Module Descriptor

Title	Introduction To Music Creation		
Session	2026/27	**Status**	
Code	MUSC07014	**SCQF Level**	7
Credit Points	20	**ECTS (European Credit Transfer Scheme)**	10
School	**Business and Creative Industries**		
Module Co-ordinator	Lauren Gilmour		

Summary of Module

This module primarily aims to introduce the principles and practices of music production and composition within a professional environment using music creation software. The aim of this module is to equip L7 students with the appropriate tools to develop their skillset and portfolio as a self-producing musician in a professional capacity.

Through a series of seminars and workshops, students will have the opportunity to consider music production as a creative pursuit, rather than a purely technical one. They will develop their own production practice and sensibilities within a practical setting and utilise music creation software to create new, original work.

Students will experiment collaboratively during workshops as well as developing work independently in a digital audio workstation for assessment, mirroring the hybrid reality of professional production practice. The module material will be taught and demonstrated using industry-standard music creation software which all students have access to throughout the module in multiple spaces on campus.

Students will have the opportunity to receive feedback on their work during class time and through formative feedback sessions in preparation for assessment. Students are also encouraged to engage in peer feedback.

Module Delivery Method	**On-Campus[1]**	**Hybrid[2]**	**Online[3]**	**Work -Based Learning[4]**
	☒	☐	☐	☐

[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

Campuses for Module Delivery	☒ Ayr ☐ Dumfries		☐ Lanarkshire ☐ London ☐ Paisley		☐ Online / Distance Learning ☐ Other (specify)	
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	Employ a wide range of skills to communicate musical ideas in a digital audio workstation environment
L2	Apply knowledge in using some of the basic skills of music production/composition practice
L3	Critically reflect on personal performance and musical development.
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** The ability to engage with a variety of musical styles and identify production characteristics through creative and technical exercises. The ability to observe, interpret and manipulate new music production techniques and practices utilising music creation software. Develop knowledge of key terms and skills in a practical laboratory-based environment.
Practice: Applied Knowledge and Understanding	**SCQF 7** Development of artistic and technical skills necessary to communicate musical ideas and articulate creative vision convincingly through music production.
Generic Cognitive skills	**SCQF 7** Present musical arrangements and fully realised demos in a digital audio workstation format, demonstrating the disciplines of music production derived from the module learning. Address defined music tasks and briefs using a range of production approaches
Communication, ICT and Numeracy Skills	**SCQF 7**

	Ability to communicate creative vision through music production choices and develop appropriate language to enable more literate communications in music tech spaces. Develop competency in the fundamentals of music production using Logic Pro X including DAW session setup, session management, navigating both edit and mix environments, manipulating and arranging audio and demonstrating creative application of post FX.
Autonomy, Accountability and Working with Others	**SCQF 7** Awareness of professional protocols and the discipline of music production in a collaborative learning environment. Self-producing a demo in a digital audio workstation from inception to completion, developing autonomy in creative decision-making, practical ability and technical skill.

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)
Laboratory / Practical Demonstration / Workshop	36
Asynchronous Class Activity	36
Independent Study	128
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:

Burgess, R.J. (2013) The art of music production: the theory and practice. 4th ed. New York: Oxford University Press.

Donin, N. (2014) 'Tracking the creative process in music: New issues, new methods', Musicae Scientiae, 2016, 20 (3), pp.283-286

Frith, S., & Zagorski-Thomas, S. (2012). The Art of Record Production: An introductory reader for a new academic field. Burlington, VT: Ashgate Publishing.

Huber D & Runstein R. (2013) Modern Recording Techniques. 8th Ed. Taylor Francis.

Izhaki, R. (2008) Mixing Audio: Concepts, Practices and Tools. Oxford: Focal Press.

Mixing Music Podcast (2025) Available at: https://mixingmusicpodcast.com

Nahmani, D. (2018) Logic Pro X: Professional music production. 2nd ed. Berkeley, CA: Peachpit Press.

Questlove (2018) Creative quest. New York: Ecco.

Pras, A., Cance, C., & Guastavino, C. (2013) Record Producers' Best Practices for Artistic Direction—From Light Coaching to Deeper Collaboration with Musicians. Journal of New Music Research, 42(4), 381–395.

Song Exploder (2025) Available at: https://songexploder.net

Sound On Sound (2025) Available at: http://www.soundonsound.com

(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:

Attendance and engagement with all scheduled in-person and independent learning activities

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 & Media
Moderator	Paul McGeechan
External Examiner	Jonathan Crossley
Accreditation Details	JAMES, SMIA
Module Appears in CPD catalogue	☐ **Yes** ☒ **No**
Changes / Version Number	6

Assessment (also refer to Assessment Outcomes Grids below)
Assessment 1
Practical Assessment (60%)
Assessment 2
Solo Submission: Portfolio (40%)
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**
Practical	☒	☒	☒	☐	☐	60	18

Component 2							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of Assessment Element (%)**	**Timetabled Contact Hours**
Solo Portfolio	☒	☒	☒	☐	☐	40	18

Component 3

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

Change Control

What	When	Who
Updated module title	04/03/25	L Gilmour
Updated elements of module summary to reflect music creation software being utilised in learning and teaching strategy	04/03/25	L Gilmour
Updated employability and PDP skills to reflect the above change	04/03/25	L Gilmour
Updated Indidcative Resources list	04/03/25	L Gilmour
No Changes	**March 2026**	**NMc**