Module Descriptor

Title	Music Production		
Session	2025/26	**Status**	Published
Code	COMP07068	**SCQF Level**	7
Credit Points	30	**ECTS (European Credit Transfer Scheme)**	15
School	**Computing, Engineering and Physical Sciences**		
Module Co-ordinator	Colin Grassie		

Summary of Module

This module provides an introduction into the major theories, principles and concepts within digital audio theory and technology. This will be presented through lecture and guided reading.

A structured approach to digital music production is presented within workshop demonstrations. Critical listening and analysis skills are developed with the aid of audio exercises to understand music and audio processing.

The technology applied to music production is outlined including microphones, recorders, recording medium, signal path and processing in the context of music recording and production technology.

Students will gain practical experience of the recording, mixing and production of simple multi-track projects within a digital audio workstation.

- Candidates will develop an overall appreciation of the major theories, principles and concepts within digital audio theory and technology.

- Candidates will implement music production processing techniques in "mixing" multi-track music projects.

- Candidates will develop an understanding of digital recording studio software and hardware configuration and operation.

- Candidates will plan for standard multi-track music recording projects for a range of musical instruments.

- Candidates will implement digital audio editing techniques and final product formatting.

- This module embeds the key “I am UWS” graduate attributes and in particular: Universal and Work Ready

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	☐

Learning Outcomes	
L1	Demonstrate an overall appreciation of the major theories, principals and concepts within digital audio theory and technology.
L2	Apply some of the basic and routine professional skills, techniques, practices associated with digital music production.
L3	Use a range of approaches to address defined and routine problems and issues in preparation for a music recording project.
L4	
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 7** Demonstrate and work with an overall appreciation of the body of knowledge that constitutes digital audio theory and technology.

[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

	Demonstrate and work with knowledge that is embedded in the main theories, concepts, and principles of music production.
Practice: Applied Knowledge and Understanding	**SCQF 7** Use some of the basic and routine professional skills, techniques, and practices associated with audio recording and production. Practise these skills in the context of acoustic and synthesised / digital sound sources.
Generic Cognitive skills	**SCQF 7** Develop a structured approach to critically analysing music production processing. Reflect upon a change of personal perception of audio developed through critical listening.
Communication, ICT and Numeracy Skills	**SCQF 7** Develop a vocabulary for the discussion of music production processing. Obtain a variety of information and data from print, internet and multimedia sources.
Autonomy, Accountability and Working with Others	**SCQF 7** Exercise some initiative and independence in carrying out basic audio recording and production. Exercise some initiative and independence, in planning for working with musical performers.

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 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	12
Asynchronous Class Activity	12
Laboratory / Practical Demonstration / Workshop	48
Independent Study	228
Please select	

Please select	
TOTAL	300

Indicative Resources
The following materials form essential underpinning for the module content and ultimately for the learning outcomes: Huber, D. and Runstein, R., 2017. Modern recording techniques. 9th ed. Focal Press. Moylan, W., 2012. The Art Of Recording. 1st ed. Focal Press Owsinski, B., 2017. The mixing engineer's handbook. 4th ed. Bobby Owsinski Media Group. Please ensure the list is kept short and current. Essential resources should be included, broader resources should be kept for module handbooks / Aula VLE.
(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:** The School of Computing, Engineering and Physical Sciences considers attendance and engagement to mean a commitment to attending, and engaging in, timetabled sessions. You will scan your attendance via the scanners each time you are on-campus and you will login to the VLE several times per week. Where you are unable to attend a timetabled learning session due to illness or other circumstance, you should notify the Programme Leader that you cannot attend. Across the School an 80% attendance threshold is set. If you fall below this, you will be referred to the Student Success Team to see how we can best support your studies.

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. Aligned with the University's commitment to equality and diversity, this module supports equality of opportunity for students from all backgrounds and learning needs. Using the VLE, material will be presented electronically in formats that allow flexible access and manipulation of content. This module complies with University regulations and guidance on inclusive learning and teaching practice. This module has lab-based teaching and as such you are advised to speak to the Module Co-ordinator to ensure that specialist assistive equipment, support provision and adjustment to assessment practice can be put in place, in accordance with the University's policies and regulations
(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	**Computing**

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	Creative Computing
Moderator	Robert Goldie
External Examiner	N. Auricchio
Accreditation Details	This module forms part of the BSc (Hons) Music Technology, which is accredited by JAMES.
Module Appears in CPD catalogue	☐ **Yes** ☒ **No**
Changes / Version Number	1.10

Assessment (also refer to Assessment Outcomes Grids below)
Assessment 1
(Category 30%): Class Test (30 Questions)
Assessment 2
(Category 70%): Portfolio of practical work
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**
Class Test	☒	☐	☐	☐	☐	30	2

Component 2							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of Assessment Element (%)**	**Timetabled Contact Hours**
Portfolio	☐	☒	☒	☐	☐	70	10

Component 3							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of Assessment Element (%)**	**Timetabled Contact Hours**

	☐	☐	☐	☐	☐		
Combined total for all components						100%	12 hours

Change Control

What	When	Who