

## Module specification

When printed this becomes an uncontrolled document. Please access the **Module Directory** for the most up to date version by clicking on the following link: [Module directory](#)

Module code	CMT612
Module title	Project
Level	6
Credit value	40
Faculty	FAST
Module Leader	M.Wright
HECoS Code	100440
Cost Code	GACT

### Programmes in which module to be offered

Programme title	Is the module core or option for this programme
BSc(Hons) Music and Sound Technology BSc(Hons) Television and Production Technology. BSc(Hons) Professional Sound And Video. BA (Hons) Media Production.	Option

### Pre-requisites

None

### Breakdown of module hours

Type of Module hours	Amount
Learning and teaching hours	12 hrs
Placement tutor support	0 hrs
Supervised learning e.g. practical classes, workshops	0 hrs
Project supervision (level 6 projects and dissertation modules only)	6 hrs
<b>Total active learning and teaching hours</b>	18 hrs
Placement / work based learning	0 hrs
Guided independent study	382 hrs
<b>Module duration (total hours)</b>	400 hrs

For office use only	
Initial approval date	08/09/2021
With effect from date	20/09/2021
Date and details of revision	

<b>For office use only</b>	
Version number	1

## 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.

## Module Learning Outcomes - at the end of this module, students will be able to:

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.
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.
3	Communicate key ideas and concepts in written and oral form to Design and build a physical artefact

## Assessment

Indicative Assessment Tasks:

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. (word count 2,400)

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)
1	3	Presentation	20
2	2	Dissertation/Project	50
3	1	Written Assignment	30

## **Derogations**

---

None

## **Learning and Teaching Strategies**

---

The Active Learning framework (ALF) embraces accessible, engaging and flexible approaches to learning, teaching and assessment in order that students are afforded the very best opportunities to engage actively with their learning.

- Flexible, innovative, relevant and accessible assessment and feedback practices that optimise student engagement and achievement within a healthy learning environment;
- An approach to research informed-teaching that champions active and engaged inquiry and curiosity through useful, active, applied research and scholarship.

Ref Glyndŵr Staff handbook 2021

The module will be delivered to engage with ALF. The ALF model will be used to deliver asynchronous and synchronous lectures and content. The module will be delivered using an appropriate range of teaching and learning strategies.

The module will be delivered under the supervision of academic tutors, but with considerable emphasis on self-directed research.

Formal fortnightly meetings to be held with the academic supervisor, feedback to be agreed by both parties.

Project proposal to be developed with supervisor

## **Indicative 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:**

---

Please note the essential reads and other indicative reading are subject to annual review and update.

### **Essential Reads**

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

## **Employability skills – the Glyndŵr Graduate**

---

Each module and programme is designed to cover core Glyndŵr Graduate Attributes with the aim that each Graduate will leave Glyndŵr having achieved key employability skills as part of their study. The following attributes will be covered within this module either through the content or as part of the assessment. The programme is designed to cover all attributes and each module may cover different areas. [Click here to read more about the Glyndwr Graduate attributes](#)

### **Core Attributes**

Engaged  
Enterprising  
Creative  
Ethical

### **Key Attitudes**

Commitment  
Curiosity  
Resilience  
Confidence  
Adaptability

### **Practical Skillsets**

Digital Fluency  
Organisation  
Critical Thinking  
Emotional Intelligence  
Communication