

University of the West of Scotland

Module Descriptor

Session: 2024/25

Title of Module: Electronic Music			
Code: COMP08009	SCQF Level: 9 (Scottish Credit and Qualifications Framework)	Credit Points: 20	ECTS: (European Credit Transfer Scheme)
School:	School of Computing, Engineering and Physical Sciences		
Module Co-ordinator:	Robert Goldie		
Summary of Module			
<p>This module develops the student's knowledge and understanding of music software for composition and sound-design in relation to electronic music. Selected software applications will be utilised and discussed in-depth with students creating works that demonstrate a combination of technical, creative and aesthetic understanding.</p> <p>The module will be presented through lectures, demonstrations, workshops, and guided reading/viewing.</p> <ul style="list-style-type: none">• Utilise a digital audio workstation specifically for the creation of music• Develop a deeper understanding of sound design via synthesis and processing techniques• Gain knowledge of mixing and production for electronic based music• Utilise software to aid the composition process• Assess and explore commercial works in relation to sound design and composition• This module embeds the key “I am UWS” graduate attributes and in particular: Critical Thinking, digital literacy, knowledgeable, emotionally intelligent and effective communication within the creative and technical realms of the subject area.			

Module Delivery Method					
Face-To-Face	Blended	Fully Online	HybridC	Hybrid 0	Work-Based Learning
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
See Guidance Note for details.					

Campus(es) for Module Delivery						
The module will normally be offered on the following campuses / or by Distance/Online Learning: (Provided viable student numbers permit) (tick as appropriate)						
Paisley:	Ayr:	Dumfries:	Lanarkshire:	London:	Distance/Online Learning:	Other:
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Add name

Term(s) for Module Delivery					
(Provided viable student numbers permit).					
Term 1	<input type="checkbox"/>	Term 2	<input checked="" type="checkbox"/>	Term 3	<input type="checkbox"/>

Learning Outcomes: (maximum of 5 statements) These should take cognisance of the SCQF level descriptors and be at the appropriate level for the module. At the end of this module the student will be able to:	
L1	Demonstrate and work with an understanding of the scope and defining features of electronic music production. , and an integrated knowledge of its main areas and boundaries.
L2	Use a range of principle professional skills, techniques, and practices associated with creative electronic music composition, a few of which are advanced and complex.
L3	Undertake critical analysis, evaluation and/or synthesis of ideas, concepts, information and issues in a subject/discipline/sector.

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 Level 8 Demonstrate a knowledge of the scope, defining features, and main areas of the subject/discipline/sector.
Practice: Applied Knowledge and Understanding	SCQF Level 8 Practice a range of professional skills, techniques associated with the music generation and sound design using a range of current software packages and techniques.
Generic Cognitive skills	SCQF Level 8

	<p>Apply creative practices within a technical environment.</p> <p>Use a range of approaches to the construction of musical output.</p> <p>Be aware of style and aesthetic considerations in musical contexts.</p> <p>Interpret and reinforce visual information with audio.</p>	
Communication, ICT and Numeracy Skills	<p>SCQF Level 8</p> <p>Use music software applications demonstrating a range of routine skills and some advanced skills.</p> <p>Document technical and aesthetic aspects of a self-composed track.</p>	
Autonomy, Accountability and Working with others	<p>SCQF Level 8</p> <p>Follow a guided programme to assimilate the operating principles and workflow of a range of computer applications.</p> <p>Work individually with supervisory support to create music and audio.</p> <p>Mange computer files into an organised structure appreciating the need to back up.</p>	
Pre-requisites:	Before undertaking this module the student should have undertaken the following:	
	Module Code: COMP08064	Module Title: Recording & Production
	Other:	
Co-requisites	Module Code:	Module Title:

*Indicates that module descriptor is not published.

Learning and Teaching	
<p>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.</p>	
<p>Learning Activities</p> <p>During completion of this module, the learning activities undertaken to achieve the module learning outcomes are stated below:</p>	<p>Student Learning Hours (Normally totalling 200 hours): (Note: Learning hours include both contact hours and hours spent on other learning activities)</p>

Lecture/Core Content Delivery	12
Tutorial/Synchronous Support Activity	12
Laboratory/Practical Demonstration/Workshop	24
Independent Study	152
	200 Hours Total

****Indicative Resources: (eg. Core text, journals, internet access)**

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

www.ableton.com. (n.d.). *Welcome to Live — Ableton Reference Manual Version 12 / Ableton*. [online] Available at: <https://www.ableton.com/en/live-manual/12/welcome-to-live/>

Desantis, D. (2015). *Making Music 74 creative strategies for electronic music producers*. Berlin Ableton.

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Please ensure the list is kept short and current. Essential resources should be included, broader resources should be kept for module handbooks / Aula VLE.

Resources should be listed in Right Harvard referencing style or agreed professional body deviation and in alphabetical order.

(*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.

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](#).

Please ensure any specific requirements are detailed in this section. Module Co-ordinators should consider the accessibility of their module for groups with protected characteristics..

(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
Assessment Results (Pass/Fail)	Yes <input type="checkbox"/> No <input checked="" type="checkbox"/>
School Assessment Board	Creative Computing
Moderator	Graeme Truslove
External Examiner	N. Auricchio
Accreditation Details	This module forms part of the BSc (Hons) Music Technology, which is accredited by JAMES.
Changes/Version Number	2.13

Assessment: (also refer to Assessment Outcomes Grids below)

Assessment 1 - Sound Design (40%). Prior to the final submission, feedback will be given on laboratory work for feedback, guidance and advice

Assessment 2 - Composition (60%)

(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.)

Assessment Outcome Grids (See Guidance Note)

Component 1							
Assessment Type (Footnote B.)	Learning Outcome (1)	Learning Outcome (2)	Learning Outcome (3)	Learning Outcome (4)	Learning Outcome (5)	Weighting (%) of Assessment Element	Timetabled Contact Hours
Creative output	X	X	X			40	12

Component 2							
Assessment Type (Footnote B.)	Learning Outcome (1)	Learning Outcome (2)	Learning Outcome (3)	Learning Outcome (4)	Learning Outcome (5)	Weighting (%) of Assessment Element	Timetabled Contact Hours
Creative output/	X	X	X			60	12

Component 3							
Assessment Type (Footnote B.)	Learning Outcome (1)	Learning Outcome (2)	Learning Outcome (3)	Learning Outcome (4)	Learning Outcome (5)	Weighting (%) of Assessment Element	Timetabled Contact Hours
Combined Total for All Components						100%	24 hours