Module Descriptor

Title	Computer Music		
Session	2025/26	**Status**	
Code	COMP07007	**SCQF Level**	7
Credit Points	20	**ECTS (European Credit Transfer Scheme)**	10
School	**Computing, Engineering and Physical Sciences**		
Module Co-ordinator	Dr. Graeme Truslove		

Summary of Module

This module introduces students to various concepts, contexts and practices of computer-based music composition.

The module is practice-based, and examines creative approaches to the recording, editing, manipulation, synthesis and/or real-time processing of sound. Critical listening skills will be developed through compositional practice and the exploration of the works of contemporary electronic music artists.

This module embeds the key "I am UWS" graduate attributes and in particular: Digitally Literate, Problem solver, Autonomous, Effective communicator, Creative, Imaginative, Transformational, Emotionally intelligent, Motivated.

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)	

[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

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	L1. Apply studio-based skills creatively, to produce a short folio of compositions.
L2	L2. Demonstrate the ability to recognise and use essential components of electroacoustic musical language.
L3	L3. Exercise some initiative and independence in realising sonic artworks
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 7** Demonstrate knowledge that is embedded in the main theories, concepts and principles of contemporary computer music.
Practice: Applied Knowledge and Understanding	**SCQF 7** Apply knowledge, skills and understanding in the practical context of contemporary computer music in the composition of a portfolio of pieces which reflect the skills, techniques and practices of contemporary artists. Apply some experimental approaches to music composition. Understand the operating principles of relevant aspects of a digital audio workstation.
Generic Cognitive skills	**SCQF 7** Evaluate musical compositions in terms of structure, technical and aesthetic content. Develop critical listening. Exercise musical imagination.
Communication, ICT and Numeracy Skills	**SCQF 7** Convey complex ideas about compositions, placing them the context of contemporary computer music styles, in accompanying documentation. Use music as a form of communication.

Autonomy, Accountability and Working with Others	**SCQF 7** Work individually to produce a unique portfolio of music. Manage audio assets and files in the construction of larger pieces of work.

Prerequisites	**Module Code**	**Module Title**
	Other	
Co-requisites	**Module Code** COMP07006	**Module Title** Digital Recording & Production 1

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	10
Laboratory / Practical Demonstration / Workshop	48
Independent Study	142
Please select	
Please select	
Please select	
TOTAL	200

Indicative Resources
The following materials form essential underpinning for the module content and ultimately for the learning outcomes: The following materials form essential underpinning for the module content and ultimately for the learning outcomes: Roads, C., n.d.Composing electronic music. Wishart, T. and Emmerson, S., 2002.?On sonic art. London: Routledge. Contemporary Music Review, (journal) Routledge Organised Sound (journal) Cambridge University Press UK Perspectives of New Music (Journal) JSTOR

Dean, R., 2011.?The Oxford handbook of computer music. Oxford: Oxford University Press.

Leonardo Music Journal

MIT Press

EMMERSON, S., 2007.?Living electronic music. Aldershot: Ashgate.

Emmerson, S., 2016.?Music, electronic media, and culture. London: Routledge.

Truax, B., 2013.?Acoustic communication. Westport, CT: Ablex Publ.

Roads, C. and Strawn, J., 2011.?The computer music tutorial. Cambridge, Mass: MIT Press.

Access to a digital audio workstation with internet connection.

(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:

The School of Computing, Engineering and Physical Sciences considers attendance and engagement to mean a commitment to attending, and engaging in, timetabled sessions. You will scan your attendance via the scanners each time you are on-campus and you will login to the VLE several times per week. Where you are unable to attend a timetabled learning session due to illness or other circumstance, you should notify the Programme Leader that you cannot attend. Across the School an 80% attendance threshold is set. If you fall below this, you will be referred to the Student Success Team to see how we can best support your studies.

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.

Aligned with the University's commitment to equality and diversity, this module supports equality of opportunity for students from all backgrounds and learning needs. Using the VLE, material will be presented electronically in formats that allow flexible access and manipulation of content. This module complies with University regulations and guidance on inclusive learning and teaching practice. This module has lab-based teaching and as such you are advised to speak to the Module Co-ordinator to ensure that specialist assistive equipment, support provision and adjustment to assessment practice can be put in place, in accordance with the University's policies and regulations.

(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	**Computing**

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	Computing
Moderator	Derek Turner
External Examiner	N Auricchio
Accreditation Details	This module is accredited by JAMES as part of BSc (Hons) Music Technology.
Module Appears in CPD catalogue	☐ **Yes** ☒ **No**
Changes / Version Number	2.09

Assessment (also refer to Assessment Outcomes Grids below)
Assessment 1
CW1 Comprising: A folio of fixed-medium computer-music compositions. • The total duration of the folio should be between 5 and 6 minutes. • The folio should contain between 1 and 3 compositions. An accompanying written commentary. • The commentary should contextually discuss the folio of compositions, and should be around 1500 words.
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**
Portfolio of practical work	☒	☒	☒	☐	☐	100	0

Component 2							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of**	**Timetabled**

						Assessment Element (%)	Contact Hours
	☐	☐	☐	☐	☐		

Component 3							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of Assessment Element (%)**	**Timetabled Contact Hours**
	☐	☐	☐	☐	☐		
Combined total for all components						100%	0 hours

Change Control

What	When	Who