live orchestral recording sessions and collaborations with filmmakers, animators, and game designers, ensuring students graduate with a diverse, high-quality portfolio. By combining technical excellence, artistic creativity, and industry relevance, the BA (Hons) in Film, TV and Games programme prepares students for a successful career in the evolving world of screen composition.

3.4. Assessment Journey – Assessment Structure

Please see Appendix 5 for a detailed map of the Assessments structure within the BA (Hons) Film, TV and Games Music with Foundation Year and the BA (Hons) Film, TV and Games Music.

Assessment types and tasks within the programme are designed to reflect real-world industry practices, such as ‘timed assessments’, preparing students for the professional demands of composing for film, television, and interactive media. Students develop their skills in composition, orchestration, sound production, and industry-standard workflow. The structure of assessments supports the development of professionalism, teamwork, and creative enquiry, all of which are crucial for careers in film music.

For example, in Music for the Moving Image, students are assessed on their ability to compose and produce original scores that effectively enhance cinematic storytelling. Modules such as Film Music Production and DAW and Synthesis assess technical skills in digital orchestration, sound design, and MIDI programming, ensuring that students are equipped with the necessary expertise to work with live ensembles and virtual instruments alike.

At higher levels, assessment panels include distinguished industry professionals, such as film composers, music supervisors, and post-production specialists, who provide valuable industry insights and exposure to real-world expectations. These panels offer students the opportunity to present their work to professionals outside the Conservatoire, gaining critical feedback and potential industry connections.

Assessment is designed to foster meaningful dialogue between tutors and students, encouraging reflective learning and continuous improvement. Clear criteria are communicated at every stage, ensuring students understand the professional standards required in the industry. Timely and constructive feedback—both formal and informal—supports artistic growth and helps students refine their creative and technical skills for their next projects.

Specialist studies in the programme are assessed through a variety of methods, including composition portfolios, orchestrations, group collaborations, technical exercises, and project presentations. By combining practical, technical, and professional skills assessment, the programme ensures that graduates leave with a well-rounded skillset and an industry-ready portfolio.

For a closer look at how modules are assessed from level three to level six, please see the appendices.

3.5 Employment and Further Study Opportunities

Students on the BA (Hons) Film, TV and Games will have the opportunity to progress to postgraduate study, further refining their skills and professional development. Internally, the MA Music (Film, TV and Games Music) and MA Music (Composition) provide a natural progression route from undergraduate study, offering students advanced training in scoring for film, television, and interactive media. Postgraduate courses are actively promoted to undergraduates, with discounted tuition fees available for those continuing their studies at Leeds Conservatoire.

Many of our graduates pursue portfolio careers, working across multiple areas of the creative industries. The programme embeds key employability skills across all modules, ensuring students develop expertise in business, self-promotion, networking, and entrepreneurship. Career paths include film and television composition, game audio design, sound editing and production for media. These industry-relevant skills are further supported by extracurricular activities such as film scoring workshops, recording sessions with live ensembles, networking events with industry professionals, and cross-disciplinary collaborations with filmmakers, animators, and game developers.

Studying modules such as 'Aesthetics and the Meaning of Film' enhances employability by broadening students' perspectives, adaptability, and creative versatility. Exposure to a diverse range of musical traditions equips students with the ability to compose for different genres, styles, and cultural contexts, a crucial skill for film and game composers working in international markets and multicultural productions. Employers in the screen industries value musicians who can collaborate across genres and bring an innovative artistic approach to scoring projects.

Furthermore, training in recording techniques, digital production, innovative composition methods, and improvisation significantly enhances career prospects. Proficiency in DAW-based composition, synthesis, and MIDI orchestration allows students to create high-quality soundtracks for professional productions, while knowledge of adaptive music techniques for interactive media ensures they are well-prepared for careers in film, television, gaming, and emerging media formats. These technical and creative skills ensure that graduates are highly adaptable and prepared for the dynamic, fast-evolving landscape of film and media composition.

Appendices

4.1 Appendix 1: Programme Outcomes Mapped to Music Benchmark Statements (2025).

Programme outcomes mapped to Music Benchmark Standards for BA (Hons) Film, TV and Games Music with Foundation Year and BA (Hons) Film, TV and Games Music																							
	Programme and Programme outcomes	Benchmark standard																					
Programme Outcome Reference	BA (Hons) Film, TV and Games Music	A1	A2	A3	A4	A5	A6	B1	B2	B3	B4	B5	C1	C2	C3	C4	C5	C6	C7	C8	C9		
PO1	PO1 - Demonstrate a broad-based body of knowledge related to Music for Film, TV and Games. Knowledge is to include a detailed grasp of appropriate repertoires, texts and technologies, and familiarity with relevant concepts and issues as appropriate to the genre, including its interdisciplinary nature.	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x				x	
PO2	PO2 - Demonstrate the ability to understand the components and underlying structures of Music for Film, TV and Games music and its industry, and an awareness of its multidisciplinary and collaborative nature.	x	x	x	x	x		x	x	x	x	x	x	x	x	x	x	x		x	x		
PO3	PO3 - Demonstrate the ability to relate Music for Film, TV and Games music to wider contexts, and to reflect on and evaluate historic or current debates in the relevant areas – to include wider historical, philosophical, cultural, technological and social practices, issues and phenomena as appropriate.	x	x		x	x			x	x		x	x	x		x	x	x		x			
PO4	PO4 - Demonstrate the ability to recognise and analyse by ear or from a written score, essential components of Music for Film, TV and Games.	x			x	x			x			x	x	x		x						x	
PO5	PO5 - Demonstrate and apply technical control and physical requirements of Music for Film, TV and Video Games	x						x	x	x			x	x	x	x		x	x			x	
PO6	PO6 - Demonstrate the ability to practically realise notated music and where appropriate, the ability to memorise musical materials	x				x		x	x	x			x	x		x			x			x	

PO7	PO7 - Demonstrate the artistic, expressive, technical and interpretive skills necessary to communicate Music for Film, TV and Games convincingly to an audience, and employ personal expression, imagination and creativity in practical music making	x	x	x	x	x	x	x	x	x	x		x	x	x	x	x			x
PO8	PO8 – Demonstrate the ability to collaboratively realise Music for Film, TV and Games music in practice, effectively demonstrating key musical materials, presenting the music to an audience and/or capturing through audio/video recording	x	x			x	x	x	x	x	x	x	x	x	x	x	x	x		x
PO9	PO9 – Demonstrate the ability to collaborate effectively with other art forms, integrating Music for the Moving Image with other creative disciplines to develop and present cohesive, interdisciplinary projects.			x		x	x		x	x	x					x		x		
PO10	PO10 – Demonstrate the ability to use music in a variety of different creative environments, integrating Music for the Moving Image into other areas and disciplines			x		x	x		x	x	x					x		x		
PO11	PO11 - Demonstrate the ability to employ the use of research skills in pursuit of a broader understanding of elements of music for the moving image, reflecting on important areas in the discipline to engender a wider understanding	x	x		x	x			x	x		x	x	x		x	x	x		x
PO12	PO12 - Demonstrate and apply significant technical expertise and musical skill in the use and manipulation of technology Music for Film, TV and Video Games	x						x	x	x			x	x	x	x		x	x	x

4.2 Appendix 2: Curriculum Map

Modules mapped to Programme Outcomes for BA (Hons) Film, TV and Games Music with Foundation Year and BA (Hons) Film, TV and Games Music															
				Programme Outcome											
Level	Credits	Module Name	Assessment Method (e.g. exam, essay, presentation)	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
		Level 3 Foundation stage													
		Semester 1													
3	20	Composing for Film and TV	Portfolio	x						x	x		x		x
3	20	Production, Theory and Aural Skills	Examination (50%) Production Task (50%)				x	x							x
3	20	Creativity in Music for the Moving Image	Portfolio (50%) and Essay (50%)		x	x				x	x	x		x	
		Semester 2													
3	20	Composing for Video Games and Library Music	Portfolio	x				x	x			x	x		
3	20	Producing Music for the Moving Image	Examination (50%) Portfolio (50%)	x			x								x
3	20	Film and TV Music Analysis	Portfolio (50%) and Essay (50%)	x	x	x			x					x	
		Level 4 Certificate stage													
		Semester 1													
4	20	Composing Music for the Moving Image	1. Composition Portfolio (80%) 2. Library Music Portfolio (20%)	x				x			x	x	x		x
4	20	Music Production for the Moving Image	Portfolio (Composition) (70%) Notated score (30%)	x		x	x	x	x						x

4	20	Understanding Film Narratives	Vlog		x	x								x	
		Semester 2													
4	20	Music For Visual Storytelling	1. Portfolio (70%) 2. Notated Score (30%)			x	x		x	x	x		x		
4	20	Film Music Production in Context	Portfolio (Production)					x		x		x			
4	20	Industry in Context	Essay (100%)		x	x								x	
		Level 5 Diploma Stage													
		Semester 1													
5	20	Composing, Arranging and Orchestration	1. Composition Portfolio (60%) 2. Library Music Portfolio (40%)	x				x		x	x	x	x		
5	20	Orchestration in the DAW	Portfolio (Production)					x	x						x
5	20	Understanding Aesthetics and Meaning in Film	Research Portfolio (100%)		x	x								x	
		Semester 2													
5	20	Composing, Arranging, Orchestration and Transcription	Composition Portfolio (60%) Composition (40%)	x	x		x		x		x				x
5	20	Advanced DAW Production and Synthesis	4 minutes of music (50%) 6 minutes of Library music w/notation (50%)				x	x		x		x	x		x
5	20	Advanced Aesthetics and Meaning in Film	Essay		x	x								x	
		Level 6 Honours Stage													
		Semester 1													
6	20	Film and Film Music Composition and Analysis	Composition (70%) Vlog (30%)	x	x	x		x				x		x	
6	20	Music for Video Games	Composition (50%) Composition (50%)				x	x	x	x	x		x		

6	40	Research Studies (both semesters)	1. Essay (60%) 2. Portfolio (40%)	x	x	x		x		x		x		x	x
		Semester 2													
6	20	Advanced Film and Film Music Composition and Analysis	1. Portfolio (70%) 2. Notated Score (30%)	x			x		x	x	x				x
6	20	Advanced Music for Video Games	Composition (50%) Portfolio (100%)	x						x	x	x	x		x

4.4 Appendix 4: Module Structure

Module Structure for BA (Hons) Film, TV and Games Music with Foundation Year and BA (Hons) Film, TV and Games Music						
	Semester 1			Semester 2		
Level 3	Composing for Film and TV (20 Credits)	Production, Theory and Aural Skills (20 Credits)	Creativity in Music for the Moving Image (20 Credits)	Composing for Video Games and Library Music (20 Credits)	Producing Music for the Moving Image (20 Credits)	Film and TV Music Analysis (20 Credits)
Level 4	Composing Music for the Moving Image (20 Credits)	Music Production for the Moving Image (20 Credits)	Understanding Film Narratives (20 Credits)	Music for Visual Storytelling (20 Credits)	Film Music Production in Context (20 Credits)	Industry in Context (20 Credits)
Level 5	Composing, Arranging and Orchestration (20 Credits)	Orchestration in the DAW (20 Credits)	Understanding Aesthetics and Meaning in Film (20 Credits)	Composing, Arranging, Orchestration and Transcription (20 Credits)	Advanced DAW Production and Synthesis (20 Credits)	Advanced Aesthetics and Meaning in Film (20 Credits)
Level 6	Film and Film Music Composition and Analysis (20 Credits)	Music for Video Games (20 Credits)	Research Studies (40 Credits)		Advanced Film and Film Music Composition and Analysis (20 Credits)	Advanced Music for Video Games (20 Credits)

4.5 Appendix 5: Assessment Structure

Assessment Structure for BA (Hons) Film, TV and Games with Foundation Year and BA (Hons) Film, TV and Games Music						
	Semester 1			Semester 2		
Level 3	Composing for Film and TV (20 Credits) Composition Portfolio	Production, Theory and Aural Skills (20 Credits) Examination / Production Task	Creativity in Music for the Moving Image (20 Credits) Portfolio / Essay	Composing for Video Games and Library Music (20 Credits) Composition Portfolio	Producing Music for the Moving Image (20 Credits) Examination / Production Task	Film and TV Music Analysis (20 Credits) Portfolio / Essay
Level 4	Composing Music for the Moving Image (20 Credits) Composition Portfolio / Library Music Portfolio	Music Production for the Moving Image (20 Credits) Production Portfolio / Notated Score	Understanding Film Narratives (20 Credits) VLOG	Music for Visual Storytelling (20 Credits) Composition Portfolio / Notated Score	Film Music Production in Context (20 Credits) Production Portfolio	Industry in Context (20 Credits) Essay
Level 5	Composing, Arranging and Orchestration (20 Credits) Composition Portfolio / Library Music Portfolio	Orchestration in the DAW (20 Credits) Production Portfolio	Understanding Aesthetics and Meaning in Film (20 Credits) Research Portfolio	Composing, Arranging, Orchestration and Transcription (20 Credits) Composition Portfolio	Advanced DAW Production and Synthesis (20 Credits) Production Portfolio	Advanced Aesthetics and Meaning in Film (20 Credits) Essay

Level 6	Film and Film Music Composition and Analysis (20 Credits) Composition Portfolio / VLOG	Music for Video Games (20 Credits) Production Portfolio	Research Studies (40 Credits) Essay / Composition Portfolio	Advanced Film and Film Music Composition and Analysis (20 Credits) Composition Portfolio / VLOG	Advanced Music for Video Games (20 Credits) Production Portfolio
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	Composition Portfolios
	Production Portfolios
	Essay/Vlogs