

## Programme Specification: Undergraduate

### For Academic Year 2026/27

#### 1. Course Summary

<b>Names of programme and award title(s)</b>	BA (Hons) Film and Music Production BA (Hons) Film and Music Production with International Year (see Annex for details) BA (Hons) Film and Music Production with Work Placement Year (see Annex for details)
<b>Award type</b>	Single Honours
<b>Mode of study</b>	Full-time
<b>Framework of Higher Education Qualification (FHEQ) level of final award</b>	Level 6
<b>Normal length of the programme</b>	3 years; 4 years with either the International Year or Placement Year between years 2 and 3
<b>Maximum period of registration</b>	The normal length as specified above plus 3 years
<b>Location of study</b>	Keele Campus
<b>Accreditation (if applicable)</b>	Not applicable
<b>Regulator</b>	Office for Students (OfS)
<b>Tuition Fees</b>	<p><b>UK students:</b></p> <p>Fee for 2026/27 is £9,790*</p> <p><b>International students:</b></p> <p>Fee for 2026/27 is £18,200**</p> <p>The fee for the international year abroad is calculated at 15% of the standard year fee</p> <p>The fee for the work placement year is calculated at 20% of the standard year fee</p>

**How this information might change:** Please read the important information at <http://www.keele.ac.uk/student-agreement/>. This explains how and why we may need to make changes to the information provided in this document and to help you understand how we will communicate with you if this happens.

\* These fees are regulated by Government. We reserve the right to increase fees in subsequent years of study in response to changes in government policy and/or changes to the law. If permitted by such change in policy or law, we may increase your fees by an inflationary amount or such other measure as required by government policy or the law. Please refer to the accompanying Student Terms & Conditions. Further information on fees can be found at <http://www.keele.ac.uk/studentfunding/tuitionfees/>

\*\* These fees are for new students. We reserve the right to increase fees in subsequent years of study by an inflationary amount. Please refer to the accompanying Student Terms & Conditions for full details. Further information on fees can be found at <http://www.keele.ac.uk/studentfunding/tuitionfees/>

#### 2. What is a Single Honours programme?

The Single Honours programme described in this document allows you to focus more or less exclusively on this subject. In keeping with Keele's commitment to breadth in the curriculum, the programme also gives you the opportunity to take some modules in other disciplines and in modern foreign languages as part of a 360-credit Honours degree. Thus it enables you to gain, and be able to demonstrate, a distinctive range of graduate attributes.

#### 3. Overview of the Programme

The Film and Music Production programme at Keele combines the in-depth analysis of film as an art form and industry, along with opportunities to learn and practise creative filmmaking skills, while also equipping you with the theoretical and practical knowledge essential for thriving in diverse music genres and creative practice fields. This programme imparts industry-relevant skills in utilising technology for film and music production, sound design, screen music, audio-visuals, and music software, ensuring you are well-prepared for the for possible professional careers in the creative industries or other related fields.

The curriculum emphasizes the development of your technical abilities, creative practices, artistic imagination, production skills, and academic understanding. You will study and practise with the close support of a core lecturing team, drawing on their wealth of experience in film history and theory, filmmaking and screenwriting. You will also engage creatively with industry-standard audio software and

hardware, delve into the societal context of sound, music, and technology, and gain firsthand industry experience through innovative placement modules and professional engagement activities with our external partners.

The programme offers a mix of compulsory and optional modules, including an extended final year project, allowing you to either compile a substantial creative and academic portfolio or conduct in-depth research in one or more areas of film and/or music production. Throughout the course, and especially in final-year projects, you can choose to work across the disciplines of film and music production, whether that is in creative or analytical work. Throughout your degree, you will also have ample opportunities for engaging with industry employers. In your second and/or third years, you undertake a work placement module ('Professional Experience for Music Production'), further enhancing your industry connections and professional readiness. You can also (or instead) choose to take this course over four years, with a work placement year between your second and third year of study. Or you can do that extra year on study abroad (you can also study abroad for one semester in year 2 on the three-year degree).

In addition, you will have opportunities to draw on the professional expertise of our external partners in the screen and music industries, learning through practical experience and applied skills in professional fields as well as benefitting from the contribution of other researchers and practitioners in related programmes, such as Media, English, and Game Design. Studying within Keele's campus environment also offers rich opportunities for applying what you have learned beyond the classroom, in one of the university's film-screening or film-making societies, or as part of the team which runs Keele's own *Earth Stories* international film festival.

## 4. Aims of the programme

The broad aims of the programme are to enable you to:

- acquire knowledge and in-depth understanding of the key issues (theoretical and applied), technologies and concepts in film, music production and sound design.
- prepare for interdisciplinary professional work and research in areas related to film, music production and sound design; these may be in the screen media, music and other adjacent creative industries, or academia.
- specialise in particular areas of cinematic, musical and sound interest, building a professional profile and portfolio enhancing employability from year 1 and throughout the programme.
- recognise the historical, theoretical, creative, practical and wider cultural dimensions of the fields of film, music production and sound design with a vision to decolonise traditional cultural and creative narratives.
- acquire research and scholarship skills to undertake independent research and to develop creative portfolios, academic dissertations, and solutions and critiques regarding film, music production and sound design.
- develop critical, analytical and problem based learning skills through a different array of teaching methods and creative assessments.
- develop communication, time management, self-management and professional transferable skills.
- develop skills for team working needed in creative practice synergies, dialogues and collaborations between relevant fields such as music production, sound technology, sound design, game design,
- develop employability skills to prepare for future employment, either within or outside the music industry, including via the optional placement modules and/or placement year.

## 5. What you will learn

The intended learning outcomes of the programme (what students should know, understand and be able to do at the end of the programme), can be described under the following headings:

- Subject knowledge and understanding
- Subject specific skills
- Key or transferable skills (including employability skills)

### Subject knowledge and understanding

Successful students will be able to demonstrate knowledge and understanding of:

- The production of music in a variety of styles using industry-standard Digital Audio Workstations (DAWs) like Logic Pro and Ableton Live, along with specialised software for advanced mixing and cutting-edge AI-based mastering tools.
- Creative recording and studio techniques for film and music production and sound design (e.g. videogames, TV, film, animation, commercial sound applications).
- Specialised tools and advanced techniques for filmmaking and audio interactivity, recording, signal processing and sound design.
- Key critical ideas around both film and music production theory and practice.
- Trends, movements and debates within international film and music production contexts.
- The role of film and music in terms of forging and contesting identities, across all aspects of global film production.

### Subject specific skills

Successful students will be able to:

- Understand and use key technical tools used both in creative film practice and critical work in film and music production
- Produce lucid, professional pieces of work across a range of topics, whether in written or audio-visual form
- Identify the challenges and opportunities offered by individual and/or collaborative creative endeavours and demonstrate strategies to tackle them through project teamwork
- Explain and evaluate debates and texts concerning digital and other arts practices and their relationship with technology in historical, contemporary and cultural contexts.
- Evaluate and reflect on the importance and impact of film, music and sound in relation to other areas of society and culture.
- Critically review scholarship, which includes identifying the key developments in a particular area of study, critically analysing them and identifying limitations and avenues for further development or explanation.

### Key or transferable skills (including employability skills)

Successful students will be able to:

- Apply communication skills to address effectively interdisciplinary teams and clients.
- Contribute to setting objectives and to delivering specified outcomes both as an individual working with or under the direction of others and as part of a team.

- Apply oral and/or written and/or audio-visual communication skills that are essential to active learning, professional training and future employment.
- Appraise and evaluate alternative courses of action using empirical, qualitative and interdisciplinary approaches.
- Produce work to a professional standard using a range of presentational and audio-visual tools.
- Apply knowledge and ideas both critically and creatively, towards various solutions and outputs.
- Undertake sustained work projects to completion, both independently and collaboratively.
- Make use of a range of research tools, databases and archives towards specific goals.

### **Keele Graduate Attributes**

The Keele Graduate Attributes are the qualities (skills, values and mindsets) which you will have the opportunity to develop during your time at Keele through both the formal curriculum and also through co- and extra-curricular activities (e.g., work experience, and engagement with the wider University community such as acting as ambassadors, volunteering, peer mentoring, student representation, membership and leadership of clubs and societies). Our Graduate Attributes consist of four themes: **academic expertise, professional skills, personal effectiveness, and social, environmental and ethical responsibility**. You will have opportunities to engage actively with the range of attributes throughout your time at Keele: through your academic studies, through self-assessing your own strengths, weaknesses, and development needs, and by setting personal development goals. You will have opportunities to discuss your progress in developing graduate attributes with, for example, Academic Mentors, to prepare for your future career and lives beyond Keele.

## **6. How is the programme taught?**

Learning and teaching methods used on the programme vary according to the subject matter and level of the module. All teaching is research-led and social learning is encouraged in sessions. They include the following:

- **Lectures** that provide an outline for a module and a framework for students' creative and applied engagement. A lecture relays principles, concepts, ideas and theoretical knowledge about a relevant topic.
- **Tutorials** and directed reading on specific topics under the supervision of a member of academic staff.
- **Workshops and demonstrations** which are used both for studio-based and computer lab sound design modules. They may also involve guest speakers from industry or relevant research areas, or tutor and student cohorts demonstrating relevant creative work.
- **Practical sessions/workshops** where students learn about and use practical resources to produce their own creative content.
- **Tutorials** are either one-to-one sessions with the tutor to discuss aspects of their work and preparation for assignments, or they involve small group discussion work to address specific issues with the tutor.
- **Seminars** involve a two-way communication between lecturers and participants; active discussions, reflections and debates are key components of seminars. Seminars are interactive and involve student participation in learning. Students prepare for seminars by carrying out assigned reading, listening or creative tasks.
- **Plenaries**. Modules involving mainly individual or small-group teaching (such as the Project in year 3) have plenary sessions to discuss the structure of the module, the practical arrangements, and the assessment. Plenary sessions are also arranged to review lesson objectives and consolidate learning. This is a good opportunity for students and lecturers to reflect on the learning process, ask questions, discuss next steps and revise learning outcomes.

Most modules involve aspects of the Keele Learning Environment (KLE) as part of their learning or assessment process. The KLE is an online learning environment that provides a range of tools to support learning, including access to documents and other resources, quizzes, discussion boards, pre-recorded tasks and explanations, assignments and announcements. Students are sometimes asked to submit course work, undertake short assignments or complete quizzes using the KLE, or are referred to it for reading, listening and for contributing to online discussions. Microsoft TEAMS may also be used for creative tasks. Tutors will be clear on which platform is expected to be used at the beginning of term.

All modules involve independent study, which can include prescribed reading, listening, practising and designing. In addition to prescribed work, effective independent study depends on students being able to identify, access, evaluate and use a range of additional materials for themselves. All students have access to the University Library, the internet, and specific resources to support learning on the Programme, and to materials made accessible electronically via the Keele Learning Environment (KLE) or TEAMS.

Apart from these formal activities, students are also provided with regular opportunities to talk through particular areas of difficulty, and any special learning needs they may have, with their Academic Mentors or module lecturers on a one-to-one basis.

Film and Music Production provides clear opportunities for students to engage with external partners at all levels of study. In years 1 and 2, core modules may feature master classes by guest lecturers, who may be figures in industry or in local arts organisations or charities. In years 2 and 3, students can take work placement modules to build up their experience of applying the skills acquired on the programme to real-world settings. Students can choose to undertake a placement year as part of the degree. Finally, students' final-year project work will give them chances both to do projects that involve external partners and there will be an event at Keele that showcases their work. The assessments have been designed to support students' abilities to publicise their work, including digitally, both during and after their studies.

## **7. Teaching Staff**

The programme is informed and inspired by successful creative practitioners and researchers, and it balances technical practice-based skills acquisition with critical-theoretical approaches, and creativity. The international and diverse members of staff have a range of specialisms including film theory, film practice, sound design, sound engineering, composition, popular music, programming, audio-visual creative work, and musical/cultural theory and ethnomusicology.

Most of the current members of staff have doctorates (PhDs/DPhils) in music and are active researchers with international and world-class reputations. Our staff group has extensive experience of undergraduate and postgraduate teaching in universities in the UK, continental and Eastern Europe and Latin America. Staff have gained University-level teaching qualifications accredited by the Higher Education Academy (HEA) and won teaching excellence and innovation awards for undergraduate and postgraduate teaching.

More information about the staff is available at <https://www.keele.ac.uk/humanities/ourpeople/>

The University will attempt to minimise changes to our core teaching teams, however, delivery of the programme depends on having a sufficient number of staff with the relevant expertise to ensure that the programme is taught to the appropriate academic standard.

Staff turnover, for example where key members of staff leave, fall ill or go on research leave, may result in changes to the programme's content. The University will endeavour to ensure that any impact on students is limited if such changes occur.

## **8. What is the structure of the Programme?**

The academic year runs from September to June and is divided into two semesters. The number of weeks of teaching will vary from course to course, but you can generally expect to attend scheduled teaching sessions between the end of September and mid-December, and from mid-January to the end of April. Our degree courses are organised into modules. Each module is usually a self-contained unit of study and each is usually assessed separately with the award of credits on the basis of 1 credit = 10 hours of student effort. An outline of the structure of the programme is provided in the tables below.

There are two types of module delivered as part of your programme. They are:

- Compulsory modules - a module that you are required to study on this course;
- Optional modules - these allow you some limited choice of what to study from a list of modules.

### Global Challenge Pathways

This programme includes the option for you to take a Global Challenge Pathway. These modules offer you an exciting opportunity to work with students and staff from different disciplines to explore topical global issues such as power and conflict, health inequalities, climate change, generative AI, social justice, global citizenship, and enterprise from different perspectives.

Global Challenge Pathways can either be taken as one 15-credit module at Levels 4, 5 and 6, or one 15-credit module at Levels 5 and 6.

For more information about our Global Challenge Pathways please visit:

<https://www.keele.ac.uk/study/undergraduate/globalchallengepathways/>

### Modern Languages or Certificate in TESOL

Alternatively, you could choose to study modules with the University Language Centre. The Language Centre offers three pathways; The Language Specialist, The Language Taster, and The Trinity Certificate in Teaching English to Speakers of Other Language (TESOL). Language Centre modules are available separately for students at Levels 4 and 5. At Level 6 they are included within the Global Challenge Pathways.

If you choose the Language Specialist pathway, you will automatically be enrolled on a Semester 2 Modern Language module as a continuation of your language of choice. Undertaking a Modern Languages module in Semester 2 is compulsory if you wish to continue to the Language Specialist Global Challenge Pathway the following academic year.

For more information about Language Centre option modules available to you please visit the following webpages.

For Level 4 and 5 students please visit: <https://www.keele.ac.uk/study/languagecentre/languagecentreoptions/>

For Level 6 students please visit: <https://www.keele.ac.uk/students/academiclife/global-challenge-pathways/>

For further information on the content of modules currently offered, please visit:

<https://www.keele.ac.uk/recordsandexams/modulecatalogue/>

A summary of the credit requirements per year is as follows.

Year	Compulsory	Optional	
		Min	Max
Level 4	75	45	45
Level 5	60	60	60
Level 6	0	120	120

## Module Lists

### Level 4

Compulsory modules	Module Code	Credits	Period
Filmmaking Fundamentals	MDS-10045	30	Semester 1-2
Unlocking the Studio: Your Journey into Sound Engineering	MUS-10128	30	Semester 1-2
Becoming a Cultural Citizen	MDS-10051	15	Semester 2

Optional modules	Module Code	Credits	Period
Sights and Sounds: Analyzing Film	FIL-10023	30	Semester 1
History in Media and Film: The Presentation of the Past in Contemporary Culture	HIS-10050	15	Semester 1
Sound Synthesis in Music Production	MUS-10124	30	Semester 1
Popular Music and Digital Platforms	MUS-10126	15	Semester 1
Animating the Screen	FIL-10021	30	Semester 2
Sound for Moving Image	MUS-10122	30	Semester 2

#### Level 4 Module Rules

Students must take all compulsory modules. To reach the 120 credits needed to complete Level 4, students can take optional modules, take a part in Global Challenge Pathways or take a language module.

#### Level 5

Compulsory modules	Module Code	Credits	Period
Studio Engineering and Live Sound	MUS-20094	30	Semester 1
Global Cinemas: Beyond Hollywood	FIL-20035	30	Semester 2

Optional modules	Module Code	Credits	Period
The American South: US Summer School (Level 5)	LIB-20012	15	Semester 0
The Power of Cinematic Representation	FIL-20033	30	Semester 1
Creative Arts and Humanities in Society	LIB-20008	15	Semester 1
Documentary Film	MDS-20076	30	Semester 1
Sound Design	MUS-20090	30	Semester 1
Professional Experience with Film (Year 2)	FIL-20043	15	Semester 1-2
Professional Experience with Music Production and Sound Design (Year 2)	MUS-20088	15	Semester 1-2
Teenage Dreams: Youth Subcultures in Fiction, Film and Theory	ENG-20106	15	Semester 2
Pathways with Film: Developing Your Profile	FIL-20037	15	Semester 2
Augmenting Live Performance	MUS-20082	15	Semester 2
Sampling and Remix	MUS-20086	30	Semester 2
Pathways with Music Production: Developing Your Profile	MUS-20092	15	Semester 2

#### Level 5 Module Rules

Students must take all compulsory modules. Students also must choose one from the 'Professional Experience' or 'Pathways' modules. To reach the 120 credits needed to complete Level 5, students can take optional modules, take a part in Global Challenge Pathways or take a language module.

If students take 'LIB-20012 The American South: US Summer School' and/or 'MUS-20088 Professional Experience with Music Production and Sound Design' and/or 'FIL-20043 Professional Experience with Film (Year 2)', they will not be able to take the equivalent modules again at L6'.

#### Level 6

Optional modules	Module Code	Credits	Period
The American South: US Summer School (Level 6)	LIB-30006	15	Semester 0
Britain on Film: Trends, Themes, Debates	FIL-30027	30	Semester 1
Science Fiction Cinema	FIL-30029	15	Semester 1
Podcast and Radio Production	MDS-30021	15	Semester 1
Advanced Audio Tools	MUS-30067	30	Semester 1
Music and Social Movements	MUS-30073	15	Semester 1
Extended Research Project in Film Studies	FIL-30031	30	Semester 1-2
Music Production Final Year Project	MUS-30075	30	Semester 1-2
Youth and Film: Growing Up on Screen	FIL-30021	15	Semester 2
The Apocalypse will be Televised: Extinction on film since 1945	HIS-30183	15	Semester 2
Professional Experience for Music Production (Year 3)	MUS-30069	15	Semester 2
Employing Music Production: Putting your Subject into Practice	MUS-30071	15	Semester 2
The Art of Mixing, Mastering and AI in Modern Music Production	MUS-30077	30	Semester 2

### Level 6 Module Rules

Students must take either Professional Experience for Music Production (Year 3) or Employing Music Production: Putting Your Subject into Practice.

Students can choose to take either one or both of the year-long project modules: Extended Research Project in Film Studies or Music Production Final Year Project.

Including their choice of Project module(s), students must take at least 30 credits respectively from both the 'Film' and 'Music Production' modules at this level. So, they must have at least 30 credits from 'Extended Research Project in Film Studies'; 'Science Fiction Cinema'; 'Britain on Film'; 'Youth and Film'; 'The Apocalypse will be Televised'; and they must take at least 30 credits from 'Advanced Audio Tools'; 'Podcast and Radio Production'; 'Music and Social Movements'; 'The Art of Mixing'; 'Music Production Final Year Project'.

### Learning Outcomes

The table below sets out what students learn in the programme and the modules in which that learning takes place. Details of how learning outcomes are assessed through these modules can be found in module specifications.

#### Level 4

Subject Knowledge and Understanding	
Learning Outcome	Module in which this is delivered
The production of music in a variety of styles using industry-standard Digital Audio Workstations (DAWs) like Logic Pro and Ableton Live, along with specialised software for advanced mixing and cutting-edge AI-based mastering tools..	Unlocking the Studio: Your Journey into Sound Engineering
The role of film and music in terms of forging and contesting identities, across all aspects of global film production.	History in Media and Film; Sights and Sounds; Sound for Moving Image
Creative recording and studio techniques for film and music production and sound design (e.g. videogames, TV, film, animation, commercial sound applications)	Unlocking the Studio: Your Journey into Sound Engineering; Filmmaking Fundamentals; Sound for Moving Image; Sound Synthesis in Music Production
Specialised tools and advanced techniques for filmmaking and audio interactivity, recording, signal processing and sound design.	Unlocking the Studio: Your Journey into Sound Engineering; Filmmaking Fundamentals; Sound for Moving Image; Sound Synthesis in Music Production
Key critical ideas around both film and music production theory and practice.	All modules
Trends, movements and debates within international film and music production contexts.	All modules

<b>Subject Specific Skills</b>	
<b>Learning Outcome</b>	<b>Module in which this is delivered</b>
Understand and use key technical tools used both in creative film practice and critical work in film and music production.	All modules
Produce lucid, professional pieces of work across a range of topics, whether in written or audio-visual form.	All modules
Identify the challenges and opportunities offered by individual and/or collaborative creative endeavours and demonstrate strategies to tackle them through project teamwork.	All modules
Explain and evaluate debates and texts concerning digital and other arts practices and their relationship with technology in historical, contemporary and cultural contexts.	All modules
Evaluate and reflect on the importance and impact of film, music and sound in relation to other areas of society and culture.	All modules
Critically review scholarship, which includes identifying the key developments in a particular area of study, critically analysing them and identifying limitations and avenues for further development or explanation.	All modules

<b>Key or Transferable Skills (graduate attributes)</b>	
<b>Learning Outcome</b>	<b>Module in which this is delivered</b>
Apply communication skills to address effectively interdisciplinary teams and clients.	All modules
Contribute to setting objectives and to delivering specified outcomes both as an individual working with or under the direction of others and as part of a team.	All modules
Apply oral and/or written and/or audio-visual communication skills that are essential to active learning, professional training and future employment.	All modules
Appraise and evaluate alternative courses of action using empirical, qualitative and interdisciplinary approaches.	All modules
Produce work to a professional standard using a range of presentational and audio-visual tools.	All modules
Apply knowledge and ideas both critically and creatively, towards various solutions and outputs.	All modules
Undertake sustained work projects to completion, both independently and collaboratively.	All modules
Make use of a range of research tools, databases and archives towards specific goals.	All modules

## **Level 5**

<b>Subject Knowledge and Understanding</b>	
<b>Learning Outcome</b>	<b>Module in which this is delivered</b>
The production of music in a variety of styles using industry-standard Digital Audio Workstations (DAWs) like Logic Pro and Ableton Live, along with specialised software for advanced mixing and cutting-edge AI-based mastering tools.	Studio Engineering and Live Sound
The role of film and music in terms of forging and contesting identities, across all aspects of global film production	The Power of Cinematic Representation; True Stories; Global Cinemas
Creative recording and studio techniques for film and music production and sound design (e.g. videogames, TV, film, animation, commercial sound applications).	Sound Design; Sampling and Remix
Specialised tools and advanced techniques for filmmaking and audio interactivity, recording, signal processing and sound design.	Sound Design; Sampling and Remix; Studio Engineering and Live Sound; Augmenting Live Performance
Key critical ideas around both film and music production theory and practice.	All modules
Trends, movements and debates within international film and music production contexts.	All modules

<b>Subject Specific Skills</b>	
<b>Learning Outcome</b>	<b>Module in which this is delivered</b>
Understand and use key technical tools used both in creative film practice and critical work in film and music production.	Sound Design; Sampling and Remix; Studio Engineering and Live Sound; Augmenting Live Performance; True Stories
Produce lucid, professional pieces of work across a range of topics, whether in written or audio-visual form.	All modules
Identify the challenges and opportunities offered by individual and/or collaborative creative endeavours and demonstrate strategies to tackle them through project teamwork.	Studio Engineering and Live Sound
Explain and evaluate debates and texts concerning digital and other arts practices and their relationship with technology in historical, contemporary and cultural contexts.	All modules
Evaluate and reflect on the importance and impact of film, music and sound in relation to other areas of society and culture.	All modules
Critically review scholarship, which includes identifying the key developments in a particular area of study, critically analysing them and identifying limitations and avenues for further development or explanation.	All modules

<b>Key or Transferable Skills (graduate attributes)</b>	
<b>Learning Outcome</b>	<b>Module in which this is delivered</b>
Apply communication skills to address effectively interdisciplinary teams and clients.	Creative Arts and Humanities in Society - LIB-20008 All modules
Contribute to setting objectives and to delivering specified outcomes both as an individual working with or under the direction of others and as part of a team.	Creative Arts and Humanities in Society - LIB-20008 All modules
Apply oral and/or written and/or audio-visual communication skills that are essential to active learning, professional training and future employment.	All modules
Appraise and evaluate alternative courses of action using empirical, qualitative and interdisciplinary approaches.	All modules
Produce work to a professional standard using a range of presentational and audio-visual tools.	All modules
Apply knowledge and ideas both critically and creatively, towards various solutions and outputs.	All modules
Undertake sustained work projects to completion, both independently and collaboratively.	All modules
Make use of a range of research tools, databases and archives towards specific goals.	All modules

## **Level 6**

<b>Subject Knowledge and Understanding</b>	
<b>Learning Outcome</b>	<b>Module in which this is delivered</b>
The production of music in a variety of styles using industry-standard Digital Audio Workstations (DAWs) like Logic Pro and Ableton Live, along with specialised software for advanced mixing and cutting-edge AI-based mastering tools.	Music Production Final Year Project - MUS-30075
The role of film and music in terms of forging and contesting identities, across all aspects of global film production.	Youth and Film: Growing Up on Screen - FIL-30021 Britain on Film: Trends, Themes, Debates - FIL-30027 Science Fiction Cinema - FIL-30029 Music and Social Movements - MUS-30073
Creative recording and studio techniques for film and music production and sound design (e.g. videogames, TV, film, animation, commercial sound applications).	Advanced Audio Tools - MUS-30067 Music Production Final Year Project - MUS-30075 The Art of Mixing, Mastering and AI in Modern Music Production - MUS-30077
Specialised tools and advanced techniques for filmmaking and audio interactivity, recording, signal processing and sound design.	Advanced Audio Tools - MUS-30067 Music Production Final Year Project - MUS-30075 The Art of Mixing, Mastering and AI in Modern Music Production - MUS-30077
Key critical ideas around both film and music production theory and practice.	All modules
Trends, movements and debates within international film and music production contexts.	All modules

<b>Subject Specific Skills</b>	
<b>Learning Outcome</b>	<b>Module in which this is delivered</b>
Understand and use key technical tools used both in creative film practice and critical work in film and music production.	All modules
Produce lucid, professional pieces of work across a range of topics, whether in written or audio-visual form.	All modules
Identify the challenges and opportunities offered by individual and/or collaborative creative endeavours and demonstrate strategies to tackle them through project teamwork.	Music and Social Movements - MUS-30073 Music Production Final Year Project - MUS-30075
Explain and evaluate debates and texts concerning digital and other arts practices and their relationship with technology in historical, contemporary and cultural contexts.	All modules
Evaluate and reflect on the importance and impact of film, music and sound in relation to other areas of society and culture.	Youth and Film: Growing Up on Screen - FIL-30021 Britain on Film: Trends, Themes, Debates - FIL-30027 Science Fiction Cinema - FIL-30029 Extended Research Project in Film Studies - FIL-30031 The Apocalypse will be Televised: Extinction on film since 1945 - HIS-30183 Music and Social Movements - MUS-30073 Music Production Final Year Project - MUS-30075
Critically review scholarship, which includes identifying the key developments in a particular area of study, critically analysing them and identifying limitations and avenues for further development or explanation.	All modules

<b>Key or Transferable Skills (graduate attributes)</b>	
<b>Learning Outcome</b>	<b>Module in which this is delivered</b>
Apply communication skills to address effectively interdisciplinary teams and clients.	All modules
Contribute to setting objectives and to delivering specified outcomes both as an individual working with or under the direction of others and as part of a team.	All modules
Apply oral and/or written and/or audio-visual communication skills that are essential to active learning, professional training and future employment.	All modules
Appraise and evaluate alternative courses of action using empirical, qualitative and interdisciplinary approaches.	All modules
Produce work to a professional standard using a range of presentational and audio-visual tools.	All modules
Apply knowledge and ideas both critically and creatively, towards various solutions and outputs.	All modules
Undertake sustained work projects to completion, both independently and collaboratively.	All modules
Make use of a range of research tools, databases and archives towards specific goals.	All modules

## 9. Final and intermediate awards

Credits required for each level of academic award are as follows:

<b>BA (Hons) Film and Music Production</b>	360 credits	You will require at least 120 credits at levels 4, 5 and 6 You must accumulate at least 270 credits in your main subject (out of 360 credits overall), with at least 90 credits in each of the three years of study, to graduate with a named single honours degree in this subject.
<b>Diploma in Higher Education</b>	240 credits	You will require at least 120 credits at level 4 or higher and at least 120 credits at level 5 or higher
<b>Certificate in Higher Education</b>	120 credits	You will require at least 120 credits at level 4 or higher

**International Year option:** in addition to the above students must pass a module covering the international year in order to graduate with a named degree including the 'international year' wording. Students who do not complete, or fail the international year, will be transferred to the three-year version of the programme.

**Work Placement Year option:** in addition to the above students must pass a non-credit bearing module covering the work placement year in order to graduate with a named degree including the 'with Work Placement Year' wording. Students who do not complete, or fail the work placement year, will be transferred to the three-year version of the programme.

## 10. How is the Programme Assessed?

The wide variety of assessment methods used on this programme at Keele reflects the broad range of knowledge and skills that are developed as you progress through the degree programme. Teaching staff pay particular attention to specifying clear assessment criteria and providing timely, regular and constructive feedback that helps to clarify things you did not understand and helps you to improve your performance. The following list is representative of the variety of assessment methods used on your programme:

- **Video Essays** showcase your ability to provide evidence and form arguments using available audio-visual materials, such as existing film footage and interviews, and how you in turn edit and annotate these to persuasive effect.
- **Posters** demonstrate your skills in communicating ideas and exploring concepts and topics via visual means, conjoining images with selected texts.
- **Blog posts** enable you to practice writing for different audiences and to construct persuasive arguments in a more concise fashion, utilising tools such as hyperlinks, embedded video, and other visual content.
- **Pitches** combine your understanding of creative-industry contexts, your ideas and your creative skills, requiring you to devise a viable project which you will then 'sell' as a part of your assessment.
- **Treatments** of film screenplay projects showcase your own creative work, and how you are able to present this using industry-standard presentational tools, following the formal expectations of professional screenwriters.
- **Project work with accompanying report** - for example, a portfolio of creative work (foley, video games effects and music, audio-visual ads), mixed and mastered audio tracks, and a report describing the techniques employed as well as the work's aesthetics.
- **Creative briefs** - these assess students' ability to respond to specific production and creative requirements often simulating real-world and industry demands. Students will have specific timelines to problem solve, envision and create projects for different audio contexts.
- **Oral presentations** (e.g. posters, pitch projects, etc) assess students' subject knowledge and understanding, as well as their ability

to communicate what they know orally and visually. When delivered by groups of students, they also test students' ability to work effectively as members of a team. When delivered individually, presentations enable students to express their individual insights and independent research. Presentations involving slides, audio and video examples also assess students' competencies in utilising multi-media to support their verbal communication.

- **Demonstrations and simulations** to test studio-based modules. These seek to evaluate technical skills through the simulation of real-life sound design and production scenarios. Physical hands-on interaction with studio equipment and software provides an indication of student competency with a range of technologies.
- **Reflective Diaries** - these encourage the student to reflect on their unique and individual contributions to the planning of an event or festival, or work placement opportunity. These diaries document the students' learning journey over a period of time and assess their ability to reflect, articulate and evaluate experiences which are unique and personal to them
- **Essays** - these assess students' abilities to communicate ideas in written form, to source and organise evidence, and to follow academic conventions. Essay within Music Production and Sound Design modules encourage the development of subject-specific knowledge and terminology to develop competencies in articulation of perspectives, points of view and a wider understanding of existing scholarship
- **Reports** - These assess the students' ability to recount the actions and steps involved in creating project/practical work, and to follow standard report making formats. Report writing in Music Production and Sound Design takes place in tandem with creative project work and enables the students to reveal and communicate their creative process, thus this assesses the students' ability to articulate coherently their tacit knowledge
- **Extended Research Project in Film**, provides you with the opportunity to undertake a year-long research-based project on a subject of your choice, in the form of an extended essay (dissertation), series of blog posts or video essay
- **Music Production Final Year Project**, including options to present a music production and sound design portfolio or write a dissertation of chosen music production topic. Final Year Projects focus on a subject and topic of investigation negotiated with the module lead Students work closely with their supervisor to produce independent work on an area of student choice.

Marks are awarded for summative assessments designed to assess your achievement of learning outcomes. You will also be assessed formatively to enable you to monitor your own progress and to assist staff in identifying and addressing any specific learning needs. Feedback, including guidance on how you can improve the quality of your work, is also provided on all summative assessments within three working weeks of submission, unless there are compelling circumstances that make this impossible, and more informally in the course of tutorial and seminar discussions.

## 11. Contact Time and Expected Workload

This contact time measure is intended to provide you with an indication of the type of activity you are likely to undertake during this programme. The data is compiled based on module choices and learning patterns of students on similar programmes in previous years. Every effort is made to ensure this data is a realistic representation of what you are likely to experience, but changes to programmes, teaching methods and assessment methods mean this data is representative and not specific.

Undergraduate courses at Keele contain an element of module choice; therefore, individual students will experience a different mix of contact time and assessment types dependent upon their own individual choice of modules. The figures below are an example of activities that a student may expect on your chosen course by year stage of study. Contact time includes scheduled activities such as: lecture, seminar, tutorial, project supervision, demonstration, practical classes and labs, supervised time in labs/workshop, fieldwork and external visits. The figures are based on 1,200 hours of student effort each year for full-time students.

### Activity

	Scheduled learning and teaching activities	Guided independent Study	Placements
<b>Year 1 (Level 4)</b>	18.2%	81.8%	0%
<b>Year 2 (Level 5)</b>	35.2%	64.8%	0%
<b>Year 3 (Level 6)</b>	13.5%	86.5%	0%

## 12. Accreditation

This programme does not have accreditation from an external body.

## 13. University Regulations

The University Regulations form the framework for learning, teaching and assessment and other aspects of the student experience. Further information about the University Regulations can be found at: <http://www.keele.ac.uk/student-agreement/>

If this programme has any exemptions, variations or additions to the University Regulations these will be detailed in an Annex at the end of this document titled 'Programme-specific regulations'.

## 14. What are the typical admission requirements for the Programme?

See the relevant course page on the website for the admission requirements relevant to this programme: <https://www.keele.ac.uk/study/>

Applicants who are not currently undertaking any formal study or who have been out of formal education for more than 3 years and are not qualified to A-level or BTEC standard may be offered entry to the University's Foundation Year Programme.

Applicants for whom English is not a first language must provide evidence of a recognised qualification in English language. The minimum score for entry to the Programme is Academic IELTS 6.0 or equivalent.

### English for Academic Purposes¿¿

Please note: All new international students entering the university will provide a sample of Academic English during their registration Using this sample, the Language Centre may allocate you to an English language module which will become compulsory. This will replace any GCP modules. *NB:* students can take an EAP module only with the approval of the English Language Programme Director and are not able to take any other Language modules in the same academic year.¿

#### English Language Modules at Level 4:¿

- Business - ENL-90003 Academic English for Business Students (Part 1); ENL-90004 Academic English for Business Students (2)¿
- Science - ENL-90013 Academic English for Science Students¿
- General - ENL-90006 English for Academic Purposes 2; ENL-90001 English for Academic Purposes 3; ENL-90002 English for Academic Purposes 4¿

#### English Language Modules at Level 5:¿

- Business - ENL-90003 Academic English for Business Students (Part 1); ENL-90004 Academic English for Business Students (2)¿
- Science - ENL-90013 Academic English for Science Students¿
- General - ENL-90006 English for Academic Purposes 2; ENL-90001 English for Academic Purposes 3; ENL-90002 English for Academic Purposes 4¿

#### English Language Modules at Level 6:¿

- Business - ENL-90003 Academic English for Business Students (Part 1); ENL-90004 Academic English for Business Students (2); ENL-90005 Advanced Business English Communication¿
- Science - ENL-90013 Academic English for Science Students¿
- General - ENL-90006 English for Academic Purposes 2; ENL-90001 English for Academic Purposes 3; ENL-90002 English for Academic Purposes 4¿

**Recognition of Prior Learning (RPL)** is considered on a case-by-case basis and those interested should contact the Programme Director. The University's guidelines on this can be found here:

<https://www.keele.ac.uk/qa/programmesandmodules/recognitionofpriorlearning/>

## 15. How are students supported on the programme?

Support for student learning on the Programme is provided in the following ways:

- Module tutors who are responsible for providing support for learning on the modules for which they are responsible.
- Staff office hours (advertised weekly and by appointment) for one-to-one discussions on any aspect of the course, and email contact.
- The Academic Mentor system which advises students on their academic progress and act of a first point of contact for other issues, including pastoral support.
- Induction meetings at the start of their studies.
- Introductory lectures at the start of each semester.
- Individual and detailed written feedback on all assessments.
- A Student Handbook updated every year.
- Programme-specific KLE and TEAM platforms for information such as reading lists, teaching material, assessments.
- Keele Music Forum events which include guest speakers, master classes, industry talks, career forums, among other relevant activities.
- The University's Student Services provides specialist support, for example, to international students and students with disabilities and/or special educational needs.
- Other support services such as Student Counselling.
- University library stocks and e-journals and resources.
- Opportunities and advice for Study Abroad.
- Additional help with University level study skills is available from Student Services.

Students for whom English is not their first language are offered language classes, facilities and services by the University's Language Centre. In addition to credit-bearing modules on English for academic study, students also have access to one-to-one tutorials for individual help and advice, and to a wealth of resources for self-study and practice.

## 16. Learning Resources

The Film and Music Production course is taught in modern teaching rooms across the University, which are equipped with computers, internet access and electronic whiteboards or projection equipment, and makes use of specialist music production facilities designed specifically for use by students on this and related programmes.

Learning resources available to students on the programme include:

- The extensive collection of research materials relevant to undergraduate study held in the University Library. These materials include books, journals, newspapers, and DVDs. Much of this material is also accessible online to Keele students from anywhere in the world with a university username and password.
- The Keele Learning Environment (KLE) which provides easy access to a wide range of learning resources including lecture notes, electronic materials available in a repository maintained by the University Library and other resources - video, audio and text- based - accessible from external providers via the internet.
- Streaming services such as Kanopy and Box of Broadcasts.

In addition, the Programme offers a comprehensive set of facilities to support a wide range of music production specialisations, including sound recording, music production, computer music, audio-visual creation, sound design, and music software development.

### Industry-Standard Equipment

All spaces are well equipped with Macintosh workstations and professional-grade monitoring systems. We ensure students have access to the latest technological advancements and gain practical experience with industry-standard tools. This includes provision of a **MacBook lease scheme**, where all students are provided with a brand-new MacBook, loaded with all the necessary software, for the duration of the course. The programme on developing transferable skills valued in the music, media, and entertainment industries.

### Facilities

**The Clock House** is the home of the Music Production and Sound Design. It features recording studios, individual and group rehearsal rooms, a computer lab, a dedicated band rehearsal space, lecture and seminar rooms, staff offices and equipment storage.

## The Studios

**The Courtyard Studio** is a brand-new, purpose-built multi-room studio complex for live sound recording, mixing, and mastering. Facilities include:

- UAD interfaces and software.
- ATC and Genelec monitoring systems up to full Dolby Atmos configuration (7.1.4).
- Outboard from SSL and Empirical Labs amongst others.
- A control room, 2 large live rooms and an isolation booth (VO Booth).
- Large screens in every room for sound effects and Foley recording applications.
- An SSL Nucleus 2 Controller.
- Microphones from Neumann, AKG, Oktava, Sennheiser, Electro-Voice, Coles, Beyer Dynamic and more.

**The Tim Souster Studio** is a creative studio space featuring a control room, live room and an eclectic mix of instruments and hardware. Facilities include:

- Audient 8024 mixing console.
- Neve pre-amps.
- An Antelope interface.
- Synthesizers including models from Dave Smith Instruments, Yamaha, Roland, Behringer, EMS and more.
- A range of professional outboard including Neve, Warm Audio, Drawmer, Yamaha, SSL and Empirical Labs.
- Microphones from Neumann, AKG, Oktava, Sennheiser, Electro-Voice, Coles, Beyer Dynamic and more.
- Yamaha Disklavier piano, various instruments, full backline and Gretch Drumkit and a CMI Fairlight workstation.

**The Snowdon Studio** is a compact studio ideal for composition, mixing, mastering, and audio-visual work.

**The Alcove Studio** is a compact studio featuring individual workstation and surround sound capabilities for single user or small group editing and sound design.

## Computer Lab

**The Studio Garage Lab:** A computer lab with iMac workstations, Arturia MIDI controllers and a Genelec surround sound system.

## Rehearsal Spaces

**Band Rehearsal Room:** A brand-new dedicated space for bands to practice with provided PA and backline equipment.

**Practice Rooms:** Six additional practice spaces for individual or small group use.

## 17. Other Learning Opportunities

### Study abroad (semester)

Students on the programme have the potential opportunity to spend a semester abroad in their second year studying at one of Keele's international partner universities. Please note that students cannot take both a Global Challenge Pathway (GCP) and the semester abroad option.

Exactly which countries are available depends on the student's choice of degree subjects. An indicative list of countries is on the website (<http://www.keele.ac.uk/studyabroad/partneruniversities/>); however this does not guarantee the availability of study in a specific country as this is subject to the University's application process for studying abroad.

No additional tuition fees are payable for a single semester studying abroad but students do have to bear the costs of travelling to and from their destination university, accommodation, food and personal costs. Depending on the destination they are studying at additional costs may include visas, study permits, residence permits, and compulsory health checks. Students should expect the total costs of studying abroad to be greater than if they study in the UK, information is made available from the Global Education Team throughout the process, as costs will vary depending on destination.

Whilst students are studying abroad any Student Finance eligibility will continue, where applicable students may be eligible for specific travel or disability grants. Students who meet external eligibility criteria may be eligible for grants as part of this programme. Students studying outside of this programme may be eligible for income dependent bursaries at Keele. Students travel on a comprehensive Keele University insurance plan, for which there are currently no additional charges. Some governments and/or universities require additional compulsory health coverage plans; costs for this will be advised during the application process.

### Study Abroad (International Year)

A summary of the International Year, which is a potential option for students after completion of year 2 (Level 5), is provided in the Annex for the International Year.

### Work Placement Year

Students have the opportunity to apply directly for the 4-year 'with Work Placement Year' degree programme or to transfer onto the 4-year degree programme at the end of Year-1 and in Year-2 at the end of Semester 1. Students who are initially registered for the 4-year degree programme may transfer onto the 3-year degree programme at any point in time, prior to undertaking their year-long placement. Eligibility rules are included in the Annex.

Students wishing to take the work placement year should meet with the Programme Director to obtain their signature to confirm agreement before they will be allowed to commence their placement.

International students who require a Tier 4 visa must check with the Immigration Compliance Team prior to commencing any form of

placement.

A summary of the Work Placement Year, which is a potential option for students after completion of year 2 (Level 5), is provided in the Annex for the Work Placement Year.

## Other opportunities

## 18. Additional Costs

### Mandatory costs

You can expect some additional costs as a student on this course, which may support learning activities, specialist equipment, fieldwork, placements, or other course-related requirements. Details of these mandatory costs are outlined below to help you plan accordingly.

Electronic key fob (to access the facilities): £10

Headphones: £25-£30

### Optional costs

There may be optional costs that students can choose to incur to enhance their learning experience. These are not required to complete the course. Details of these optional costs are outlined below to help you plan accordingly.

Students who opt to take our work-based placement modules at level 5 and 6 may be expected to pay travel costs (usually one day weekly) to their placement.

Students who take one of our optional Professional Experience modules, or our Work Placement year, may need to apply for a Disclosure and Barring Service (DBS) check, if they plan to work with e.g. schools and charities. The current costs for a DBS check are detailed on the additional costs webpage: <https://www.keele.ac.uk/study/undergraduate/tuitionfeesandfunding/undergraduatetuitionfees/additionalcosts>

Optional 4-week US Summer School trip:

Estimated maximum total cost (after taking into account Turing scheme funding): £820 for Widening Access students; £1675 for other students. (Estimated maximum cost of £2220 (£950 for flights; £1250 for accommodation; £20 for visa waiver application) to be sourced by student, in addition to usual subsistence costs. Based on 2025 figures, Turing funding is expected to reimburse student costs to a value of approximately £1400 for Widening Access students, and approximately £545 for other students.)

These costs have been forecast by the University as accurately as possible but may be subject to change as a result of factors outside of our control (for example, increase in costs for external services). Forecast costs are reviewed on an annual basis to ensure they remain representative. Where additional costs are in direct control of the University we will ensure increases do not exceed 5%.

Students may also incur general expenses related to university study, such as for printing, textbooks and other materials. Students who undertake a placement may be responsible for additional costs, such as travel, accommodation, and subsistence costs. For further information, please refer to the [additional costs](#) information.

## 19. Quality management and enhancement

The quality and standards of learning in this programme are subject to a continuous process of monitoring, review and enhancement.

- The School Education Committee is responsible for reviewing and monitoring quality management and enhancement procedures and activities across the School.
- Individual modules and the programme as a whole are reviewed and enhanced every year in the annual programme review which takes place at the end of the academic year.
- The programmes are run in accordance with the University's Quality Assurance procedures and are subject to periodic reviews under the Revalidation process.

Student evaluation of, and feedback on, the quality of learning on every module takes place every year using a variety of different methods:

- The results of student evaluations of all modules are reported to module leaders and reviewed by the Programme Committee as part of annual programme review.
- Findings related to the programme from the annual National Student Survey (NSS), and from regular surveys of the student experience conducted by the University, are subjected to careful analysis and a planned response at programme and School level.
- Feedback received from representatives of students in all three years of the programme is considered and acted on at regular meetings of the Student Staff Voice Committee.

The University appoints senior members of academic staff from other universities to act as external examiners on all programmes. They are responsible for:

- Approving examination questions
- Confirming all marks which contribute to a student's degree
- Reviewing and giving advice on the structure and content of the programme and assessment procedures

Information about current external examiner(s) can be found here:

<http://www.keele.ac.uk/qa/externalexaminers/currentexternalexaminers/>

## 20. The principles of programme design

The programme described in this document has been drawn up with reference to, and in accordance with the guidance set out in, the following documents:

- a. UK Quality Code for Higher Education, Quality Assurance Agency for Higher Education: <http://www.qaa.ac.uk/quality-code>
- b. QAA Subject Benchmark Statement: [Subject Benchmark Statement: Music \(qaa.ac.uk\)](#); [Subject Benchmark Statement: Communication, Media, Film and Cultural Studies - The Basics \(qaa.ac.uk\)](#)

## 21. Annex - International Year

### BA (Hons) Film and Music Production with International Year

<b>International Year Programme</b>
<p>Students registered for this Single Honours programme may either be admitted for or apply to transfer during their period of study at Level 5 to the International Year option. Students accepted onto this option will have an extra year of study (the International Year) at an international partner institution after they have completed Year 2 (Level 5) at Keele.</p> <p>Students who successfully complete both the second year (Level 5) and the International Year will be permitted to progress to Level 6. Students who fail to satisfy the examiners in respect of the International Year will normally revert to the standard programme and progress to Level 6 on that basis. The failure will be recorded on the student's final transcript.</p> <p>Study at Level 4, Level 5 and Level 6 will be as per the main body of this document. The additional detail contained in this annex will pertain solely to students registered for the International Year option.</p>
<b>International Year Programme Aims</b>
<p>In addition to the programme aims specified in the main body of this document, the international year programme of study aims to provide students with:</p> <ol style="list-style-type: none"><li>1. Personal development as a student and a researcher with an appreciation of the international dimension of their subject</li><li>2. Experience of a different culture, academically, professionally and socially</li></ol>
<b>Entry Requirements for the International Year</b>
<p>Students may apply to the 4-year programme during Level 5. Admission to the International Year is subject to successful application, interview and references from appropriate staff.</p> <p>The criteria to be applied are:</p> <ul style="list-style-type: none"><li>• Academic Performance (an average of 55% across all modules in Semester 1 at Level 5 is normally required. Places on the International Year are then conditional on achieving an average mark of 55% across all Level 5 modules. Students with up to 15 credits of re-assessment who meet the 55% requirement may progress to the International Year. Where no Semester 1 marks have been awarded performance in 1st year marks and ongoing 2nd year assessments are taken into account).</li><li>• General Aptitude (to be demonstrated by application for study abroad, interview during the 2nd semester of year 2 (Level 5), and by recommendation of the student's Academic Mentor, 1st and 2nd year tutors and programme director)</li></ul> <p>Students may not register for both an International Year and a Placement Year.</p>
<b>Student Support</b>
<p>Students will be supported whilst on the International Year via the following methods:</p> <ul style="list-style-type: none"><li>• Phone or Skype conversations with Study Abroad tutor, in line with recommended Academic Mentoring meeting points.</li><li>• Support from the University's Global Education Team</li></ul>
<b>Learning Outcomes</b>
<p>In addition to the learning outcomes specified in the main text of the Programme Specification, students who complete a Keele undergraduate programme with International Year will be able to:</p> <ol style="list-style-type: none"><li>1. Describe, discuss and reflect upon the cultural and international differences and similarities of different learning environments</li><li>2. Discuss the benefits and challenges of global citizenship and internationalisation</li><li>3. Explain how their perspective on their academic discipline has been influenced by locating it within an international setting.</li></ol> <p>In addition, students who complete the International Year will be able to:</p> <p>These learning outcomes will all be assessed by the submission of a satisfactory individual learning agreement, the successful completion of assessments at the partner institution and the submission of the reflective portfolio element of the international year module.</p>
<b>Regulations</b>
<p>Students registered for the International Year are subject to the programme-specific regulations (if any) and the University regulations. In addition, during the International Year, the following regulations will apply:</p> <p>Students undertaking the International Year must complete 120 credits, which must comprise <i>at least 40%</i> in the student's discipline area.</p> <p>This may impact on your choice of modules to study, for example you will have to choose certain modules to ensure you have the discipline specific credits required.</p> <p>Students are barred from studying any module with significant overlap to the Level 6 modules they will study on their return. Significant overlap with Level 5 modules previously studied should also be avoided.</p>

## Additional costs for the International Year

Tuition fees for students on the International Year will be charged at 15% of the annual tuition fees for that year of study, as set out in Section 1. The International Year can be included in your Student Finance allocation, to find out more about your personal eligibility see: [www.gov.uk](http://www.gov.uk)

Students will have to bear the costs of travelling to and from their destination university, accommodation, food and personal costs. Depending on the destination they are studying at additional costs may include visas, study permits, residence permits, and compulsory health checks. Students should expect the total costs of studying abroad be greater than if they study in the UK, information is made available from the Global Education Team throughout the process, as costs will vary depending on destination.

Students who meet external eligibility criteria may be eligible for grants as part of this programme. Students studying outside of this programme may be eligible income dependent bursaries at Keele.

Students travel on a comprehensive Keele University insurance plan, for which there are currently no additional charges. Some Governments and/or universities require additional compulsory health coverage plans; costs for this will be advised during the application process.

## 22. Annex - Work Placement Year

### BA (Hons) Film and Music Production with Work Placement Year

#### Work Placement Year summary

Students registered for this programme may either be admitted for or apply to transfer during their studies to the 'with Work Placement Year' option (NB: for Combined Honours students the rules relating to the work placement year in the subject where the placement is organised are to be followed). Students accepted onto this programme will have an extra year of study (the Work Placement Year) with a relevant placement provider after they have completed Year 2 (Level 5) at Keele.

Students who successfully complete both the second year (Level 5) and the Work Placement Year will be permitted to progress to Level 6. Students who fail to satisfactorily complete the Work Placement Year will normally revert to the 3-year programme and progress to Level 6 on that basis. The failure will be recorded on the student's final transcript.

Study at Level 4, Level 5 and Level 6 will be as per the main body of this document. The additional detail contained in this annex will pertain solely to students registered for the Work Placement Year option.

#### Work Placement Year Programme Aims

In addition to the programme aims specified in the main body of this document, the Work Placement Year aims to provide students with:

1. In-depth experience of a relevant workplace and the variety of ways in which their skills can be used in the world outside the university.
2. The opportunity to further develop their employability through skills development and reflection, enhanced organisational and sector knowledge, and networking and interpersonal communication.

#### Entry Requirements for the Work Placement Year

Admission to the Work Placement Year is subject to successful application, interview and references from appropriate staff. Students have the opportunity to apply directly for the 4-year 'with work placement year' degree programme, or to transfer onto the 4-year programme at the end of Year-1 and in Year-2 at the end of Semester 1. Students who are initially registered for the 4-year degree programme may transfer onto the 3-year degree programme at any point in time, prior to undertaking the year-long work placement. Students who fail to pass the work placement year, and those who fail to meet the minimum requirements of the work placement year module, (\* or equivalent, work placement), will be automatically transferred onto the 3-year degree programme.

\* We recommend where possible students undertake a placement of between 9 - 12 months on a full-time basis to maximize academic and personal growth. However, the Work Placement Year mandates a minimum of 24 weeks in duration, ideally on a full-time basis, but no less than 21 hours per week. This enables those undertaking an unpaid placement to work on a part-time basis alongside.

The criteria to be applied are:

- A good University attendance record and be in 'good academic standing'.
- Academic Performance (an average of 50% across all modules in Semester 1 at Level 5 is normally required. Places on the Work Placement Year are then conditional on achieving an average mark of 50% across all Level 5 modules. Students with up to 15 credits of re-assessment who meet the 50% requirement may progress to the Work Placement Year. Where no Semester 1 marks have been awarded performance in 1st year marks and ongoing 2nd year assessments are taken into account).
- Students undertaking work placements will be expected to complete a Health and Safety checklist prior to commencing their work experience and will be required to satisfy the Health and Safety regulations of the company or organisation at which they are based.
- (*International students only*) Due to visa requirements, it is not possible for international students who require a Tier 4 Visa to apply for direct entry onto the 4-year with Work Placement Year degree programme. Students wishing to transfer onto this programme should discuss this with student support, the academic tutor for the work placement year, and the Programme Lead. Students should be aware that there are visa implications for this transfer, and it is the student's responsibility to complete any and all necessary processes to be eligible for this programme. There may be additional costs, including applying for a new Visa from outside of the UK for international students associated with a transfer to the work placement programme.

Students may not register for both an International Year and a Work Placement Year.

## Student Support

Students will be supported whilst on the Work Placement Year via the following methods:

- Regular contact between the student and a named member of staff who will be assigned to the student as their University supervisor. The University supervisor will be in regular contact with the student throughout the year, and be on hand to provide advice (pastoral or academic) and liaise with the Placement supervisor on the student's behalf if required.
- Two formal contacts with the student during the placement year: the University supervisor will visit the student in their placement organization at around the 5 weeks after placement has commenced, and then visit again (or conduct a telephone/video call tutorial) at around 15 weeks into the placement.
- Weekly supervision sessions will take place with the placement supervisor (or his/her nominee) throughout the duration of the placement.

## Learning Outcomes

In addition to the learning outcomes specified in the main text of the Programme Specification, students who complete the 'with Work Placement Year' option will be able to:

1. Understand and discuss the variety of ways in which skills developed during the study of Film Studies can be deployed in non-academic contexts.
2. Develop broader organisational/sector understanding and reflect upon their activities in this context.
3. Assess their own strengths and weaknesses in an employment context.
4. Articulate their placement skills and experiences effectively and through a variety of means (verbal and written).

These learning outcomes will be assessed through the non-credit bearing Work Placement Year module (ENG-30090) which provides a structure to ensure that students make the most of the placement as a learning experience. They will complete an initial plan when they begin their placement, deliver a presentation focusing on their placement progress, and submit a final portfolio.

## Regulations

Students registered for the 'with Work Placement Year' option are subject to programme-specific regulations (if any) and the University regulations. In addition, during the Work Placement Year, the following regulations will apply:

- Students undertaking the Work Placement Year must successfully complete the zero-credit rated 'Work Placement Year' (ENG-30090).
- In order to ensure a high quality placement experience, each placement agency will sign up to a placement contract (analogous to a service level agreement).
- Once a student has been accepted by a placement organisation, the student will make a pre-placement visit and a member of staff identified within the placement contract will be assigned as the placement supervisor. The placement supervisor will be responsible for ensuring that the placement experience meets the agreed contract agreed with the University.
- The placement student will also sign up an agreement outlining his/her responsibilities in relation to the requirements of each organisation.

Students will be expected to behave professionally in terms of:

(i) conforming to the work practices of the organisation; and

(ii) remembering that they are representatives of the University and their actions will reflect on the School and have an impact on that organisation's willingness (or otherwise) to remain engaged with the placement.

## Additional costs for the Work Placement Year

Tuition fees for students on the Work Placement Year will be charged at 20% of the annual tuition fees for that year of study, as set out in Section 1. The Work Placement Year can be included in your Student Finance allocation; to find out more about your personal eligibility see: [www.gov.uk](http://www.gov.uk)

Students will have to bear the costs of travelling to and from their placement provider, accommodation, food and personal costs. Depending on the placement provider additional costs may include parking permits, travel and transport, suitable clothing, DBS checks, and compulsory health checks.

A small stipend may be available to students from the placement provider during the placement but this will need to be explored on a placement-by-placement basis as some organisations, such as charities, may not have any extra money available. Students should budget with the assumption that their placement will be unpaid.

Eligibility for student finance will depend on the type of placement and whether it is paid or not. If it is paid, this is likely to affect student finance eligibility, however if it is voluntary and therefore unpaid, should not affect student finance eligibility. Students are required to confirm eligibility with their student finance provider.

International students who require a Tier 4 visa should check with the Immigration Compliance team prior to commencing any type of paid placement to ensure that they are not contravening their visa requirements.

## Version History

### This document

**Date Approved:** 27 April 2026

### Previous documents

<b>Version No</b>	<b>Year</b>	<b>Owner</b>	<b>Date Approved</b>	<b>Summary of and rationale for changes</b>
1.1	2025/26	MIROSLAV SPASOV	15 August 2025	Additional costs added
1	2025/26	JENNIFER CURRIE	28 March 2025	