

# **Module Descriptor**

Title	Professional Music Brief				
Session	2025/26	Status			
Code	MUSC11019	SCQF Level	11		
Credit Points	20	ECTS (European Credit Transfer Scheme)	10		
School	Business and Creative Industries				
Module Co-ordinator	C. Duffin				

## **Summary of Module**

Professional Music Brief is an inquiry based learning module, presenting students with the challenge of exploring a range of creative practices to inform their response to professional and high-level briefs derived from industry practices. Students will be set challenges related to professional recording studio practice, participatory arts practice, songwriting or music business / entrepreneurial practice, with an aim to investigate and develop professional techniques – and their professional practice more broadly – by means of responding to challenges akin to those found within professional industry briefs.

The module is designed to facilitate professional portfolio building and reflective practice pertinent to students' ongoing professional development.

Module Delivery Method	On-Campus¹ ⊠	ŀ	Hybrid² ⊠	Online	e <sup>3</sup>	Work -Based Learning⁴
Campuses for Module Delivery	Ayr Dumfries		Lanarks	hire	Learr	nline / Distance ning other (specify)

<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

Terms for Module Delivery	Term 1	Term 2	Term 3	
Long-thin Delivery	Term 1 –	Term 2 –	Term 3 –	
over more than one	Term 2	Term 3	Term 1	
Term				

Lear	ning Outcomes
L1	Demonstrate an ability to critically reflect on their creative practice in response to a professional music-related brief
L2	Evidence a clear exploration of professional techniques suitable for professional creative practice
L3	Produce a portfolio of professional materials suitable for operating within the creative industries
L4	
L5	

<b>Employability Skill</b>	s 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 11  Demonstrate an ability to explore professional creative techniques, critical knowledge and understanding in one or more specialisms related to set professional briefs, much of which is at, or informed by, developments at the forefront
Practice: Applied	SCQF 11
Knowledge and Understanding	Demonstrate originality or creativity in the exploration and application of knowledge, understanding and/or practices within the context of set music or creative industries briefs
Generic	SCQF 11
Cognitive skills	Develop original and creative responses to problems and issues as defined within a range of specific music or creative industries briefs.
Communication,	SCQF 11
ICT and Numeracy Skills	SCQF Level 11
rameracy exites	Communicate with peers, more senior colleagues, specialists and representatives of professional bodies / industry.
	Students will use a range of software to support creative work, including recording software and other web based technologies.
Autonomy,	SCQF 11
Accountability and Working with Others	Demonstrate leadership and/or initiative and make an identifiable contribution to change and development within the context of creative industries.

Exercise substantial autonomy and initiative in professional and equivalent activities.

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	Student Learning
During completion of this module, the learning activities undertaken to achieve the module learning outcomes are stated below:	Hours  (Note: Learning hours include both contact hours and hours spent on other learning activities)
Practice-based Learning	24
Tutorial / Synchronous Support Activity	12
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:

Barrett, M. S. (2014) Collaborative Creative Thought and Practice in Music. Surrey: Ashgate Publishing Ltd.

Burnard, P. (2012) Musical Creativities in Practice. Oxford. Oxford University Press

Clarke, E. F. & Doffman, M. (2017) Distrubuted Creativity: Collaboration and Improvisation in Contemporary Music. Oxford: Oxford University Press.

Cook, N. (2018) Music as Creative Practice. Oxford: Oxford University Press.

Moeran, B. & Christensen, B. T. (2013) Exploring Creativity: Evaluative Practices in Innovation, Design and the Arts. Cambridge: Cambridge 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 <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:

Attending scheduled classes in person, engaging with materials on Aula and timely submission of summative assessment materials.

Equality and Diversity
The University's Equality, Diversity and Human Rights Procedure can be accessed at the
following link: <u>UWS Equality</u> , <u>Diversity and Human Rights Code</u> .
(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	☐ Yes ⊠ No
Compensation	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	J. Collinson-Scott
External Examiner	N. McSweeney
Accreditation Details	JAMES and SMIA (latter pending approval for Sept 2025)
Module Appears in CPD	☐ Yes ⊠ No
catalogue	
Changes / Version Number	

# Assessment (also refer to Assessment Outcomes Grids below) Assessment 1 Brief Response 1 (50%) – to include evidence of creative development and the exploration of professional techniques partnered by a critically reflective account of the response. Assessment 2 Brief Response 2 (50%) – to include evidence of creative development and the exploration of professional techniques partnered by a critically reflective account of the response Assessment 3 X (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.

Component 1							
Assessment Type	LO1	LO2	LO3	LO4	LO5	Weighting of Assessment Element (%)	Timetabled Contact Hours
						50	18
Component 2							
Assessment Type	LO1	LO2	LO3	LO4	LO5	Weighting of Assessment Element (%)	Timetabled Contact Hours
						50	18
Component 3	1.04	1.00	1.00	1.01			T <b>-</b>
Assessment Type	LO1	LO2	LO3	LO4	LO5	Weighting of Assessment Element (%)	Timetabled Contact Hours
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