

Career destinations

BSc (Hons) Sound for Film, Television and Games

Percentage of leavers in known destinations (2009)

The first students to complete this course will be in 2011, surveys of graduates from this course will therefore begin then.

An insight into the sorts of options available to students at the end of this course can be gained by looking at destinations of leavers from similar courses. Follow the links below to view the destinations of students graduating from:

- BSc (Hons) Audio Technology
- BSc (Hons) Media Technology
- BSc (Hons) Music Studio Technology

Knowledge and skills

Through a variety of technology units, students are taught skills in acoustics, electronics and programming. Practical skills include the ability to record and mix sound, as well as sound effect design.

Project work enhances transferable skills such as communication, teamwork, flexibility, creativity and problem solving.

Career opportunities

The degree aims to produce graduates who will go on to work in film, television, games production or the facilities industry. Entry to the media industry is competitive, so graduates usually begin by working in trainee, assistant and runner roles. In the longer term, graduates might seek positions in production as sound recordists/ production mixers, boom operators or in post-production as re-recording mixers, sound designers and editors. Most often they will work on a freelance basis.

Students should actively try to improve their career prospects by taking any possible opportunities to get hands-on experience, get a network of contacts and build a portfolio of sample work. Any additional relevant experience gained during or after the degree is valuable, for example helping local theatre groups with their sound, setting up sound equipment at small gigs or assisting in the production of in-house conferences.

www.skillset.org.uk provides detailed job descriptions and advice about entry to careers in the media industry.