University of the West of Scotland
Module Descriptor

Session: 24/25

Title of Module: Music Technology Project

Code: COMP09032	SCQF Level: 9 (Scottish Credit and Qualifications Framework)	Credit Points: 20	ECTS: 10 (European Credit Transfer Scheme)
School:	School of Computing, Engineering and Physical Sciences		
Module Co-ordinator:	Dr. Graeme Truslove		

Summary of Module

The Music Technology Project provides an opportunity for students, working in small groups, to integrate their knowledge and practice of audio production and recording in a studio or live perfomance context. Students will be expected to source an appropriate external band or artist for the project. The final artefacts will be presented online and will include the following:

- Website Featuring:
- Video of promotional material
- Music EP
- Appropriate artist details

Students will also develop their technical & project management skills including preplanning for all aspects and further developing interpersonal skills through working with artists. Through the course of the project groups will attend regular management meetings and must keep adequate personal records.

This module embeds the key "I am UWS" graduate attributes and in particular: Digitally Literate, Problem solver, Autonomous, Effective communicator, Creative, Imaginative, Transformational, Emotionally intelligent, Motivated.

Module Delivery Method

Face-To-Face	Blended	Fully Online	HybridC	HybridO	Work-based Learning
	✓				

Face-To-Face
Term used to describe the traditional classroom environment where the students and the lecturer meet synchronously in the same room for the whole provision.

Blended
A mode of delivery of a module or a programme that involves online and face-to-face delivery of learning, teaching and assessment activities, student support and feedback. A programme may be considered "blended" if it includes a combination of face-to-face, online and blended modules. If an online programme has any compulsory face-to-face and campus elements it must be described as blended with clearly articulated delivery information to manage student expectations

Fully Online
Instruction that is solely delivered by web-based or internet-based technologies. This term is used to describe the previously used terms distance learning and e learning.

HybridC
Online with mandatory face-to-face learning on Campus

HybridO
Online with optional face-to-face learning on Campus

Work-based Learning
Learning activities where the main location for the learning experience is in the workplace.

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)

Paisley:	Ayr:	Dumfries:	Lanarkshire:	London:	Distance/Online Learning:	Other:
✓						

Term(s) for Module Delivery

(Provided viable student numbers permit).

Term 1		Term 2	✓	Term 3	

Learning Outcomes: (maximum of 5 statements)

On successful completion of this module the student will be able to:

L1. Demonstrate applied knowledge of one or more of the following specialisms: sound recording, mixing, video editing and/or web design.

L2. Practise working in an audio-visual production group in ways that show awareness of own and others' roles and responsibilities.

L3. Exercise autonomy and initiative in the creation of a promotional portfolio for a solo artist or ensemble.

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 9. Demonstrate and/or work with: • A broad and integrated knowledge of audio video and multimedia production techniques.
Practice: Applied Knowledge and Understanding	SCQF Level 9. Apply integrated knowledge and practice in audio video and multimedia production techniques to a substantial group project. Demonstrate advanced skills across these areas. Practise video recording in a live context.
Generic Cognitive skills	SCQF Level 9. Plan and manage a substantial multimedia project. Identify and pre-empt potential professional problems and issues which may arise through the course of the project. Undertake critical analysis, evaluation and/or synthesis of ideas, concepts, information and issues in the design of an online portfolio.
Communication, ICT and Numeracy Skills	SCQF Level 9. Use a range of routine skills and some advanced and specialised skills in support of established practices in a support of the project. Use a range of professional level software applications to edit and produce a portfolio of work. Maintain group cohesion and communication. Demonstrate a professional approach to file management.
Autonomy, Accountability and Working with others	SCQF Level 9. Develop autonomy and initiative as a group in production activities at a professional level. Take responsibility for the production and presentation of work of external artists. Manage a range of audio-visual resources. Practise in ways which take account of own and others' roles and responsibilities within a small group. Contribute to the efficient running of project management meetings. Obtain all required permissions for recording and use of materials

Pre-requisites:	Before undertaking this module the student should have undertaken the following:	
	Module Code:	**Module Title:**
	Other:	
Co-requisites	**Module Code:** COMP09091 COMP09008 COMP09061	**Module Title:** Music and Media Industries Audio Visual Integration Professional Studio Practice

* Indicates that module descriptor is not published.

Learning and Teaching	
This module runs as an autonomous group project with regular management meetings with staff.	
Learning Activities During completion of this module, the learning activities undertaken to achieve the module learning outcomes are stated below:	**Student Learning Hours** (Normally totalling 200 hours): (Note: Learning hours include both contact hours and hours spent on other learning activities)

Tutorial/Synchronous Support Activity	18
Asynchronous Class Activity	30
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: Access to recording studios Access to 2 cameras at agreed scheduled times. Video capture and editing software Web Design Software Access to a live sound venue Access to sound reinforcement and recording system
(**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)

Engagement Requirements
In line with the Academic Engagement Procedure, Students are defined as academically engaged if they are regularly engaged with timetabled teaching sessions, course-related learning resources including those in the Library and on the relevant learning platform, and complete assessments and submit these on time. Please refer to the Academic Engagement Procedure at the following link: Academic engagement procedure

Supplemental Information

Programme Board	Computing
Assessment Results (Pass/Fail)	No
Subject Panel	Creative Computing
Moderator	Robert Goldie
External Examiner	N Auricchio
Accreditation Details	This module is accredited by JAMES as part of BSc (Hons) Music Technology.
Version Number	2.10

Assessment: (also refer to Assessment Outcomes Grids below)

Online portfolio containing the following elements:-

Embedded Audio
Embedded Video
Website design
Accompanying documentation
Presentation

(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 Handbook.)

Assessment Outcome Grids (Footnote A.)

Component 1

Assessment Type (Footnote B.)	Learning Outcome (1)	Learning Outcome (2)	Learning Outcome (3)	Weighting (%) of Assessment Element	Timetabled Contact Hours
Portfolio of practical work	✓	✓	✓	100	0
	Combined Total For All Components			100%	0 hours

Footnotes
A. Referred to within Assessment Section above B.
Identified in the Learning Outcome Section above

Note(s):
1. More than one assessment method can be used to assess individual learning outcomes.
2. Schools are responsible for determining student contact hours. Please refer to University Policy on contact hours (extract contained within section 10 of the Module Descriptor guidance note). This will normally be variable across Schools, dependent on Programmes &/or Professional requirements.

Equality and Diversity

This module is designed to provide equal opportunities for all students irrespective of their age, additional support requirements, gender, sexual orientation, race, colour, nationality, ethnicity, religion, beliefs, or sexual orientation. Students may take differing viewpoints with respect to their cultural, religious or family backgrounds. Reasonable adjustments can be made if related issues arise.
UWS Equality and Diversity Policy

(N.B. Every effort will be made by the University to accommodate any equality and diversity issues brought to the attention of the School)