

Prifysgol Wreccsam Wrexham University

Module specification

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Module Code	CMT620
Module Title	Practical Project
Level	6
Credit value	60
Faculty	FACE
HECoS Code	100443
Cost Code	GACT
Pre-requisite module	NA

Programmes in which module to be offered

Programme title	Core/Optional/Standalone
BA (Hons) Music and Sound Production	Core
BA (Hons) Filmmaking	Core

Breakdown of module hours

Learning and teaching hours	12hrs
Placement tutor support hours	0 hrs
Supervised learning hours e.g. practical classes, workshops	40hrs
Project supervision hours	20hrs
Active learning and teaching hours total	72hrs
Placement hours	0 hrs
Guided independent study hours	528hrs
Module duration (Total hours)	600 hrs

Module aims

In this major module, students undertake an in-depth research major creative project, demonstrating advanced critical thinking, technical expertise, and creative practice. Emphasis is placed on independent work, allowing students to synthesise their skills and knowledge to produce a high-quality output reflecting their personal vision and academic rigor.

Module Learning Outcomes

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



1	Develop an independent, self-directed creative project informed by research and critical analysis.
2	Synthesise prior knowledge and skills to design a conceptually and technically cohesive final project.
3	Apply technical expertise and innovative approaches to produce a professional-standard creative work in their chosen medium (e.g., film, music, multimedia).
4	Present their work professionally, articulating creative decisions, process, and methodology.

Assessment: 60-Credit Major Final Project – negotiated with the main tutor(s).

There will be regular formative 4-5 week short presentations of work-in-progress by students to their peer group.

1. **Creative Research Presentation** – A structured pitch outlining the chosen medium, inspirations, methodology, aesthetic, and practical considerations.
2. **Creative Project** – A negotiated final work (e.g., short film, album, experimental media piece) demonstrating technical expertise and creative vision
3. **Project Diary** – A reflective journal documenting key development phases, technical challenges, and critical evaluations of the final output.

The length of the creative project should be flexible, allowing students to demonstrate their skills appropriately within their medium. The below examples focus on Music and Film:

- Film-Based Projects – Typically 10–15 minutes, depending on complexity (narrative structure, production scale, etc.). A shorter, highly polished experimental work could be viable if justified in the pitch, likewise a sequence of shorter works.
- Music-Based Projects – Could range from a fully produced EP (15–20 minutes total runtime) or a suite of compositions, depending on the student's focus (composition, production, performance). An equivalent project might include three to five recorded tracks or a multimedia sound piece.
- Hybrid / Cross-Media Projects – If combining film and music, students could present a shorter visual piece with an original soundtrack, such as a music video, audiovisual installation, or sound design for a film scene.

The key is ensuring the project length supports depth and quality rather than just duration.

Assessment number	Learning Outcomes to be met	Type of assessment	Duration/Word Count	Weighting (%)	Alternative assessment, if applicable
1	1, 2	Presentation	10-15 mins	15%	N/A
2	3	Portfolio	10-15 mins (typical)	75%	N/A

3	4	Coursework	1000 words	10%	N/A
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Derogations

None.

Learning and Teaching Strategies

Instruction and learning are delivered through various methods, including lectures, workshops, seminars, small group tutorials, Q&A sessions and online delivery via ALF. This would include blended learning with accessible online content, prioritising flexibility and inclusivity.

Many classes are exercise-based, promoting active student engagement in their learning process. One-on-one consultations with personal tutors and the presence of regular presentations throughout the course encourages students to engage in reflective learning.

Welsh Elements

In collaboration with the Welsh Language Team at Wrexham University, it is planned that key terms in the degree programme and certain topic areas will be available in Welsh – whether through workshop sessions, or audio and video material, with potential expansion of such capacity.

Indicative Syllabus Outline

- Overview of research methodologies and creative development strategies.
- Techniques for planning and executing large-scale, self-directed projects.
- In-depth exploration of narrative, technical, or theoretical frameworks relevant to individual projects.
- Guidance on creating a digital or physical research/creative portfolio.
- Refinement of professional presentation and communication skills.
- Strategies for reflective analysis and critical evaluation of work.
- Preparation for industry-standard deliverables and academic outputs.

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.

Supplementary Texts

Biggs, M. and Karlsson, H. (eds), 2010, *The Routledge Companion to Research in the Arts*. London: Routledge.

Thomas, G. (2013), *How to do your Research Project*. Sage Publication

Administrative Information

For office use only	
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