

# **Module Descriptor**

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Title	Music Enterprise Project 1 (*Formerly Creative Music Product			
	Design)			
Session	2025/26	Status		
Code	MUSC09009	SCQF Level	9	
Credit Points		ECTS (European	2010	
		Credit Transfer		
		Scheme)		
School	<b>Business and Creat</b>	ive Industries		
Module Co-ordinator	Jayne Stynes			
Summary of Module				
Dana analaine elaviaine an				
Researching, devising ar	na designing a music 6	enterprise project.		
- This module requires st		•	•	
project opportunity which				
enterprise project of cor	nmercial value and/or	have community, social	or cultural	
significance.				
- Students will then deve				
sector, addressing creat			e, professional	
concerns, as well as set	ting qualitative and qu	antitative objectives.		
- Finally students will present their music enterprise project proposal in a live presentation				
setting in order to receive constructive feedback and negotiate on further requirements,				
allowing them to execute	e the project in T2 as p	art of the follow-on mod	ule Music Enterprise 2.	
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Module Delivery Method	On-Campus¹ ⊠	Hybrid <sup>2</sup>	Online <sup>3</sup>	Work -Based Learning⁴

<sup>&</sup>lt;sup>1</sup> 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.

<sup>&</sup>lt;sup>2</sup> 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.

<sup>&</sup>lt;sup>3</sup> 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.

<sup>&</sup>lt;sup>4</sup> 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 □ Dumfri	es	Lanarks London Paisley	hire	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	

Lear	ning Outcomes
L1	Use music enterprise skills to creatively research and analyse the existing music marketplace and identify opportunities of commercial, social or cultural value. *JS
L2	Demonstrate detailed knowledge of recent commercial music enterprise products, services and organisations to devise and design a creative project to meet criteria of marketplace opportunity, including commercial and/or social and cultural value. *JS
L3	Demonstrate critical analysis in the assessment of case study material.
L4	Utilise a broad and integrated knowledge and understanding of the scope, main areas and boundaries of music enterpise in the development of a project proposal document. *JS
L5	Demonstrate the use of project planning and presentation skills in a proposal presentation. *JS

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  A broad and integrated knowledge and understanding of the scope, main areas and boundaries of researching, devising and designing a music enterprise project.			
	Detailed knowledge of recent music enterpise projects with case studies / guest lectures from innovators and entrepreneurs. *JS			
Practice: Applied	SCQF9			
Knowledge and Understanding	Development of creative, research-based and analytical skills in order to devise a music enterprise project including the practical application of relevant industry research in the chosen music sub-sector. *JS			
Generic	SCQF 9			
Cognitive skills	Case study / critical analysis. Judgement and selection of project from ideas generated			
Communication,	SCQF9			
ICT and Numeracy Skills	Presentation of project proposal. IT use / numerical content / negotiation and presentations skills.			
Autonomy, Accountability	SCQF 9			

and Working with	Taking responsibility for the work of others and a range of resources.				
Others	Project management skills. Team or associate interaction. Strategic				
	decision making.				

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	Student Learning Hours	
to achieve the module learning outcomes are stated below:	(Note: Learning hours include both contact hours and hours spent on other learning activities)	
Lecture / Core Content Delivery	30	
Tutorial / Synchronous Support Activity	6	
Independent Study	164	
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:

De Bono, E. (2022) Serious Creativity, HarperCollins, London

Dumbreck, A. and McPherson, G. (2016) Music Entrepreneurship, Bloomsbury, London

Parry, H. (2024) The Illustrated Freelancer's Guide. Creative Scotland. Available at: https://www.creativescotland.com/binaries/content/assets/creative-scotland/resources-and-publications/guides-and-toolkits/the-illustrated-freelancers-guide/theillustratedfreelancerguide-web-2024-160724-final.pdf (Accessed on 04/03/25).

UK Music (2024). This is Music. UK Music. Available at: https://www.ukmusic.org/wp-content/uploads/2024/11/TIM-Report-2024-reduced.pdf (Accessed on 04/03/25)

(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)
Note: Sources specific to the individual nature of each student project will also be required.
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Webb, A. (2022) Essentials of Music Management. Independently Published

### **Attendance and Engagement Requirements**

In line with the <u>Student Attendance and Engagement Procedure</u>, Students are academically engaged if they are regularly attending and participating in timetabled oncampus 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:

Students are required to attend all scheduled classes and participate with all delivered elements of the module as part of their engagement with their programme of study. Consideration will be given to students who have protection under the appropriate equality law. Please refer to UWS Regulations, Chapter 1, 1.64 – 1.67, available at the following link: http://www.uws.ac.uk/current-students/rights-and-regulations/regulatory-framework/

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	David Scott
External Examiner	J Crossley
Accreditation Details	JAMES
Module Appears in CPD catalogue	Yes No
Changes / Version Number	V2325

Assessment (also refer to Assessment Outcomes Onus below)							
Assessment 1							
Written Assignment (	ASSIGN)	)					
A written proposal outlining the music enterprise project including its objectives, social and/or commercial value, unique selling point and case study analysis of a relevant existing music enterprise project.							
Word count : 3000 wo	ords						
Weighting: 75%							
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Assessment 2							
Presentation (PRES)							
A presentation pitchin development.	ng the pi	roposed	music e	nterpris	e projec	t and plans for fu	ture
Word count : NA (15 r	ninute p	resenta	tion)				
Weighting: 25%							
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Assessment 3							
(N.B. (i) Assessment of below which clearly of					•	· · · · · · · · · · · · · · · · · · ·	•
(ii) An indicative sche assessment is likely t							
Component 1							
Assessment Type	LO1	LO2	LO3	LO4	LO5	Weighting of Assessment Element (%)	Timetabled Contact Hours
		$\boxtimes$	$\boxtimes$	$\boxtimes$		75	
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Component 2							
Assessment Type	LO1	LO2	LO3	LO4	LO5	Weighting of Assessment Element (%)	Timetabled Contact Hours
						25	
	l	l	1		1	<u> </u>	
Component 3							
Assessment Type	LO1	LO2	LO3	LO4	LO5	Weighting of	Timetabled
						Assessment Element (%)	Contact Hours
	Comb	ined to	│	ll comp	onents	100%	hours
Combined total for all components					10070	110010	

What	When	Who
Updated Student Attendance and Engagement Procedure	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
Module title change, edit to Summary of Module, Learning Outcomes 1, 2, 4 and 5. PDP Skills 1 and 2, Indicative Resources and Assessment (wording only)	03/04/25	J Stynes