Module Descriptor

Title	Music Recording and Production		
Session	2026/27	**Status**	Published
Code	COMP08064	**SCQF Level**	8
Credit Points	20	**ECTS (European Credit Transfer Scheme)**	10
School	**Computing, Engineering and Physical Sciences**		
Module Co-ordinator	Colin Grassie		

Summary of Module

This module is designed to advance students' understanding of recording and production techniques and practices and extend their practical experience in the use of a professional recording studio environment and associated technologies.

Theoretical topics presented through guided reading, personal study and practice will include:

- Microphone placement and recording techniques in relation to acoustic environment
- Digital recording practice

Students will apply their knowledge of digital audio workstations to preparing to work in a digital audio-media studio environment and practice skills and techniques relating to studio configuration.

Practical laboratory exercises and guided study on recording and production will cover the following topics:

- DAW software/hardware configuration.
- Pre-production planning
- Multitracking, overdubbing and punch-in techniques.
- Editing and postproduction mixing techniques.
- Project delivery formats and file management.

- Candidates will demonstrate a practical understanding of digital audio-media production systems configuration, interconnection and operation.
- Candidates will demonstrate a practical understanding of the technical planning and preparation for a multi-track recording session with a range of acoustic and virtual instruments.
- Candidates will critically analyse, synthesise ideas, concepts, information and issues common to pre-production planning for music recording and mixing projects.
- Candidates will apply a range of complex and professional knowledge, skills and understanding associated with creative digital music production
- Candidates will demonstrate a practical understanding of project file formats and audio delivery levels.

• This module embeds the key "I am UWS" graduate attributes and in particular: Work Ready and Successful.

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 a knowledge of the scope, defining features, and main areas of digital audio-media production systems components and their operation.
L2	Apply knowledge, skills and understanding using a range of professional skills, techniques and practices associated with creative digital music production, a few of which are complex.
L3	Undertake critical analysis, synthesis of ideas and concepts which are within the common understandings in pre-production planning for a music recording and mixing project.
L4	Work under guidance with others to acquire an understanding of current professional practice in working with artists within a studio recording session.
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 8**

[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 a broad knowledge of the scope, defining features, and main areas of a digital audio-media production systems and their operation. Demonstrate a detailed knowledge of the operation of digital audio workstation software.
Practice: Applied Knowledge and Understanding	**SCQF 8** Develop competency in the skills, techniques and practices of contemporary music production. Apply audio processing with an understanding of associated theory. Adapt routine practices in a creative environment.
Generic Cognitive skills	**SCQF 8** Undertake critical analysis, evaluation and/or synthesis of ideas, concepts, information and issues which are within the common understandings of pre-production planning for a music recording or mixing project. Critically evaluate the technical and aesthetic value of audio processes applied to a recorded source.
Communication, ICT and Numeracy Skills	**SCQF 8** Demonstrate an understanding of software and hardware configuration terminology through verbal communication. Interpret graphical representations of audio systems interconnection
Autonomy, Accountability and Working with Others	**SCQF 8** Exercise autonomy and initiative in the use and application of audio recording equipment working towards a professional level. Manage and plan for the work of performers within a music recording project. Work towards professional practices and protocols in the management of music recording projects under guidance.

Prerequisites	**Module Code** COMP07068	**Module Title** Recording and Production 1
	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. Self-directed learning activities will be implemented through the provision of digital reading material, such as technical documents, manufacturers data and web links alongside guided questioning and an Enquiry Based Learning approach set on a weekly basis. Experiential learning will take place in the form of given projects with detailed outcome specifications to be met. Instructional videos on software and hardware configuration and post-production mixing techniques will allow a degree of flexible learning to take place.

Where possible, collaboration and group learning and small group activity in terms of problem solving (Problem Based Learning) will be set within the studio environment.

Practical skills teaching can be primarily face-to-face in the form of practical exercises and demonstrations.

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)
Tutorial / Synchronous Support Activity	12
Laboratory / Practical Demonstration / Workshop	36
Independent Study	152
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:

Huber, D. and Runstein, R., 2017. Modern recording techniques. 9th ed. Focal Press.

Owsinski, B., 2017. The mixing engineer's handbook. 4th ed. Bobby Owsinski Media Group.

Rumsey, F. and McCormick, T., 2021. Sound and recording: Applications and Theory. 8th ed. Focal Press.

Corey, J. and Benson, D.H. (2017). Audio production and critical listening: technical ear training. New York: Routledge, Taylor & Francis Group.

Winer, E. (2017a). The Audio Expert. 2nd ed. Routledge.

Journal on the Art of Record Production - https://www.arpjournal.com/asarpwp/

AVID Technology Inc. (2023) Pro Tools Reference Guide. 2023.3.

(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	Nino Auricchio
Accreditation Details	This module is accredited by JAMES as part of BSc (Hons) Music Technology.
Module Appears in CPD catalogue	☐ **Yes** ☒ **No**
Changes / Version Number	2.2

Assessment (also refer to Assessment Outcomes Grids below)
Assessment 1
Design: Software Template(s)
Assessment 2
Portfolio: Practical work(s)
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**
Design/ Diagram/ Drawing/ Photograph/ Sketch	☐	☐	☒	☐	☐	40	4

Component 2							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of Assessment Element (%)**	**Timetabled Contact Hours**
Portfolio of practical work	☒	☒	☐	☒	☐	60	12

Component 3							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of Assessment Element (%)**	**Timetabled Contact Hours**
	☐	☐	☐	☐	☐		
Combined total for all components						100%	16 hours

Change Control

What	**When**	**Who**