



Electronic & Produced Music Department

Pathway options at BMus level

At BMus level, students can apply to study on one of nine distinct pathways, as listed below.

Please read this information carefully before applying. Applying for the correct pathway will ensure your application is assessed by the specialist panel as soon as possible.

If you are unsure about the most appropriate pathway, please choose the one which you feel most closely aligns with your current work and study aspirations. The selection panel will refer you to an alternative pathway if they feel it is more appropriate. This may happen during the folio review process, or you may have the opportunity to discuss alternative pathways during the interview itself, if invited.

All pathways are supported by state-of-the-art studio technologies and facilities, including recording, mixing and mastering suites, electronic music software, classic synthesisers, Buchla and Eurorack modular systems and multichannel audio facilities. Students benefit from cross-pathway collaborations and shared facilities, performance opportunities in GSMD's performance spaces and external professional venues, and industry-facing projects, building the artistic identity, technical fluency and professional skills to operate across a wide range of careers.

Electronic Music

The Electronic Music pathway offers a broad curriculum in electronic music composition and production, serving as either a specialist discipline or a cross-discipline pathway. Within the specialist discipline, Electronic Music is understood in its fullest sense: a living, evolving practice that connects historical innovation to the cutting edge of contemporary sound. Students cultivate a distinctive artistic voice and technical fluency through engagement with the full spectrum of pioneering and contemporary electronic music practice. This specialist pathway will suit students with a curious, ambitious approach to sound, ready to define their own voice in an ever-evolving field. Alternatively, the cross-discipline pathway enables students to select a bespoke portfolio of activity from across all pathways in consultation with their one-to-one professor.

Film Music

The Film Music pathway is designed to equip you with the tools needed to enter the film and multi-media music profession. Your music will be performed and recorded by our professional in-house ensembles, including Guildhall Session Orchestra. Students are given the opportunity to collaborate with other institutions, such as Met Film School, London Film Academy, Central Saint Martins' animation department, Royal College of Art, Queen Mary University, Mcasso Music Production and Maryland Institute College of Art (US). Through our ever-developing collaborations, students have the chance to work with amazing directors and animators, making professional contacts that could continue long beyond their period of study. Our partnership with Barbican Film provides excellent screening opportunities in one of London's major public cinemas.

Game Audio

The Game Audio pathway develops your skills across three core disciplines: writing and scoring original game music, crafting interactive sound design and soundscapes, and implementing your work in professional game engines and industry-standard audio tools including Unreal Engine, Unity, Wwise, and FMOD. Throughout the programme you'll collaborate with game development students from partner universities, creating original playable projects for your showreel. You'll have access to our Dolby Atmos mixing and recording studios, our collection of analogue synths, and our professional in-house ensembles, including Guildhall Session Orchestra, to bring your work to life. Regular guest lectures by composers and sound designers behind titles such as Baldur's Gate 3, Horizon Zero Dawn, and No Man's Sky connect you directly to current professional practice.

Live Electronics

The Live Electronics pathway focuses on developing your own artistic and technical approach to live processes and practice with sound and music. The pathway explores the role of the performer in real-time processes, and aims to build bespoke relationships between body, sound materials and the tools and instruments involved in artistic expression. Experimentation within a wide range of media and performance platforms offers the opportunity to work in collaboration with other areas of the arts such as dance, performance art, fashion and film. The course aims to balance artistic exploration, technical ingenuity, and cultural sensitivity to produce the next generation of boundary-pushing artists. Collaboration with students cross-pathway enhances the scope of experimentation, as do the frequent project opportunities for performance in public spaces.

Popular Music Production

The Popular Music Production pathway equips students with the skills and network to develop their own artistic project and successfully launch it into the modern music industry. Students study a broad base of processes around writing, scoring, producing, collaborating and recording before moving on to develop their own project, gaining a deeper understanding of their artistic practice and the technical skills required to realise it. There are many opportunities to write and perform collaboratively, and to work with our professional in-house ensembles, including Guildhall Session Band. The pathway works closely with established artists and industry professionals, giving students insight into the rolls of managers, labels, A+R, publishers, funders and professional bodies, equipping students with the tools for sustained, viable careers in the industry.

Produced Music

The Produced Music pathway is designed for students seeking to develop advanced skills in producing bands, artists and ensembles, from across multiple and/or specific genres, fostering a strong foundation in both artistry and production techniques. Combining creative exploration with technical expertise, the pathway covers key areas such as recording, mixing, developing your own artistic voice and collaboration across disciplines. Students work with industry-standard software and hardware, gaining hands-on experience in professional studio contexts. They actively collaborate with student artists across other pathways and departments fulfilling multiple roles that culminate in that of 'Producer'. Emphasizing originality and artistic identity, the course prepares graduates predominantly for a career as a Music Producer - but also for related careers in recording studios, broadcast, and the wider music industry.

Sonic Arts

The Sonic Arts pathway encourages an experimental approach to audio technologies, drawing on a critical understanding of historical and contemporary traditions of sonic arts. Students will develop their own artistic practice while engaging with a diverse range of approaches including musique concrete and acousmatic music, open form, interactivity and generative composition, conceptual sonic art, field recording and acoustic ecology, spatial sound installation and sound sculpture. The course aims to balance artistic exploration and innovation with high production values to produce the cutting-edge sonic artists of the future. Collaboration with students cross-pathway enhances the scope of experimentation, as do the frequent project opportunities for installed sonic art in public spaces, such as Milton Court, Barbican, Culture Mile and numerous artistic interventions nationally.

Songwriting

The Songwriting pathway represents a comprehensive curriculum incorporating multiple disciplines, including production, as key musical elements. Students study techniques of creativity, lyric and music writing, arranging, orchestration, performance, musical direction, production technology, management and distribution in the pursuit of original songs from concept to completion and dissemination. Whilst not limited to a pure 'singer/songwriter' curriculum, and performance is not a compulsory requirement, the pathway is suitable for all songwriters, provided the broader character of the course is understood. Songwriting students are encouraged to collaborate with each other in 'writing camps', with students from other pathways and with our professional session ensembles. Opportunities for public presentation of new songs is frequent, with past platforms including Barbican, South Bank, World Heart Beat and Roundhouse.

MMus, MComp, Advanced Certificate and Advanced Artist Diploma

There are no distinct application pathways at MMus, MComp, Advanced Certificate or *Advanced Artist Diploma level, but all programmes allow students to explore and refine their individual artistic specialism in or across several of the pathways listed at BMus level, or beyond. The folio specifications for postgraduates provide ample opportunity to tailor a bespoke approach.

** The Advanced Artist Diploma in Composition will be delivered from September 2027, subject to approval. The School will keep applicants informed of the outcome of the approval process.**