Module Descriptor

Title	Creative Research Project		
Session	2026/27	**Status**	**Existing**
Code	JOUR10004	**SCQF Level**	SCQF 10
Credit Points	60	**ECTS (European Credit Transfer Scheme)**	30
School	**Business & Creative Industries**		
Module Co-ordinator	Kate Cotter		

Summary of Module

The Creative Research Project provides students with the opportunity to develop a significant creative research practice output which will be the result of a strong industry and production focus with critical evaluation and academic underpinning. The precise nature of the project will vary with programme-specific study and student interests but examples include: short film or documentary, short graphic novel, TV series pilot, podcast, multimedia portfolio of news, live performance of a short play, features and sports content, an EP or series of participatory arts workshops.

This creative research practice output is accompanied by a written contextualisation.

Or students have the option to write a dissertation with a smaller creative practice output.

A project outline will be produced early in the process in which students present their research including any preparatory paperwork.

Under the guidance of an allocated supervisor, students are given the freedom to pursue their creative research interest in depth producing a substantial creative output or a 10,000 dissertation while consolidating the wide range of learning and practice to which they have already been exposed. The design and implementation of the project serves to allow students to demonstrate to examiners, to peers and to potential employers, their command of their chosen creative practice and associated critical theory, as well as their analytical skills and an awareness of both the principles and practice of research more generally. The final project will be produced in consultation with supervisory staff and will be subject to continuing progress review.

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) NCL/ DG

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	Demonstrate and apply a critical understanding of a range of specific theories, concepts and methodological processes in a defined project of creative research practice (Applied Knowledge & Understanding).
L2	Demonstrate and apply a wide range of professional skills, techniques and practices, a few of which should be specialised or advanced, in a defined project of creative research practice (Applied Knowledge & Understanding).
L3	Critically identify, define, conceptualise, analyse and or synthesise complex/professional research questions related to research lead creative practice in the creative and cultural industries (Cognitive).
L4	Present and disseminate, formally and informally, information related to an independent project of research informed creative practice, to informed audiences, utilising appropriate academic and creative conventions (Communication).
L5	Exercise autonomy, ethical accountability and reflexivity in the development of a sustained independent project of research informed creative practice (Autonomy).

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:**

[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

Knowledge and Understanding (K and U)	SCQF 10 Recognising, understanding and critically evaluating existing knowledge, theories and concepts underpinning the chosen research topic and creative project. Critically evaluating appropriate research methods in chosen topic.
Practice: Applied Knowledge and Understanding	SCQF 10 Applying appropriate research methodology for chosen topic. Critically evaluating evidence acquired through research. Applying appropriate advanced production, media and information gathering techniques. Critically evaluate information acquired during research.
Generic Cognitive skills	SCQF 10 Deriving judgements and conclusions with sound theoretical underpinning about the merits of competing schools of thought or evidence, within chosen topic. Demonstrating self-critical awareness, scholarship and originality in addressing the practical and ethical issues of research. Demonstrating self-critical awareness and originality in the creation of the portfolio and practice-based projects.
Communication, ICT and Numeracy Skills	SCQF 10 Selecting and using appropriate ICT applications and resources in the conduct of research and on the communication of detailed, complex information and evidence to a knowledgeable audience. Communicating detailed, complex information and evidence to a knowledgeable audience. Selecting and applying appropriate ICT applications during practice-based research.
Autonomy, Accountability and Working with Others	SCQF 10 Systematically identifying and addressing their own learning needs both in current and in new areas, making use of research primary source materials as appropriate. Work effectively under guidance in a peer relationship with qualified practitioners to execute a research project at Honours level in accordance with University regulations and academic conventions.

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. This is a 60 credit module so there are 72 lecture delivery hours. Teaching will comprise a series of lectures, workshops. seminars and tutorials as well as online materials for study and production practice focus. The focus of the module will be workshop based and enhanced by Masterclasses, meetings with industry and practical software and equipment labs and supervision will be offered at both an individual and group level.

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	72
Tutorial / Synchronous Support Activity	15
Independent Study	443
Asynchronous Class Activity	70
Choose an item.	
Choose an item.	
TOTAL	600

Indicative Resources

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

Barratt Estelle & Bolt Barbara (2007) Practice as Research: Approaches to Creative Arts Inquiry, London: I B Tauris.

Bertrand, I & Hughes, P. (2004) Media Research Methods: Audiences, Institutions, Texts, Palgrave: Macmillan.

Collins, Hillary (2010) Creative Research: The Theory and Practice of Research for the Creative Industries; Lausanne: AVA Publishing.

Deacon. D., Pickering, M. , Golding, P. & Murdock, G. (eds) (1999) Researching Communications: A Practical Guide to Methods in Media and Cultural Analysis, London: Arnold.

Oliver, J (2018) Associations: creative practice and research, Victoria: Melbourne University Press.

(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 attending and participating in all timetabled programme activities including on-campus and online teaching sessions, asynchronous online learning activities, placement, work-based elements, course-related learning resources, and complete assessments and submit these on time.

For the purposes of this module, academic engagement equates to the following:

In line with the Academic Engagement Procedure, Students are defined as academically engaged if they are regularly engaged with timetabled teaching sessions, course-related learning resources including those in the Library and on the relevant learning platform, and complete assessments and submit these on time. Please refer to the Academic Engagement

Procedure at the following link: https://www.uws.ac.uk/media/4153/academic-engagement-and-attendance-procedure.pdf

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. https://www.uws.ac.uk/media/4153/academic-engagement-and-attendance-procedure.pdf
(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 & Media
Moderator	Elizabeth McLaughlin
External Examiner	Tom Ware, Dr Shelley Piasecka, Dr Nikki Kane, Dr Alex Nevill, Jonathan Crossley & Dr Fiona McKay, Leslie Gaston Bird
Accreditation Details	
Module Appears in CPD catalogue	☐ **Yes** ☒ **No**
Changes / Version Number	1.09

Assessment (also refer to Assessment Outcomes Grids below)
Assessment 1
Produce and present a proposal (20%)
Assessment 2
Creative Research Project Major (50%)
Assessment 3
Creative Research Project Minor (30%)
(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
Presentation proposal	☒	☐	☐	☐	☐	20%	

Component 2							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of Assessment Element (%)**	**Timetabled Contact Hours**
Project major	☐	☒	☒	☒	☒	50%	

Component 3							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of Assessment Element (%)**	**Timetabled Contact Hours**
Project minor	☐	☒	☒	☒	☒	30%	
Combined total for all components						100%	hours

Change Control

What	When	Who
Learning & Teaching Hours updated	30/03/26	Kate Cotter