



Module Descriptor

Title	Recording For Media 3		
Session	2025/26	Status	
Code	MUSC09010	SCQF Level	9
Credit Points	20	ECTS (European Credit Transfer Scheme)	10
School	Business and Creative Industries		
Module Co-ordinator	Lauren Gilmour		
Summary of Module			
This module seeks to explore advanced techniques in convergent media recording. Utilising Digital Audio Workstation software and audio equipment students will be expected to create a remix of an existing multi-track session and introduce original instrumentation into the final mix. The module will also introduce students to new and developing audio postproduction techniques and technologies with an emphasis on: Examining current industries practices working with Creative Commons-licensed materials to create a short film score. Examining current ‘sound design industries’ practices, including ADR, “Foley” and sound effects creation.			

Module Delivery Method	On-Campus¹ ☒	Hybrid² ☐	Online³ ☐	Work -Based Learning⁴ ☐
Campuses for Module Delivery	☒ Ayr ☐ Dumfries	☐ Lanarkshire ☐ London ☐ Paisley	☐ Online / Distance Learning ☐ Other (specify)	

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

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	Demonstrate ability to operate digital music technology.
L2	Demonstrate understanding of the key concepts of digital audio
L3	Utilise technology to produce audio post production artefacts.
L4	Utilise technology to produce music multi-track digital recordings
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	SCQF 9

and Working with Others	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.
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Prerequisites	Module Code MUSC08021	Module Title Music Industry Brief
	Other Production Strand	
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	36
Laboratory / Practical Demonstration / Workshop	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: 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.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 and Media
Moderator	Paul McGeechan
External Examiner	Jonathan Crossley
Accreditation Details	JAMES
Module Appears in CPD catalogue	☐ Yes ☒ No
Changes / Version Number	4.02

Assessment (also refer to Assessment Outcomes Grids below)

Assessment 1

Remix: Practical recorded / mixed submission (50%)

Assessment 2

Audio Post Production: Practical recorded / mixed submission (50%)

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
	☒	☒	☒	☐	☐	50	18

Component 2

Assessment Type	LO1	LO2	LO3	LO4	LO5	Weighting of Assessment Element (%)	Timetabled Contact Hours
	☒	☒	☐	☒	☐	50	18

Component 3

Assessment Type	LO1	LO2	LO3	LO4	LO5	Weighting of Assessment Element (%)	Timetabled Contact Hours
	☐	☐	☐	☐	☐		
Combined total for all components						100%	36 hours

Change Control

What	When	Who