Module Descriptor

Title	Work Related Learning		
Session	2025/26	**Status**	
Code	MUSC09007	**SCQF Level**	9/10
Credit Points	20	**ECTS (European Credit Transfer Scheme)**	10
School	**Business and Creative Industries**		
Module Co-ordinator	R WALLACE		

Summary of Module

Work-related learning primarily aims to prepare students for employability within the local and national creative industries by providing temporary work placements for students. This module is designed to give you the opportunity to undertake relevant work experience and apply and evaluate learning and teaching theory in relation to practice. The module is closely linked with employability, graduate skills, and the PDP process, as it provides the opportunity to critically analyse your skillset and how it relates to the graduate employment market. You will be encouraged to reflect on past experiences and future career plans to ensure the most appropriate and relevant work-related learning experience is obtained. You will also be expected to grow your professional network and provide evidence of contacting prospective employers.

You will develop a variety of skills throughout the module including:

- Building a CV/professional portfolio
- Preparing cover letters
- Extending your professional network
- Developing employability skills
- Understanding workplace formalities
- Skill-sharing and collaboration
- Confidence building
- Realtime industry experience

Through a series of events, seminars and workshops, students will have the opportunity to explore their placement options, liaise with prospective employers, discuss, and network with their peers and develop their personal employability skills. Students will have the opportunity to get feedback on their work via their employer and from the module providers through a series of pre-placement meetups and workshops.

Module Delivery Method	On-Campus[1] ☒	Hybrid[2] ☒	Online[3] ☒	Work -Based Learning[4] ☒
Campuses for Module Delivery	☒ Ayr ☐ Dumfries	☒ Lanarkshire ☐ London ☐ Paisley	☐ Online / Distance Learning ☒ Other (specify) Italy-MAST: Bari/Rome	

Terms for Module Delivery	Term 1	☐	Term 2	☒	Term 3	☐
Long-thin Delivery over more than one Term	Term 1 – Term 2	☐	Term 2 – Term 3	☐	Term 3 – Term 1	☐

Learning Outcomes	
L1	Successfully and professionally contribute within a specific creative field through a work-related learning placement
L2	Evaluate the values, operational methods, and effectiveness of the work experience
L3	Apply self-reflection, critical awareness and relevant theory to a work related learning context
L4	
L5	

Employability Skills and Personal Development Planning (PDP) Skills	
SCQF Headings	**During completion of this module, there will be an opportunity to achieve core skills in:**
Knowledge and Understanding (K and U)	**SCQF 9** One or more designated areas in the field of the programme of study A broad and integrated knowledge and understanding of the scope, main areas and boundaries of work in the creative industries. A critical understanding of a selection of the principal theories, principles, concepts and terminology pertaining to the area of work-related learning Knowledge of work and employability requirements relating to the creative industries

[1] Where contact hours are synchronous/ live and take place fully on campus. Campus-based learning is focused on providing an interactive learning experience supported by a range of digitally-enabled asynchronous learning opportunities including learning materials, resources, and opportunities provided via the virtual learning environment. On-campus contact hours will be clearly articulated to students.

[2] The module includes a combination of synchronous/ live on-campus and online learning events. These will be supported by a range of digitally-enabled asynchronous learning opportunities including learning materials, resources, and opportunities provided via the virtual learning environment. On-campus and online contact hours will be clearly articulated to students.

[3] Where all learning is solely delivered by web-based or internet-based technologies and the participants can engage in all learning activities through these means. All required contact hours will be clearly articulated to students.

[4] Learning activities where the main location for the learning experience is in the workplace. All required contact hours, whether online or on campus, will be clearly articulated to students

Practice: Applied Knowledge and Understanding	**SCQF 9** The application of the principal skills, techniques, practices and/or materials associated with the creative industries Observation, understanding, interpretation and manipulation of sound, image and/or the written word Carry out forms of research for projects involving sustained independent enquiry; retrieve and generate information and evaluate sources, in carrying out research, including the ability to quote from and acknowledge written sources. Practice in a range of professional level contexts which include a degree of unpredictability Understanding of the ways in which participatory access to the central sites of public culture and communication is distributed along axes of social division such as disability, class, ethnicity, gender, nationality and sexuality
Generic Cognitive skills	**SCQF 9** Undertake critical analysis, evaluation and/or synthesis of ideas, concepts, information, and issues Identify and analyse routine professional problems and issues Draw on a range of sources in making judgments The ability to employ reasoning and logic to analyse data and to formulate relevant arguments and hypotheses; and the ability to express, interpret and discuss such analyses, arguments and hypotheses
Communication, ICT and Numeracy Skills	**SCQF 9** Make formal and informal presentations on standard/mainstream topics in the creative industries to a variety of audiences Use a range of IT applications to support and enhance work The ability to assimilate and synthesize complex information
Autonomy, Accountability and Working with Others	**SCQF 9** Work in flexible, creative, and independent ways, showing self-discipline, self-direction, self-motivation self-critical awareness and reflexivity Manage time, personnel, and resources effectively, by drawing on planning and organizational skills An ability to react spontaneously, manage risk, and cope with the unexpected Work productively in a group or team Deliver work to a given length, format, brief and deadline, properly referencing sources and ideas and making use, as appropriate, of a problem-solving approach Deal with ethical and professional issues in accordance with current professional and/or ethical codes or practices, seeking guidance where appropriate.

Prerequisites	**Module Code**	**Module Title**

	Other	
Co-requisites	**Module Code**	**Module Title**

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** (Note: Learning hours include both contact hours and hours spent on other learning activities)
Lecture / Core Content Delivery	15
Tutorial / Synchronous Support Activity	30
Work-based Learning	35 (minimum)
Independent Study	120
Please select	
Please select	
TOTAL	200

Indicative Resources

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

1. Work Related Learning

Andersen, L. and Oakley, K. (2009) Making meaning, making money: Directions for the arts and cultural industries in the creative age. Newcastle-upon-Tyne: Cambridge Scholars Publishing.

Boud, D & Solomon, N (eds) (2001) Work-based Learning: A new Higher Education? Milton Keynes: Open University Press

McCauley, C.D. et al. (eds.) (2014) Experience-driven leader development: Models, tools, best practices, and advice for on-the-job development. San Francisco, CA: Jossey-Bass & Pfeiffer

McRobbie, A. (2016) Be creative: Making a living in the New Culture Industries. Cambridge: Polity Press.

Vidler, C. (2005) Work-wise: Your guide to work-related learning and enterprise education. Oxford: Heinemann.

Ward, R & Richardson, H (2006). Getting What You Want: e-Portfolios. London: Careers Education Support Programme

Woodcock, B. and Keaveney, J. (2019) Successful applications: Work experience, internships and Jobs. Basingstoke, Hampshire: Palgrave Macmillan.

Yorke, M (2004). Employability in higher education: what it is – and what it is not. Learning and Teaching Support Network Generic Centre and ESECT

2. Music Arditi, D. (2020) Getting signed: Record contracts, musicians, and power in society. Cham, Switzerland: Palgrave Macmillan. Baym, N.K. (2018) Playing to the crowd: Musicians, audiences, and the intimate work of connection. New York: NYU Press. Dumbreck, A & McPherson, G (2015). Music Entrepreneurship. London: Bloomsbury Jones, R. and Heyman, L. (2021) Sound Advice: The Ultimate Guide to a Healthy and Successful Career in Music. London: Shoreditch Press. Harrison, A. (2017) Music: The Business (7th Edition). London: Virgin Books Herstand, A. (2016) How to Make it in the New Music Business: Practical Tips on Building a Loyal Following and Making a Living as a Musician. New York: Liveright Publishing. HMSO (2017), The Event Safety Guide: A Guide to Health, Safety and Welfare at Music and Similar Events (Guidance Booklets) HMSO : London Radbill, F.C. (2017) Introduction to the music industry: An entrepreneurial approach. New York, NY: Routledge, Taylor & Francis Group.
(N.B. Although reading lists should include current publications, students are advised (particularly for material marked with an asterisk*) to wait until the start of session for confirmation of the most up-to-date material)

Attendance and Engagement Requirements
In line with the Student Attendance and Engagement Procedure, Students are academically engaged if they are regularly attending and participating in timetabled on-campus and online teaching sessions, asynchronous online learning activities, course-related learning resources, and complete assessments and submit these on time. **For the purposes of this module, academic engagement equates to the following:**

Equality and Diversity
The University's Equality, Diversity and Human Rights Procedure can be accessed at the following link: UWS Equality, Diversity and Human Rights Code.
(N.B. Every effort will be made by the University to accommodate any equality and diversity issues brought to the attention of the School)

Supplemental Information

Divisional Programme Board	**Arts Media**
Overall Assessment Results	☐ **Pass / Fail** ☒ **Graded**
Module Eligible for Compensation	☐ **Yes** ☒ **No** **If this module is eligible for compensation, there may be cases where compensation is not permitted due to programme accreditation requirements. Please check the associated programme specification for details.**
School Assessment Board	Arts and Media
Moderator	Dr Iain Taylor

External Examiner	K Williams
Accreditation Details	JAMES
Module Appears in CPD catalogue	☒ **Yes** ☒ **No**
Changes / Version Number	1

Assessment (also refer to Assessment Outcomes Grids below)
Assessment 1
100% Critical reflection/report
Assessment 2
Assessment 3
(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.)

Component 1							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of Assessment Element (%)**	**Timetabled Contact Hours**
Report	☒	☒	☒	☒	☐	100	36

Component 2							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of Assessment Element (%)**	**Timetabled Contact Hours**
	☐	☐	☐	☐	☐		

Component 3							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of Assessment Element (%)**	**Timetabled Contact Hours**
	☐	☐	☐	☐	☐		
Combined total for all components						100%	36 hours

Change Control

What	**When**	**Who**
