

MODULE SPECIFICATION PROFORMA

Module Title:	Project	Level:	6	Credit Value:	40
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Module code:	CMT305	Is this a new module?	No	Code of module being replaced:	N/A
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Cost Centre:	GACT	JACS3 code:	J930
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Trimester(s) in which to be offered:	1, 2	With effect from:	September 16
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School:	Creative Arts	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	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		✓
BA (Hons) Radio Production		✓

Pre-requisites
None

Office use only

Initial approval August 16

APSC approval of modification *Enter date of approval*

Have any derogations received SQC approval?

Version 1

Yes No ✓

Module Aims

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.

To provide students with the opportunity to practise the problem solving activities of a creative engineer, and to explore original ideas.

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

		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/key skills and other attributes

Design and build physical artefact

Derogations

None

Assessment:

Assessment one: Presentation; to define project to date and research method to be applied.

Assessment two: Physical Artefact; evaluation of the final practical product

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 (if exam)	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.

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