



## Module Descriptor

Title	The Music Technology Project		
Session	2025/26	Status	
Code	COMP09032	SCQF Level	9
Credit Points	20	ECTS (European Credit Transfer Scheme)	10
School	Computing, Engineering and Physical Sciences		
Module Co-ordinator	Dr. Graeme Truslove		
<b>Summary of Module</b>			
<p>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 performance 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:</p> <ul style="list-style-type: none"><li>• Website Featuring:</li><li>• Video of promotional material</li><li>• Music EP</li><li>• Appropriate artist details</li></ul> <p>Students will also develop their technical &amp; 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.</p>			

<b>Module Delivery Method</b>	<b>On-Campus<sup>1</sup></b> <input type="checkbox"/>	<b>Hybrid<sup>2</sup></b> <input checked="" type="checkbox"/>	<b>Online<sup>3</sup></b> <input type="checkbox"/>	<b>Work -Based Learning<sup>4</sup></b> <input type="checkbox"/>
<b>Campuses for</b>	<input type="checkbox"/> Ayr	<input type="checkbox"/> Lanarkshire	<input type="checkbox"/> Online / Distance	

<sup>1</sup> 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.

<sup>2</sup> 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.

<sup>3</sup> 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.

<sup>4</sup> 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

<b>Module Delivery</b>	<input type="checkbox"/> Dumfries		<input type="checkbox"/> London <input checked="" type="checkbox"/> Paisley		Learning <input type="checkbox"/> Other (specify)	
<b>Terms for Module Delivery</b>	Term 1	<input type="checkbox"/>	Term 2	<input type="checkbox"/>	Term 3	<input type="checkbox"/>
<b>Long-thin Delivery over more than one Term</b>	Term 1 – Term 2	<input type="checkbox"/>	Term 2 – Term 3	<input type="checkbox"/>	Term 3 – Term 1	<input type="checkbox"/>

Learning Outcomes	
<b>L1</b>	Demonstrate applied knowledge of one or more of the following specialisms: sound recording, mixing, video editing and/or web design.
<b>L2</b>	Practise working in an audio-visual production group in ways that show awareness of own and others' roles and responsibilities.
<b>L3</b>	Exercise autonomy and initiative in the creation of a promotional portfolio for a solo artist or ensemble.
<b>L4</b>	
<b>L5</b>	

Employability Skills and Personal Development Planning (PDP) Skills	
<b>SCQF Headings</b>	<b>During completion of this module, there will be an opportunity to achieve core skills in:</b>
<b>Knowledge and Understanding (K and U)</b>	<b>SCQF 9</b> Demonstrate and/or work with: <ul style="list-style-type: none"> <li>• A broad and integrated knowledge of audio video and multimedia production techniques.</li> </ul>
<b>Practice: Applied Knowledge and Understanding</b>	<b>SCQF 9</b> 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
<b>Generic Cognitive skills</b>	<b>SCQF 9</b> 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.
<b>Communication, ICT and Numeracy Skills</b>	<b>SCQF 9</b> 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.
<b>Autonomy, Accountability</b>	<b>SCQF 9</b>

<b>and Working with Others</b>	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
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<b>Prerequisites</b>	<b>Module Code</b> COMP09091 COMP09008 COMP09061	<b>Module Title</b> Music and Media Industries Audio Visual Integration Professional Studio Practice
	<b>Other</b>	
<b>Co-requisites</b>	<b>Module Code</b>	<b>Module Title</b>

<b>Learning and Teaching</b>	
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.	
<b>Learning Activities</b> During completion of this module, the learning activities undertaken to achieve the module learning outcomes are stated below:	<b>Student Learning Hours</b> (Note: Learning hours include both contact hours and hours spent on other learning activities)
Lecture / Core Content Delivery	10
Laboratory / Practical Demonstration / Workshop	48
Independent Study	142
Please select	
Please select	
Please select	
<b>TOTAL</b>	200

<b>Indicative Resources</b>
<p><b>The following materials form essential underpinning for the module content and ultimately for the learning outcomes:</b></p> <p>The following materials form essential underpinning for the module content and ultimately for the learning outcomes:</p> <p>Access to recording studios</p> <p>Access to 2 cameras at agreed scheduled times.</p> <p>Video capture and editing software</p>

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)**

### 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

<b>Divisional Programme Board</b>	<b>Computing</b>
<b>Overall Assessment Results</b>	<input type="checkbox"/> Pass / Fail <input checked="" type="checkbox"/> Graded
<b>Module Eligible for Compensation</b>	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> 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.

<b>School Assessment Board</b>	Computing
<b>Moderator</b>	Robert Goldie
<b>External Examiner</b>	N Auricchio
<b>Accreditation Details</b>	This module is accredited by JAMES as part of BSc (Hons) Music Technology.
<b>Module Appears in CPD catalogue</b>	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No
<b>Changes / Version Number</b>	2.09

<b>Assessment (also refer to Assessment Outcomes Grids below)</b>
<b>Assessment 1</b>
Online portfolio containing the following elements:- Embedded Audio Embedded Video Website design Accompanying documentation Presentation
<b>Assessment 2</b>
<b>Assessment 3</b>
(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.)

<b>Component 1</b>							
<b>Assessment Type</b>	<b>LO1</b>	<b>LO2</b>	<b>LO3</b>	<b>LO4</b>	<b>LO5</b>	<b>Weighting of Assessment Element (%)</b>	<b>Timetabled Contact Hours</b>
Portfolio of practical work	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	100	0

<b>Component 2</b>							
<b>Assessment Type</b>	<b>LO1</b>	<b>LO2</b>	<b>LO3</b>	<b>LO4</b>	<b>LO5</b>	<b>Weighting of Assessment Element (%)</b>	<b>Timetabled Contact Hours</b>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		

<b>Component 3</b>							
<b>Assessment Type</b>	<b>LO1</b>	<b>LO2</b>	<b>LO3</b>	<b>LO4</b>	<b>LO5</b>	<b>Weighting of</b>	<b>Timetabled</b>

						<b>Assessment Element (%)</b>	<b>Contact Hours</b>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
<b>Combined total for all components</b>						100%	0 hours

**Change Control**

<b>What</b>	<b>When</b>	<b>Who</b>