POST-16 CAREER PROGRESSION MAP – MUSIC

This progression map details the learning opportunities and possible future employment routes within this sector.

SUPPORTS ENTRY INTO THESE EMPLOYMENT PATHWAYS:
- Music Performance, Sound for Media, Songwriting, Live sound for music, theatre and events, Composition, Sound design for games, Music for Games, Film and TV, Music Management, Events management

QUALIFICATIONS

On completion of your qualification, you can progress to a higher level qualification or into employment.

**VOCATIONAL QUALIFICATIONS**

<table>
<thead>
<tr>
<th>Level</th>
<th>Qualification</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 and 2</td>
<td>BTEC First Music</td>
<td>Dependant on size typically 1–2 years</td>
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<tr>
<td></td>
<td>BTEC Skills Music Industry Skills</td>
<td>Typically 1 year</td>
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<tr>
<td>3</td>
<td>BTEC National Music</td>
<td>Typically 2 years</td>
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<tr>
<td></td>
<td>Music (Production)</td>
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<tr>
<td></td>
<td>Music Performance</td>
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<tr>
<td></td>
<td>Music Technology</td>
<td></td>
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<tr>
<td>4 and 5</td>
<td>BTEC Higher National Music</td>
<td>Dependant on size typically 1–2 years</td>
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POSSIBLE RELATED DEGREES

- BMus (Hons) in Music (Performance)
- BA (Hons) in Music Technology and Production
- BA (Hons) in Creative Musicianship
- BA (Hons) in Digital Music and Sound Arts
- BMus (Hons) in Contemporary Music Performance
- BA (Hons) in Music Performance, Production and Composition
- BA (Hons) in Commercial Music
- BA (Hons) in Popular Music and Technology
- BSc (Hons) in Audio Engineering
- BSc (Hons) in Sound Engineering and Production
- BSc (Hons) in Live Sound Technology
- BEng (Hons) in Audio Acoustics
- BA (Hons) Sound and Music for Media
- BA (Hons) Sound & Music for Gaming
- BA (Hons) in Music Industry Management
- BA (Hons) in Music Business
- BA (Hons) Music Business & Event Management