

University of the West of Scotland

Module Descriptor

Session: 2023-24

Title of Module: Masters Creative Project			
Code: CMPG11007	SCQF Level: 11 (Scottish Credit and Qualifications Framework)	Credit Points: 60	ECTS: 30 (European Credit Transfer Scheme)
School:	School of Business and Creative Industries		
Module Co-ordinator:	Tony Grace		
Summary of Module			
<p>The Masters Creative Project engages students in a research-led programme of enquiry allowing them to develop a significant creative practice/ journalism output which will be the result of a strong creative industries and production focus over a concerted period. This substantial project encompasses an extended piece of professional practice/practice-led research, alongside a 5,000 word written contextualisation. The precise nature of the project will vary – e.g. a feature script, a 30 minute documentary, a television pilot, a film for multi-platform delivery, an artists’ film and video project, an audio/radio project or an album release of a collection of new songwriting. Under an allocated supervisor, students pursue their creative practice interest, consolidating their learning and practice while producing a substantial creative output. Design and implementation of the project allows students to demonstrate to examiners, peers and potential employers, their command of their chosen creative practice and associated critical theory, as well as their analytical skills and an awareness of research principles and practice.</p> <ul style="list-style-type: none"> • The Masters Creative Project engages students in a research-led programme of enquiry allowing them to develop a significant creative practice/journalism output which will be the result of a strong creative industries and production focus over a concerted period. This substantial project encompasses an extended piece of professional practice/practice-led research, alongside a 5,000 word written contextualisation. • The precise nature of the project will vary – e.g. a feature script, a 30 minute documentary, a television pilot, a film for multi-platform delivery, an artists’ film and video project, an audio/radio project or an album release of a collection of new songwriting. • Under an allocated supervisor, students pursue their creative practice/journalism interest, consolidating their learning and practice while producing a substantial creative output. Design and implementation of the project allows students to demonstrate to examiners, peers and potential employers, their command of their chosen creative practice and associated critical theory, as well as their analytical skills and an awareness of research principles and practice. 			

- The Masters level reflects the demands of post-graduate study requiring considerable planning, time-management and independent study. Projects should be pitched at a level suitable for broadcast, publication and/ or public exhibition and be submitted in accordance with School of Business and Creative Industries and University of the West of Scotland regulations. Development of transferable PDP skills, is in accordance with SCQF Level 11, with a particular focus on employability and career development. In keeping with the aims of the university a global focus is encouraged.

Module Delivery Method

Face-To-Face	Blended	Fully Online	HybridC	Hybrid 0	Work-Based Learning
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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:	Ayr:	Dumfries:	Lanarkshire:	London:	Distance/Online Learning:	Other:
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	TNE Roma/Bari

Term(s) for Module Delivery

(Provided viable student numbers permit).

Term 1	Term 2	Term 3
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Learning Outcomes: (maximum of 5 statements)

These should take cognisance of the SCQF level descriptors and be at the appropriate level for the module.

At the end of this module the student will be able to:

L1	Design a project proposal that demonstrates a critical understanding of the principal theories, concepts and principles underpinning creative practice/ creative media practice/journalism and practice-led research, epistemology, and methodological approaches as appropriate to intended research study.
L2	Demonstrate an ability to undertake a clearly defined programme of independent professional practice/practice-led research whilst managing and accounting for the practical and ethical issues which arise in the process.

L3	Implement and take responsibility for the project management of the production of a complex and high-quality creative media output using a significant range of the principal skills, techniques, practices and/or materials and a range of specialised skills, techniques, and practices which are at the forefront or informed by forefront developments associated with creative practice/creative media practice/journalism projects.
L4	Demonstrate a developed awareness of the impact and cultural positioning of your outputs through a coherent contextual review knowledge that covers and integrates the relevant principal areas, features,
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)	<p>SCQF Level 11</p> <p>A critical understanding of the principal theories, concepts and principles underpinning creative media practice/creative practice /journalism.</p> <p>A critical understanding of a range of specialized theories, principles and concepts applying to creative media practice/creative practice/journalism.</p> <p>Extensive, detailed and critical knowledge and understanding in one or more creative media practice specialisms, much of which is at or informed by leading edge developments.</p>
Practice: Applied Knowledge and Understanding	<p>SCQF Level Choose an item.</p> <p>Use a significant range of the principal skills, techniques, practices and/or materials which are associated with creative media practice/ creative practice/journalism practice .</p> <p>Use a range of specialised skills, techniques, practices and/or materials which are at the forefront or informed by forefront developments associated with creative media practice/ creative practice/journalism practice .</p> <p>Plan and execute a significant project of practice-led research.</p> <p>Demonstrate originality or creativity in the application of knowledge, understanding and/or practices associated with creative media projects.</p> <p>Practise in a wide and often unpredictable variety of professional level contexts associated with creative media/ creative practice/ journalism.</p>
Generic Cognitive skills	<p>SCQF Level Choose an item.</p> <p>Apply critical analysis, evaluation and synthesis to issues which are at the forefront or informed by developments at the forefront of creative media practice/creative practice/journalism practice. Identify, conceptualise and define new and abstract problems and issues.</p>

	<p>Develop original and creative responses to problems and issues relating to creative media practice/ creative practice/journalism practice .</p> <p>Critically review, consolidate and extend knowledge skills practices and thinking in creative media practice/ creative practice/journalism practice .</p> <p>Deal with complex issues and make informed judgements in situations in the absence of complete or consistent data/information.</p> <p>Offer professional level insights, interpretations and solutions to problems and issues.</p>	
Communication, ICT and Numeracy Skills	<p>SCQF Level Choose an item.</p> <p>Use a range of advanced and specialised skills relevant to creative media practice/creative practice/journalism practice – for example: audio and video editing</p> <p>Communicate, using appropriate methods, to a range of audiences with different levels of knowledge/expertise.</p> <p>Communicate with peers, more senior colleagues and specialists.</p> <p>Use a wide range of software to support and enhance work at this level.</p>	
Autonomy, Accountability and Working with others	<p>SCQF Level Choose an item.</p> <p>Exercise substantial autonomy and initiative in professional and equivalent activities.</p> <p>Take responsibility for own work and/or significant responsibility for the work of others.</p> <p>Take responsibility for a significant range of resources.</p> <p>Demonstrate leadership and/or initiative and make an identifiable contribution to change and development.</p> <p>Organise and manage supervised, self-directed creative media projects to a professional level 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.</p>	
Pre-requisites:	Before undertaking this module the student should have undertaken the following:	
	Module Code:	Module Title:
	Other:	
Co-requisites	Module Code:	Module Title:

*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)
Lecture/Core Content Delivery	15
Tutorial/Synchronous Support Activity	30
Laboratory/Practical Demonstration/Workshop	18
Independent Study	537
	Hours Total 600
**Indicative Resources: (eg. Core text, journals, internet access)	
<p>The following materials form essential underpinning for the module content and ultimately for the learning outcomes:</p> <p>There is no set of essential materials to which students on this module will be directed, due to the very varied nature of the projects that will be undertaken. For most topics, there will be an existing body of scholarship, and students are expected to demonstrate awareness of it in their work, through debate and proper citation. Supervisory staff will work with students to identify the core texts that will form the starting point, if not the basis, of the research project. As a project mainly undertaken through independent learning, students will be expected to undertake concerted efforts to themselves source materials that are appropriate to their topic of study and chosen methodological approach. Supervisors will offer advice on the appropriate level of scholarship, but students should therefore demonstrate initiative in mounting relevant literature searches through traditional 'paper' based searches, and (increasingly) online journals, data bases, other library sources and the Web.</p> <p>There are a number of recommended student texts that relate to the broad principles of undertaking research in the media and specifically broadcasting and areas of cultural and creative practice.</p> <p>Barratt, E. & Bolt, B. (2007). Practice as research: approaches to creative arts inquiry. London: I B Tauris</p> <p>Bell, D. (2019). Research in the creative and media arts: challenging practice. Abingdon: Routledge</p>	

Hargreaves, D., Miell, D. and MacDonald, R. (eds.) (2011) Musical imaginations: multidisciplinary perspectives on creativity, performance and perception, Oxford: OUP

Rabiger, M. (2015), Directing the Documentary (6th ed.) Oxford, Focal Press.

Smith, H. & Dean, R (2010) Practice-led research, research-led practice in the creative Arts (research methods for the arts and humanities). Edinburgh: Edinburgh University Press

Spinelli, M. & Dann, L. (2019). Podcasting: the audio media revolution. London: Bloomsbury.

Online Journals in relevant creative practice areas

(*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.

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](#).

Please ensure any specific requirements are detailed in this section. Module Co-ordinators should consider the accessibility of their module for groups with protected characteristics..

(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 and Media
Assessment Results (Pass/Fail)	Yes <input type="checkbox"/> No <input checked="" type="checkbox"/>
School Assessment Board	Arts and Media

Moderator	Kathryn Burnett
External Examiner	D.Griffiths
Accreditation Details	e.g. ACCA Click or tap here to enter text.
Changes/Version Number	3.05

Assessment: (also refer to Assessment Outcomes Grids below)
There are two assessments the Masters Creative Project Portfolio (70%) and a written Contextualisation (30%)
Assessment 1 Masters Creative Project Portfolio - 70%
Assessment 2 Contextualisation - 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.)

Assessment Outcome Grids (See Guidance Note)

Component 1							
Assessment Type (Footnote B.)	Learning Outcome (1)	Learning Outcome (2)	Learning Outcome (3)			Weighting (%) of Assessment Element	Timetabled Contact Hours
Portfolio of Practical Work	✓	✓	✓			70%	0

Component 2							
Assessment Type (Footnote B.)	Learning Outcome (1)	Learning Outcome (2)	Learning Outcome (3)			Weighting (%) of Assessment Element	Timetabled Contact Hours
Creative Output			✓			30%	0

Combined Total for All Components						100%	0 hours
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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
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Version Number: 3.05