

MODULE SPECIFICATION PROFORMA

Module Title:	Club Culture	Level:	5	Credit Value:	20
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Module code:	CMT521	Is this a new module?	No	Code of module being replaced:	
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Cost Centre:	GACT	JACS3 code:	W375
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Trimester(s) in which to be offered:	1	With effect from:	April 17
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School:	Creative Arts	Module Leader:	Graeme Park
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Scheduled learning and teaching hours	48 hrs
Guided independent study	152 hrs
Placement	0 hrs
Module duration (total hours)	200 hrs

Programme(s) in which to be offered	Core	Option
BSc (Hons) Music Technology	<input checked="" type="checkbox"/>	<input type="checkbox"/>
BSc (Hons) Sound Technology	<input type="checkbox"/>	<input checked="" type="checkbox"/>

Pre-requisites
None

Office use only

Initial approval August 16

APSC approval of modification September 18

Have any derogations received SQC approval?

Version 3

N/A

Module Aims

To determine and critically evaluate the current and emerging models of club culture and their historical and ongoing influence on the mainstream music industry and modern music production. To analyse success and failure within the industry.

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	Critically evaluate the historical, current and emerging models of club culture.	KS6	KS5
		KS1	KS4
		KS9	KS7
2	Analyse success and failure within the industry.	KS6	KS5
		KS1	KS4
		KS9	KS7
3	Evaluate and analyse the historical and ongoing influence of dance and club culture on modern music production.	KS6	KS5
		KS1	KS4
		KS9	KS7
4	Analyse the business and financial elements of club culture	KS6	KS5
		KS1	KS4
		KS9	KS7

Derogations

None

Assessment:

Assessment 1: to undertake a case study that reflects on the historical context of club culture and the potential of the genre in the future.

Assessment 2: to remix a given multitrack recording session into a negotiated format club mix or extended mix etc. including techniques detailed in the previously submitted case study. Final mix to be submitted as a stereo master.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)	Duration (if exam)	Word count (or equivalent if appropriate)
1	1,2	Case Study	50%		1500 word case study plus 10 minute presentation
2	3,4	Coursework	50%		Audio files, mastered product & accompanying documentation

Learning and Teaching Strategies:

A series of lectures looking at the history of club culture and its influence on the mainstream music industry and popular music production. External industry professionals will deliver guest lectures.

Syllabus outline:

An introduction to the historical and ongoing influence of club culture. This will involve looking at DJs, producers, artists, nightclubs, record labels, youth culture and other relevant areas of the genre. The module will emphasise the importance of all elements of club culture including creative, technical, financial and business based.

Bibliography:

Essential reading

Colin, M. (2009) *Altered State: The Story Of Ecstasy Culture & Acid House*. Serpent's Tail.
Garett, S. *Adventures In Wonderland: A Decade Of Club Culture*. Headline.
Hook, P. (2010) *Hacienda: How Not To Run A Nightclub*. Simon & Schuster UK.
Poschardt, U. (1998) *DJ Culture*. Quartet books.

Other indicative reading

Attias, B. Gavanas, A. Rietveld, H.(2013) *DJ Culture in the mix: Power, Technology, and Social Change in Electronic Dance Music*. Bloomsbury Academic.