University of the West of Scotland

Module Descriptor

Session: 2024-25

Title of Module: Online Music Promotion							
Code: MUSC08016	SCQF Level: 8 (Scottish Credit and Qualifications Framework)	Credit Points: 20	ECTS: 10 (European Credit Transfer Scheme)				
School:	School of Busines	s and Creative Indu	ustries				
Module Co-ordinator:	Clare Duffin						
Summary of Module							
This module aims to develop some of the organisational, creative, analytical and technical skills necessary for effective online professional practice within the music industries and the creative industries more broadly. Students will develop an understanding of digital music culture from the position of managing a music-based brand/product/service suitable for interacting with the creative industries, including the use of social media, analytics and apps at the forefront of digital practice. Students will be required to work in teams to curate a selection of online assets in line with an agreed social media strategy negotiated with tutors, Students will set clear project objectives, research a target audience and use a range of digital tools suitable driving online engagement, whilst critically reflecting on the effectiveness of the campaign and their role within the team.							
Developing online technical skills							
Understanding social media campaign management							
Developing and managing p	rofessional identities	sonline					
Producing portfolio materials	3						

Module Deliv	very Method				
Face-To- Face	Blended	Fully Online	HybridC	Hybrid 0	Work-Based Learning
	\boxtimes				

Understanding digital music culture

See Guidance Note for details.										
Campus(es) for Module Delivery										
The module will normally be offered on the following campuses / or by Distance/Online Learning: (Provided viable student numbers permit) (tick as appropriate)										
Paisley:	Ayı	r:	Dumfri	ries: Lanarkshire: London: Distance/Online Learning: Other:					Other:	
	\boxtimes									Add name
Term(s) f	or M	lodule	Deliver	у						
(Provided	viab	ole stud	ent num	ber	s permit).					
Term 1			,	Ter	m 2		\boxtimes	Term 3		
These shappropried the end of the	oulc ate lo d of t gress	I take of evel for his moon online as of the s	cognisa the module the ssets to social me	nce odu stu- effec edia	le. dent will b ctively com campaign	e ab	level descondent to the level descondent to:	pject brand and e	vid	ence the
L2 Crit	ically	reflect	on the et	rtect	iveness of t	the c	ampaign an	d your role within	n th	e team
	ck or	tap he	re to ent	ter t	ext.					
L5 Cli	ck or	tap he	re to ent	ter t	ext.					
Employa	bility	/ Skills	and Pe	erso	nal Deve	lopn	nent Planr	ning (PDP) Ski	lls	
SCQF He	SCQF Headings During completion of this module, there will be an opportunity to achieve core skills in:							portunity to		
	Inowledge and Inderstanding (K and U) SCQF Level 8 A broad knowledge of the culture and practice of online music promotion. A specific knowledge of the practice of online music promotion using one or more specific approaches/applications.									
Practice: Applied Knowledge and Understanding SCQF Level 8 Use of a range of routine skills / techniques including: planning and implementation of a promotional campaign using social media/applications according to current theory and understanding.							. •			

Co-requisites	Module Code:	Module Title:			
	Other:				
	Module Code:	Module Title:			
Pre-requisites:	Before undertaking this module the student should have undertaken the following:				
	The taking on of a significant managerial role in terms of project management, implemented autonomously over a sustained period of time.				
Autonomy, Accountability and Working with others	SCQF Level 8 Autonomous working skills: working autonomously towards researching and presenting written analysis and plans. Setting achievable, measurable goals for accountability.				
Communication, ICT and Numeracy Skills	The communication of complex information on online technology and associated theoretical content in verbal form. The use of social media and online applications as well as associated technologies to convey information to a range of online audiences. The use of a range of standard applications to process data on the effectiveness of this strategy. The evaluation of numerical and graphical analytic data to measure progress and achievement of goals/targets.				
	making processes in	outcomes, results of previous decision- practical contexts and self-analysis			
Generic Cognitive skills	SCQF Level 8 Critical reflection and analysis: on managing a time-based, digital campaign.				
	Application of the knowledge and understanding described above in the implementation of promotional strategy using specifically targeted social media and online applications.				

^{*}Indicates that module descriptor is not published.

Learning and Teaching

In line with current learning and teaching principles, a 20-credit module includes 200 learning hours, normally including a minimum of 36 contact hours and maximum of 48 contact hours.

Learning Activities During completion of this module, the learning activities undertaken to achieve the module learning outcomes are stated below:	Student Learning Hours (Normally totalling 200 hours): (Note: Learning hours include both contact hours and hours spent on other learning activities)
Laboratory/Practical Demonstration/Workshop	36
Independent Study	164
Choose an item.	
	Hours Total 200

**Indicative Resources: (eg. Core text, journals, internet access)

The following materials form essential underpinning for the module content and ultimately for the learning outcomes:

Baym, N. K. (2018). Playing to the Crowd: Musicians, Audiences, and the Intimate Work of Connection. New York: New York University Press.

Hesmondhalgh, D., Jones, E., & Rauh, A. (2019) SoundCloud and Bandcamp as Alternative Music Platforms. Social Media + Society. https://doi.org/10.1177/2056305119883429

Maasø, A. & Hagen, A. N. (2019) Metrics and Decision-making in Music Streaming in Popular Communication, Vol.18(1) [Online] Available at: https://www.tandfonline.com/doi/full/10.1080/15405702.2019.1701675

Van Dijck, J. (2013) The Culture of Connectivity: A Critical History of Social Media. Oxford University Press: Oxford.

Toscher, B., 2021. Resource integration, value co-creation, and service-dominant logic in music marketing: the case of the TikTok platform. *International Journal of Music Business Research*, *10*(1), pp.33-50.

Please ensure the list is kept short and current. Essential resources should be included, broader resources should be kept for module handbooks / Aula VLE.

Resources should be listed in Right Harvard referencing style or agreed p body deviation and in alphabetical order.	orofessional
(**N.B. Although reading lists should include current publications, students advised (particularly for material marked with an asterisk*) to wait until the session for confirmation of the most up-to-date material)	
Attendance and Engagement Requirements	
In line with the <u>Student Attendance and Engagement Procedure</u> : Students academically engaged if they are regularly attending and participating in to on-campus and online teaching sessions, asynchronous online learning a course-related learning resources, and complete assessments and submittime.	imetabled ctivities,
For the purposes of this module, academic engagement equates to the fo	llowing:
Class attendance, engagement with Aula materials and timely submission summative assessment,	n of
Favorities and Discounities	
Equality and Diversity	
The University's Equality, Diversity and Human Rights Procedure can be a the following link: <u>UWS Equality, Diversity and Human Rights Code.</u>	accessed at
Please ensure any specific requirements are detailed in this section. Mod ordinators should consider the accessibility of their module for groups with characteristics	
(N.B. Every effort will be made by the University to accommodate any equiversity issues brought to the attention of the School)	uality and
pplemental Information	

Divisional Programme Arts & Media

Board	Alto & Micula
Assessment Results (Pass/Fail)	Yes □No ⊠

School Assessment Board	Arts & Media
Moderator	Allan Dumbreck
External Examiner	J Crossley
Accreditation Details	JAMES
Changes/Version Number	

Assessment: (also refer to Assessment Outcomes Grids below)

This section should make transparent what assessment categories form part of this module (stating what % contributes to the final mark).

Maximum of 3 main assessment categories can be identified (which may comprise smaller elements of assessment).

NB: The 30% aggregate regulation (Reg. 3.9) (40% for PG) for each main category must be taken into account. When using PSMD, if all assessments are recorded in the one box, only one assessment grid will show and the 30% (40% at PG) aggregate regulation will not stand. For the aggregate regulation to stand, each component of assessment must be captured in a separate box.

Please provide brief information about the overall approach to assessment that is taken within the module. In order to be flexible with assessment delivery, be brief, but do state assessment type (e.g. written assignment rather than "essay" / presentation, etc) and keep the detail for the module handbook. Click or tap here to enter text.

Assessment 1 – Group Portfolio - (50%) Produce a portfolio as a group to evidence the effective communication of the project brand; the progress of the social media campaign and assets curated/developed.

Assessment 2 – Reflective Essay - (50%) Critically reflect on the effectiveness of the campaign and your role within the team

- (N.B. (i) **Assessment Outcomes Grids** for the module (one for each component) can be found below which clearly demonstrate how the learning outcomes of the module will be assessed.
- (ii) An **indicative schedule** listing approximate times within the academic calendar when assessment is likely to feature will be provided within the Student Module Handbook.)

Assessment Outcome Grids (See Guidance Note)

Component	1					
Assessme nt Type (Footnote B.)	Learning Outcome (1)	 Learning Outcome (3)	Outcome	Learning Outcome (5)	Weighting (%) of Assessment Element	Timetable d Contact Hours
Portfolio	~				50	18

Component	2						
Assessme nt Type (Footnote B.)	Learning Outcome (1)		Learning Outcome (3)	_	Learning Outcome (5)	Weighting (%) of Assessment Element	Timetable d Contact Hours
Essay		>				50	18

Component	3						
Assessme nt Type (Footnote B.)	Learning Outcome (1)	_	Learning Outcome (3)	Learning Outcome (4)	Learning Outcome (5)	Weighting (%) of Assessment Element	Timetable d Contact Hours
	Combined Total for All Components					100%	36 hours

Change Control:

What	When	Who
Further guidance on aggregate regulation and application when completing template	16/01/2020	H McLean
Updated contact hours	14/09/21	H McLean
Updated Student Attendance and Engagement Procedure	19/10/2023	C Winter
Updated UWS Equality, Diversity and Human Rights Code	19/10/2023	C Winter
Guidance Note 23-24 provided	12/12/23	D Taylor
General housekeeping to text across sections.	12/12/23	D Taylor

Version Number: MD Template 1 (2023-24)