

University of the West of Scotland

Module Descriptor

Session: 2023/24

Title of Module: Music Technology Major Project			
Code: COMP09104	SCQF Level: 10 (Scottish Credit and Qualifications Framework)	Credit Points: 40	ECTS: 20 (European Credit Transfer Scheme)
School:	School of Computing, Engineering and Physical Sciences		
Module Co-ordinator:	Colin Grassie		
Summary of Module			
<p>The Music Technology Major Project is a double weighted module which represents a significant part of the Honours year programme. The scope of the project brief is wide and reflects the academic streams within the structure of the Music Technology programme: music production, audio post-production, acoustics and audio systems, electronic music and sound design and audio technology (software applications and electronic devices).</p> <p>Students are encouraged to consider their project choices before the project commences and to try to align their chosen topic with their career aims. This provides students with the ability to develop their abilities in specialised areas of their choice and raises the possibility of them developing business ideas or working with industrial partners or clients.</p> <p>The project marks a transition between a group approach to project work in previous levels to an individual approach. Tutorial support from an individual supervisor is in place to help the student develop autonomy.</p> <p>A schedule for the main milestones of the project is included in the module handbook.</p> <ul style="list-style-type: none"> • The aim of this module is to provide students with an opportunity for personal development towards independent working in a specialised aspect of Music Technology • This module embeds the key "I am UWS" graduate attributes and in particular: Universal (inquiring, ethically and research minded), Work Ready (effective communicator, ambitious) and Successful (autonomous, driven) 			

Module Delivery Method					
Face-To-Face	Blended	Fully Online	Hybrid C	Hybrid 0	Work-Based Learning

<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hybrid O					
Online with optional face-to-face learning on Campus					

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 checked="" 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	Critically review and consolidate knowledge, skills, practices and thinking in a defined Music Technology topic
L2	Demonstrate a critical understanding of the principal theories, concepts and principles that are at the forefront of the subject for a defined Music Technology topic.
L3	Apply a range of skills, techniques and practices that are specialised, advanced and at the forefront of the subject for a defined Music Technology topic.
L4	Present or convey, formally and informally, information about specialised topics to informed audiences.
L5	Exercise autonomy and initiative in professional/equivalent activities through the delivery of practical and written project outcomes.
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)	<p>SCQF Level 10</p> <p>Demonstrate and/or work with:</p> <p>Detailed knowledge and understanding in the specialist areas identified within a personal project specification.</p> <p>Knowledge and understanding of project area gained from independent research.</p>
Practice: Applied Knowledge and Understanding	<p>SCQF Level 10</p> <p>Develop advanced specialised skills and practices applicable to the personal project specification.</p> <p>Execute a defined project of research or investigation into areas relevant to an individual project specification and demonstrate the relevance of findings to the project outcomes. Practice in a range of professional level contexts which include a degree or unpredictability and/or specialism.</p>
Generic Cognitive skills	<p>SCQF Level 10</p> <p>Critically identify, define, conceptualise, and analyse complex/professional level problems and issues in the development of a project specification and plan.</p> <p>Offer professional level insights, interpretations and solutions to problems and issues.</p> <p>Critically review and consolidate knowledge, skills and practices and thinking in the project area within a formal report.</p> <p>Demonstrate some originality and creativity in dealing with professional level issues Make judgements on the authority and relevance of information used in the project review.</p>
Communication, ICT and Numeracy Skills	<p>SCQF Level 10</p> <p>Make formal presentations about specialised topics to informed audiences.</p> <p>Communicate with professional level peers, senior colleagues and specialists in an exhibition context.</p> <p>Use Gantt charts as an aid to project management.</p>
Autonomy, Accountability and Working with others	<p>SCQF Level 10</p> <p>Exercise autonomy and initiative in day-to-day project activities.</p>

	<p>Students undertaking audio or video project elements will take significant responsibility for the performance work of others and for a range of resources.</p> <p>Project students may need to organise a supporting team of musicians or actors and in this practice in ways which show a clear awareness of own and others' roles and responsibilities.</p> <p>Work effectively under guidance in a peer relationship with lecturing staff.</p> <p>Deal with ethical and professional issues which may arise in individual projects in accordance with current professional and/or ethical codes or practices seeking guidance where appropriate.</p>	
Pre-requisites:	Before undertaking this module, the student should have undertaken the following:	
	Module Code: COMP09032	Module Title: Music Technology Project
	Other:	
Co-requisites	Module Code:	Module Title:

*Indicates that module descriptor is not published.

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 (Normally totalling 200 hours): (Note: Learning hours include both contact hours and hours spent on other learning activities)
Lecture/Core Content Delivery	24
Tutorial/Synchronous Support Activity	48
Independent Study	328
Choose an item.	
Choose an item.	

Choose an item.	
Choose an item.	
Choose an item.	
Choose an item.	
	400 Hours Total
**Indicative Resources: (eg. Core text, journals, internet access)	
<p>The following materials form essential underpinning for the module content and ultimately for the learning outcomes:</p> <p>Greetham, B., 2021. How to Write Your Literature Review. 1st ed. London: Macmillan Education Limited.</p> <p>Greetham, B., 2019. How to write your undergraduate dissertation. 3rd ed. London: Macmillan Education Limited.</p> <p>Access to a range of audio and video software in computer labs.</p> <p>Please ensure the list is kept short and current. Essential resources should be included, broader resources should be kept for module handbooks / Aula VLE.</p> <p>Resources should be listed in Right Harvard referencing style or agreed professional body deviation and in alphabetical order.</p>	
<p>(*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)</p>	
Attendance and Engagement Requirements	
<p>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.</p> <p>For the purposes of this module, academic engagement equates to the following:</p> <p>Students must complete the assessment milestones laid out in the handbook in respect of the submission of CW 1 and CW 2. Students must attend formal lectures, tutorials and supervisor led sessions.</p>	

Equality and Diversity
<p>The University's Equality, Diversity and Human Rights Procedure can be accessed at the following link: UWS Equality, Diversity and Human Rights Code.</p> <p>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..</p>
(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	Dr Derek Turner
External Examiner	N. Auricchio
Accreditation Details	This module forms part of the BSc (Hons) Music Technology, which is accredited by JAMES.
Changes/Version Number	2.11

Assessment: (also refer to Assessment Outcomes Grids below)
Assessment 1: (Category 40%): Practical Portfolio (Project Deliverables)
Assessment 2: (Category 60%): Written, Presentation and Exhibition
<p>(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.</p> <p>(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.)</p>

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
Portfolio of practical work			✓		✓	40	0

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
Dissertation/ Project report/ Thesis	✓		✓	✓	✓	20	12
Review/ Article/ Critique/ Paper	✓	✓		✓		20	12
Demonstrations/ Poster presentations/ Exhibitions				✓		10	0
Presentation				✓	✓	10	0

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

Change Control:

What	When	Who
Further guidance on aggregate regulation and application when completing template	16/01/2020	H McLean
Updated contact hours	14/09/21	H McLean

Updated Student Attendance and Engagement Procedure	19/10/2023	C Winter
Updated UWS Equality, Diversity and Human Rights Code	19/10/2023	C Winter
Guidance Note 23-24 provided	12/12/23	D Taylor
General housekeeping to text across sections.	12/12/23	D Taylor

Version Number: MD Template 1 (2023-24)