Module Descriptor

Title	Professional Music Production (previously Recording for Media 3)		
Session	2026/27	**Status**	
Code	MUSC09010	**SCQF Level**	SCQF 9
Credit Points	20	**ECTS (European Credit Transfer Scheme)**	
School	**Business & Creative Industries**		
Module Co-ordinator	Lauren Gilmour		
Summary of Module			

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)	

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	☐

[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

Learning Outcomes	
L1	Demonstrate ability to operate digital music technology.
L2	Demonstrate understanding of the key concepts of digital audio in professional context
L3	Utilise technology to produce music multi-track digital recordings for commercial remix
L4	Utilise technology and develop professional skills in responding to industry-standard music production briefs
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 9 Demonstrate an understanding of the scope and defining features of the audio industry with an emphasis on informed creative practice. A critical understanding of a range of the principals, principal theories, concepts and terminology of the subject of audio recording, mixing and production. Knowledge of one or more specialisms that is informed by forefront developments in the area of audio production.
Practice: Applied Knowledge and Understanding	SCQF 9 Apply knowledge, skills and understanding in using a range of the principal professional skills, techniques, practices and / or materials associated with audio recording, mixing and production. Use a few skills, practices and/or materials which are specialised, advanced, or at the forefront of a subject/discipline of audio recording, mixing and production.
Generic Cognitive skills	SCQF 9 Undertake critical analysis and/or synthesis of the central ideas, concepts and issues associated with the discourse of popular music and cultural identity Draw on a range of sources in making judgements in line with audio production techniques.
Communication, ICT and Numeracy Skills	SCQF 9 Use a wide range of routine skills and some advanced and specialised skills in support of established practices in a subject/discipline, Use a range of ICT applications / software to support and enhance work within the area of audio production.
Autonomy, Accountability and Working with Others	SCQF 9 Exercise autonomy and initiative in activities in audio production at a practical, professional level. Practise in ways that show awareness of own and others' roles and responsibilities.

Prerequisites	**Module Code:** MUSC07013	**Module Title:** Introduction to Music Creation
	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)
Lecture / Core Content Delivery	20
Laboratory / Practical Demonstration / Workshop	16
Independent Study	164
Choose an item.	
Choose an item.	
Choose an item.	
TOTAL	200

Indicative Resources

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

Audiomedia. (2015) Audio Media. Available from: http://www.audiomedia.com.

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

Katz, B. 2013. Mastering Audio: The Art and the Science. 3rd Ed. London: Focal Press.

Owsinski B. 2013. The Mixing Engineers Handbook. 3rd Ed.

Music Producer. 2015. Music Producer. Available from: http://www.musicproducer.com

Sound On Sound. 2021. Sound On Sound. Available from: http://www.soundonsound.com

Tape Op. 2021. Tape Op. Available from: http://www.tapeop.

(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:**

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	Business and Creative Industries
Moderator	Paul McGeechan
External Examiner	J Crossley
Accreditation Details	JAMES, SMIA
Module Appears in CPD catalogue	☐ **Yes** ☒ **No**
Changes / Version Number	

Assessment (also refer to Assessment Outcomes Grids below)
Assessment 1
Practical/Creative Output **(Remix)** Students independently produce a commercial remix from existing multitrack recordings (where a maximum of 2 original stems/components can be retained). Students must comply with industry standards and consider best practice re copyright/sampling.
Assessment 2
Creative Output + Contextualising Portfolio **(Production Brief Portfolio)**

In response to feedback/input from our industry partners at Channel 4 and The Nerve music library, this assessment is designed for students to develop a comprehensive production portfolio of their own by responding to industry-standard music production briefs (provided by C4 and The Nerve). The portfolio will comprise of a minimum of 3 tracks responding to 3 different briefs and students will submit a supplementary portfolio detailing their creative process and demonstrating their practical/creative approach through a production diary and annotated DAW screenshots.
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**
Creative Output	☒	☒	☒	☐	☐	50	

Component 2							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of Assessment Element (%)**	**Timetabled Contact Hours**
Creative Output + Contextualising Portfolio	☒	☒	☐	☒	☐	50	

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**
Title change , assessment edit	**March 26**	L Gilmour