

Module Code:	CMT305
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Module Title:	Project
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Level:	6	Credit Value:	40
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Cost Centre(s):	GACT	<u>JACS3</u> code:	J930
		<u>HECoS</u> code:	100222

Faculty	Arts, Science and Technology	Module Leader:	Mike Wright
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Scheduled learning and teaching hours	12 hrs
Guided independent study	388 hrs
Placement	0 hrs
Module duration (total hours)	400 hrs

Programme(s) in which to be offered (not including exit awards)	Core	Option
BSc (Hons) Music Technology	<input type="checkbox"/>	✓
BSc (Hons) Sound Technology	<input type="checkbox"/>	✓
BSc (Hons) Television Production and Technology	<input type="checkbox"/>	✓
BSc (Hons) Professional Sound & Video	<input type="checkbox"/>	✓
BA (Hons) Radio Production	<input type="checkbox"/>	✓
BSc (Hons) Live Sound	<input type="checkbox"/>	✓
BA (Hons) Sound Design	<input type="checkbox"/>	✓

Pre-requisites
None

Office use only

Initial approval: August 16

Version no:1

With effect from: 01/09/2019

Date and details of revision: Reapproved by AB 13/03/18 as part of reval for
BA (Hons) Sound Design and BSc (Hons) Live Sound

Version no:2

Module Aims

1. The project brings together all of the student's subjects of study, requiring knowledge, and skills from all previous modules, together with personal common skills- investigation, planning, self-management, evaluation, presentation and report writing – expected of someone working in creative media technology. In particular, originality should be demonstrated.
2. To provide students with the opportunity to practise the problem solving activities of a creative engineer, and to explore original ideas.
3. To exercise the student in applying and extending the methods, skills, information, knowledge and understanding obtained during the various parts of the degree in the development and evaluation of a major piece of work.

Intended Learning Outcomes

Key skills for employability

KS1	Written, oral and media communication skills
KS2	Leadership, team working and networking skills
KS3	Opportunity, creativity and problem solving skills
KS4	Information technology skills and digital literacy
KS5	Information management skills
KS6	Research skills
KS7	Intercultural and sustainability skills
KS8	Career management skills
KS9	Learning to learn (managing personal and professional development, self-management)
KS10	Numeracy

At the end of this module, students will be able to

Key Skills

At the end of this module, students will be able to		Key Skills	
1	Apply appropriate theoretical and practical methods to analysis of a creative media technology problem, and the development of an original solution to that problem.	KS10	KS8
2	Implement the appropriate stages of a project, including, as required, specification, task analysis, search of current information sources, consideration of options and plan costs. Develop and design a solution or method for testing a hypothesis.	KS6	KS4
		KS3	
3	Communicate key ideas and concepts in written and oral form	KS1	KS9
		KS3	

Transferable skills and other attributes

Design and build physical artefact

Derogations

None

Assessment:

Indicative Assessment Tasks:

1. Assessment one: Presentation; to define project to date and research method to be applied.
2. Assessment two: Physical Artefact; evaluation of the final practical product
3. Assessment three: Project Report; The students prepare an individual report, which evaluates and concludes on the development of the physical artefact. Content is described in detail in the module handbook.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)	Duration or Word count (or equivalent if appropriate)
1	3	Presentation	20%	500
2	1/2	Project	50%	Mixed Media
3	1/2	Report	30%	3000

Learning and Teaching Strategies:

- The module will be delivered under the supervision of tutors, but with considerable emphasis on self-directed research.
- Formal fortnightly meetings to be held with the supervisor, feedback to be agreed by both parties.
- Project proposal to be developed with supervisor

Syllabus outline:

- Negotiation with the supervisor the specification of a creative media technological investigation, design the method to evaluate a solution.
- Analyse a task requiring a considered investigation or design solution.
- Draw a plan giving deadlines and key points for the project
- Define the evaluation of information from various sources.
- Design an original solution, including material choice, cost.
- Develop a hypothesis to be tested.
- Design suitable tests and data collection methods.
- Communicate results in a formal report, and an oral presentation of design method.

Indicative Bibliography:
Essential reading
Cotrell, S. (2014). Dissertation and Project reports. Sage Publication Thomas, G. (2013). How to do your Research Project. Sage Publication
Other indicative reading
O'Leary, Z (2013). The Essential Guide to doing Your Research Project. Sage Publication