

PROGRAMME SPECIFICATION

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Award titles Programme

Title(s)

This is the intended award title and what will be printed on the award certificate.

BSc (Anrh) Technoleg Cerddoriaeth a Sain
BSc (Hons) Music and Sound Technology

BSc (Anrh) Cynhyrchu Teledu a Thechnoleg
BSc (Hons) Television Production and Technology

BSc (Anrh) Sain a Fideo Proffesiynol
BSc (Hons) Professional Sound and Video

BA (Hons) Media Production
BA (Anrh) Sain a Fideo Proffesiynol

Internal Programme Title(s) (if different to the title on the certificate)

Programme to be included in Graduation Ceremonies

Yes

Delivery period

5 years from September 2021

Intake points

Once a year in Sept

Regulatory details

Regulatory details
Awarding body
Glyndŵr University
Programme delivered by
Glyndŵr University
Location of delivery
Plas Coch Campus
Faculty/Department
FAST- Creative Media Technology

Exit awards available

BSc (Ord) Music and Sound Technology BSc (Ord) Television Production and Technology BSc (Ord) Professional Sound and Video BA (Ord) Media Production
Diploma of Higher Education Music and Sound Technology Diploma of Higher Education Television Production and Technology Diploma of Higher Education Professional Sound and Video Diploma of Higher Education Media Production
Certificate of Higher Education Media Production
Professional, Statutory or Regulatory Body (PSRB) accreditation
Not Applicable
Please add details of any conditions that may affect accreditation (e.g. is it dependent on choices made by a student?) e.g. completion of placement.
Not Applicable
HECoS codes
BSc (Hons) Music and Sound Technology 100222,100223, 100440 BSc (Hons) Television and Production Technology 100400, 100441 BSc (Hons) Professional Sound and Video 100400, 100441 BA (Hons) Media Production 100440, 100444
UCAS code
BSc (Hons) Music and Sound Technology. HWP3 BSc (Hons) Television Production and Technology. HW66 BSc (Hons) Professional Sound and Video. G3B4 BA (Hons) Media Production. MP21
Relevant QAA subject benchmark statement/s
<i>Communication, Media, Film and Cultural studies 2019</i> https://www.qaa.ac.uk/docs/qaa/subject-benchmark-statements/subject-benchmarkstatement-communication-media-film-and-cultural-studies.pdf?sfvrsn=28e2cb81_4
Mode of study
Full Time
Normal length of study for each mode of study
Full time Level 3-6 Four Years. Full time Level 4-6 Three Years.
Language of study
English
Transitional arrangements for re-validated provision if applicable
BSc(Hons) Music Technology. Progression from Lv4-5 original route to be taught-out BSc(Hons) Sound Technology. Progression from Lv4-5 original route to be taught-out BSc(Hons) Television Production and Technology. Progression from Lv4-5 original route to be taught-out BSc(Hons) Professional Sound and Video. Progression from Lv4-5 original route to be taught-out
The following University Award Regulations apply to this programme
General Regulations and Definitions Regulations for Bachelor Degrees, Diplomas, Certificates and Foundation Degrees Language Admissions Policy

OFFICE USE ONLY	
Date of validation event:	<i>Enter the date of the validation event</i>
Date of approval by Academic Board:	08 September 2021
Approved Validation Period:	<i>5 years from Sept 2021</i>
Transitional arrangements approved (if revalidation)	<i>Current L5 and L6 students of the following titles are to be taught-out on the old programmes BSc(Hons) Music Technology. BSc(Hons) Sound Technology. BSc(Hons) Television Production and Technology. BSc(Hons) Professional Sound and Video.</i>
Date and type of revision:	<i>27/09/2023 Approval of an AM2 proposal to replace CMT439 Study Skills with CMT440 Introduction to Podcasting</i>

1 Criteria for admission to the programme

Standard entry criteria

Entry requirements are in accordance with the University's admissions policy, please click on the following link for more information. [Admissions policies](#)

The University's entry requirements are set out on our Admissions webpages

Qualification	Entry requirements
Foundation Year	48 Tariff points and /or relevant experience
3 year Bachelor's degree	112 Tariff points

These figures are intended as a general guide. Each application is considered individually.

International entry qualifications are outlined on the [National Academic Recognition and Information Centre \(NARIC\)](#) as equivalent to the relevant UK entry qualification.

In addition to the academic entry requirements, all applicants whose first language is not English or Welsh must demonstrate English language proficiency.

European students are able to provide this evidence in a number of ways (please see <http://www.glyndwr.ac.uk/en/Europeanstudents/entryrequirements/> for details), including IELTS.

International students are required to provide an English Language Certificate which meets the requirements of the University (please see <http://www.glyndwr.ac.uk/en/Internationalstudents/EntryandEnglishLanguageRequirements/> for details).

Non Standard entry criteria

These programmes will also be offered as four year degrees, an introductory foundation year plus the relevant three year degree programme. The foundation year will be offered where an applicant does not meet the entry requirements for the three year honours degree or where

the department / applicants feel they would benefit from an additional year to gain some additional experience before progression to the full three year degree.

Upon successful completion of the foundation year the student will automatically progress to the named degree programme. The principal criteria for entry will be based on the academic judgement of the admissions tutor and members of the programme team in the relevant subject area.

All applicants however must be able to demonstrate a minimum level of competence in English/Welsh Language and in Mathematics/Science, with a pass at Grade D or above in GCSE or an equivalent qualification.

Therefore, this route is aimed at:

□ Those who do not meet the entry requirements for a three year degree.

□ Those who have been out of education for a while and feel they would benefit from the extra year of preparation.

□ Those looking to undertake a degree in an entirely new subject area and do not have the subject specific experience necessary to go straight to a degree.

2 Record of Prior (Experiential) learning

Applicants may enter the programme at various levels with Recognition of Prior Learning (RPL) or Recognition of Prior Experiential learning (RPEL) in accordance with the University General Regulations. Any programme specific restrictions are outlined below.

There are no specific restrictions to entry. Each application will be reviewed upon its own merit.

3 DBS Requirements

Not applicable

4 Suitability for Practice Procedure

Not applicable

5 Aims of the programme

Music and Sound Technology; Professional Sound & Video; Television and Production Technology; Media Production.

To produce graduate students with the knowledge, tools and competencies to enable a successful career within the broad and creative area of the Music; Sound; TV and Media industries.

To enable the student to exploit and engage their understanding of new and emergent music, sound, TV, and media forms and their relation both to their industrial application, social context and to earlier forms. Provide a depth of critical understanding of key production processes and professional practices learning and ways of conceptualisation, creativity and authorship, associated with a learning environment that enables professional media products to be developed.

Enable the students to produce work showing capability in operational aspects of media production; music technology; sound technology; TV production technologies, systems, techniques and professional Practices.

Provide a depth of critical understanding of key production processes and professional practices relevant to television, media, cultural and communication industries, and ways of conceptualising creativity and authorship.

Enable the students to produce work showing capability in operational aspects of AV technology, production technologies, systems, techniques and professional practices.

To engage the students with the methodologies of how, in the media creative industries, individuals or collaborative project-oriented teams are organised, enabling the students to have a competitive standing in the employment market.

6 Distinctive features of the programmes

The suite of degrees are members of a closely interacting related suite of programmes within the subject area of Creative Media Technology.

The degrees share key modules. Level 4 shares the same modules as all Creative Technology degree routes, and students exiting programmes at the end of Level 4 with successful completion of 120 credits would receive a Cert HE Media Production.

As well as the studio spaces, the course makes full use of the facilities in the Centre for the Creative Industries. Many students enhance the learning opportunities offered by the course through our relationships with local music venues. A large proportion of local venues and companies are now staffed by graduates from our courses, giving easy access to students who are looking for a first step on their career ladder. The University is also a major partner for the Focus Wales music festival, which is hosted annually in the Wrexham area.

The event is a multi-venue festival taking place each spring, which places the music industry spotlight firmly on the emerging talent that Wales has to offer the world. It attracts 200+ bands across 20 stages for the 3-day duration of the festival. This offers valuable opportunities for work experience in live sound and large-scale event production for our students.

One of the key challenges facing graduates who are progressing into the industry is that jobs are limited without the support of experience in your chosen path. At Glyndŵr, we have addressed this problem by creating professional facilities that operate with and for the industry. Every student is offered the opportunity of working on professional sessions that will enhance their CV, ultimately making them more employable.

The Department prides itself on nurturing a vibrant community for the personal development of each and every student. The creative industries are an exciting prospect in terms of a career, but the roles within the industry require commitment and self-initiative in order to achieve success. This course and its content have been developed for the past 18 years to meet and surpass the expectations and needs of the industry in these areas, offering motivated graduates the tool kit and CV that they need for success.

We passionately believe that it is no longer enough to know how to operate equipment or instruments. The creative industries now require practitioners who can comfortably use and operate equipment but achieve this through an understanding of the detailed technical strengths and limitations of the systems that they employ. This technical understanding also

has the added benefit of creating independent thinkers who can develop their own expertise as and when the needs of the industry change.

To enable the above, practical use of the University's 24/7 open access recording studio and media production studios are core to the CMT based courses. This allows students to complete a range of projects, leading to professional productions, and to also to develop their skills in the area of music/audio processing and media production.

We encourage and expect students to use these facilities far beyond the needs of assessment and coursework.

Many of our graduates who have been successful in their chosen careers have cited the accessibility of the facilities for personal projects as a key factor in the development of their professional networks, especially before graduation.

The Music and Sound Technology degree is designed for students who may be from a performance background and are seeking to develop their skill set with the acquisition of a high level of technical appreciation as a means to increase their career and professional potential. The course is based on exploring current and emerging technologies relating to audio production, and how these can be used to create music and sound for many applications.

For students who are not necessarily musicians or performers and prefer the challenges of using technology to enable performance we offer the Sound route through the module choice. This differs from the Music theme route at Levels 5 and 6 and generally appeals to people who are predominantly technical by nature and have an interest in electronics and science. Typical expected career routes involve studio/theatre work but also working in live sound.

To achieve this, we have a range of high-quality studios and performance spaces that act as catalysts for the creative application of technology. This enables the student to nurture and develop their current and future skills. As this is a science course, the curriculum goes into detail of how systems work and the development of hardware and software that can be used to support the creation of music or form the inspiration for new technology.

This is an approach that has been proven to produce the future practitioners that are required for the expanding creative industries workforce. The reason for this is quite obvious. Technology is now established as one of the main drivers of new trends and ultimately new roles and career paths in the music and audio sector. We passionately believe that it is no longer enough to know how to operate equipment or instruments. The creative industries now require practitioners who can comfortably use and operate equipment but achieve this through an understanding of the detailed technical strengths and limitations of the systems that they employ.

This technical understanding also has the added benefit of creating independent thinkers who can develop their own expertise as and when the needs of the industry change. To enable the above, practical use of the University's 24/7 open access recording studio is at the heart of the course. This allows students to complete a range of projects, leading to professional productions, and to also to develop their skills in the area of music processing.

We encourage and expect students to use this facility far beyond the needs of assessment and coursework. Many of our graduates who have been successful in their chosen careers have cited the accessibility of the facilities for personal projects as a key factor in the development of their professional networks, especially before graduation.

Personal projects over the years have covered a wide array of genres and styles, everything from rock, pop and hip hop to more traditional areas such as world, jazz and classical. Enabling the students to produce work showing capability in operational aspects of music technology, production technologies, systems, techniques and professional practices.

To engage the students with the methodologies of how, in creative industries, individuals or collaborative project-oriented teams are organised, enabling the student to have a competitive standing in the employment market.

To provide a stimulating and supportive teaching and learning environment within which students are able to fulfil their own creative potential as highly employable practitioners in the field of Music Production.

The Professional Sound & Video course is designed for students who may be from a performance background and are seeking to develop their skill set with the acquisition of a high level of technical appreciation as a means to increase their career and professional potential.

The course is based on exploring current and emerging technologies relating to sound and video production, and how these can be used to create media for many applications.

To achieve this, we have a range of high quality studios and performance spaces that act as catalysts for the creative application of technology. This enables the student to nurture and develop their current and future skills. As this is a science course, the curriculum goes into detail of how systems work and the development of hardware and software that can be used to support the creation of media or form the inspiration for new technology.

This is an approach that has been proven to produce the future practitioners that are required for the expanding creative industries workforce. The reason for this is quite obvious. technology is now established as one of the main drivers of new trends and ultimately new roles and career paths in the creative media sector.

The Television and Production Technology course focusses on exploring current and emerging technologies applicable to still and moving image production. Students will develop a theoretical and practical understanding across a range of skills in pre-production, production and post-production.

The course centres on use of Glyndŵr's Television Studio where students explore single and multi-camera filmmaking in addition to lighting and acquisition for visual effects work. Students will encounter studio and gallery control room based working environments along with post production and finishing suites for the production of media. In addition to lectures and workshops, students are encouraged to explore this vital facility for their own projects to enhance and support learning and development.

In addition to the Television Studio, the course is built around the practical use of the university's Centre for the Creative Industries and its wide range of facilities, including Mac and PC based computer suites.

The IT facilities form a core part of course delivery, introducing a range of Non Linear Editing software such as Final Cut, Premiere and AVID as well as colour correction, compositing and 3D packages. These IT facilities are also open access and are available to students in order to develop their skills.

The course structure has been developed with ongoing input from the BBC in order to best reflect the needs of industry and employers. The course is designed to teach and develop skills across disciplines and covers a broad range of technologies that will assist in the development of your own portfolio of productions –vital to showcase your skills for future employers.

- The Centre for the Creative Industries supports work across a range of creative disciplines using the latest in television production technology. Facilities include
- Glyndŵr's Television Studio, which features 4K and High Definition cameras and equipment and multi camera control room.
- Post production facilities both Mac and PC based with grading and finishing suite
- Students lead Glyndŵr.tv live sessions, streamed live and featuring a mixture of high profile as well as local bands and performers.

The Media Production

The course is based on exploring current and emerging technologies relating to media production, and how these skills can be used to create broadcast media for many applications. To achieve this, we have a range of high-quality studios and performance spaces that act as catalysts for the creative application of technology or media production.

This enables the student to nurture and develop their current and future skills. As this is a media production-based course, the curriculum goes into detail of how systems work and the use of hardware and software that can be used to support the creation of media or form the inspiration for new broadcast media.

This is an approach that has been proven to produce the future practitioners that are required for the expanding media creative industries workforce. The reason for this is quite obvious. Media production and technology is now established as one of the main drivers of new trends and ultimately new roles and career paths in the creative media sector. We passionately believe that it is no longer enough to know how to operate in an isolated singular area, the creative industries now require practitioners who can comfortably use and implement a suitable range of creative skills and also display and achieve this through an understanding of the detailed technical strengths and limitations of the processes that they employ. This understanding also has the added benefit of creating independent thinkers who can develop their own expertise as and when the needs of the industry change.

Personal projects over the years have covered a wide array of genres and styles, working for major production companies such as the BBC S4C in areas of media-TV-Radio-Music everything from rock, pop and hip hop to more media production areas.

7 Credit Accumulation and exit awards

Exit Awards

Successful completion of 120 credits at Level 4 or above entitles the student to the exit award of Certificate of Higher Education in Media Production.

Successful completion of 240 credits at Level 4 and 5 or above entitles the student to a Diploma of Higher Education in the named Honours route

Successful completion of 300 credits at Level 4-5-6 entitles the student to a Bachelor's Ordinary degree in the named route.

8 Programme Structure Diagram, including delivery schedule

Level 4 Common to all routes

Mod Code	CMT435	Mod title	Introduction to Audio Skills	Credit value	20	Core	Semester 1
Mod Code	CMT436	Mod title	Introduction to Screen Skills	Credit value	20	Core	Semester 1
Mod Code	CMT440	Mod title	Introduction to Podcasting	Credit value	20	Core	Semester 1
Mod Code	ARD406	Mod title	Creative Futures 1	Credit value	20	Core	Semester 2
Mod Code	CMT438	Mod title	Stock Media Asset Design	Credit value	20	Core	Semester 2
Mod Code	CMT437	Mod title	Media Production	Credit value	20	Core	Semester 2

Level 5 Music and Sound Technology

Mod Code	CMT536	Mod title	Music Production	Credit value	20	Core	Semester 1
Mod Code	CMT507	Mod title	Compositional Technology	Credit value	20	Option	Semester 1
Mod Code	CMT538	Mod title	Studio Design Standards	Credit value	20	Option	Semester 1
Mod Code	CMT539	Mod title	Theatre Sound Technology	Credit value	20	Core	Semester 1
Mod Code	CMT537	Mod title	Recording Technology	Credit value	20	Core	Semester 2
Mod Code	CMT522	Mod title	Research Methods	Credit value	20	Core	Semester 2
Mod Code	CMT535	Mod title	Interactive Music Systems	Credit value	20	Core	Semester 2

Level 5 Television and Production Technology

Mod Code	CMT538	Mod title	Studio Design Standards	Credit value	20	Core	Semester 1
Mod Code	CMT540	Mod title	Visual Effects	Credit value	20	Core	Semester 1
Mod Code	CMT532	Mod title	Audio for Screen Media	Credit value	20	Core	Semester 1
Mod Code	CMT533	Mod title	Broadcast Standards	Credit value	20	Core	Semester 2
Mod Code	CMT522	Mod title	Research Methods	Credit value	20	Core	Semester 2
Mod Code	CMT531	Mod title	Advanced Studio (TV)	Credit value	20	Core	Semester 2

Level 5 Professional Sound and Video

Mod Code	CMT538	Mod title	Studio Design Standards	Credit value	20	Core	Semester 1
Mod Code	CMT540	Mod title	Visual Effects	Credit value	20	Core	Semester 1
Mod Code	CMT539	Mod title	Theatre Sound Technology	Credit value	20	Core	Semester 1
Mod Code	CMT537	Mod title	Recording Technology	Credit value	20	Core	Semester 2
Mod Code	CMT522	Mod title	Research Methods	Credit value	20	Core	Semester 2
Mod Code	CMT531	Mod title	Advanced Studio (TV)	Credit value	20	Core	Semester 2

Level 5 Media Production

Mod Code	CMT538	Mod title	Studio Design Standards	Credit value	20	Option	Semester 1
Mod Code	ARD528	Mod title	Scriptwriting and Storytelling	Credit value	20	Option	Semester 1
Mod Code	CMT540	Mod title	Visual Effects	Credit value	20	Core	Semester 1
Mod Code	CMT532	Mod title	Audio for Screen Media	Credit value	20	Core	Semester 1
Mod Code	ARD548	Mod title	Creative Futures	Credit value	20	Core	Semester 2
Mod Code	CMT522	Mod title	Research Methods	Credit value	20	Core	Semester 2
Mod Code	CMT534	Mod title	Digital Story Telling	Credit value	20	Core	Semester 2

Level 6 Music and Sound Technology

Mod Code	CMT611	Mod title	Dissertation	Credit value	40	Option	Semester 1-2
Mod Code	CMT612	Mod title	Project	Credit value	40	Option	Semester 1-2
Mod Code	CMT610	Mod title	Client Collaboration	Credit value	20	Core	Semester 1
Mod Code	CMT617	Mod title	Post Production	Credit value	20	Core	Semester 1
Mod Code	CMT615	Mod title	Location Recording	Credit value	20	Core	Semester 2
Mod Code	CMT614	Mod title	Live Systems	Credit value	20	Core	Semester 2

Level 6 Television Production and Technology

Mod Code	CMT611	Mod title	Dissertation	Credit value	40	Option	Semester 1-2
Mod Code	CMT612	Mod title	Project	Credit value	40	Option	Semester 1-2
Mod Code	CMT617	Mod title	Post Production	Credit value	20	Core	Semester 1
Mod Code	CMT610	Mod title	Client Collaboration	Credit value	20	Core	Semester 1
Mod Code	CMT616	Mod title	Modern Media Delivery	Credit value	20	Core	Semester 2
Mod Code	CMT613	Mod title	Emergent Media Techniques	Credit value	20	Core	Semester 2

Level 6 Professional Sound and Video

Mod Code	CMT611	Mod title	Dissertation	Credit value	40	Option	Semester 1-2
Mod Code	CMT612	Mod title	Project	Credit value	40	Option	Semester 1-2
Mod Code	CMT617	Mod title	Post Production	Credit value	20	Core	Semester 1
Mod Code	CMT610	Mod title	Client Collaboration	Credit value	20	Core	Semester 1
Mod Code	CMT616	Mod title	Modern Media Delivery	Credit value	20	Core	Semester 2
Mod Code	CMT614	Mod title	Live Systems	Credit value	20	Core	Semester 2

Level 6 Media Production

Mod Code	CMT611	Mod title	Dissertation	Credit value	40	Option	Semester 1-2
Mod Code	CMT612	Mod title	Project	Credit value	40	Option	Semester 1-2
Mod Code	CMT617	Mod title	Post Production	Credit value	20	Core	Semester 1
Mod Code	CMT610	Mod title	Client Collaboration	Credit value	20	Core	Semester 1
Mod Code	ARD625	Mod title	Creative Futures	Credit value	20	Core	Semester 2
Mod Code	CMT613	Mod title	Emergent Media Techniques	Credit value	20	Core	Semester 2

9 Intended learning outcomes of the programme

Knowledge and Understanding Music and Sound Technology

	Level 4	Level 5	Level 6	Level 6 (Hons)
A1	Understand current concepts, principles and theories relevant to the Media Production Industry.	Understand and apply current concepts, principles and theories relevant to the Music and Sound Technology industry.	Understand and apply current concepts, principles and theories relevant to the Music and Sound Technology industry.	Understand and apply current concepts, principles and theories relevant to the Music and Sound Technology industry. This to inform final major module.
A2	Apply methods, tools and enabling technologies used in the area of Media production.	Understand and apply methods, and enabling technologies used in the area of creative Music and Sound Technology	Apply advanced diagnostic method, tools and enabling technologies used in the area of creative Music and Sound Technology	Apply advanced diagnostic method, tools and enabling technologies used in the area of creative Music and Sound Technology
A3	Use techniques developed within the media industry.	Use established applications of techniques developed within Music and Sound technology.	Utilise specialised skills to evaluate established applications of emerging techniques developed within Music and Sound technology.	Utilise specialised skills to evaluate established applications of emerging techniques developed within Music and Sound technology.
A4	Display an understanding of legal and ethical issues relating to the use of technology developed in Media Technology.	Discuss legal and ethical issues relating to the present and future use of technology developed within Music and Sound Technology.	Critically reflect on legal and ethical issues relating to the present and future use of technology developed within Music and Sound Technology	Critically reflect on legal and ethical issues relating to the present and future use of technology developed within Music and Sound Technology, use to inform final module.

Intellectual Skills Music and Sound Technology

	Level 4	Level 5	Level 6	Level 6 (Hons)
B1	Understand the techniques that relate to the Media Industry	Evaluate and apply judgement to the techniques that relate to the Music and Audio industry.	Evaluate and apply informed judgement to the theories and techniques that relate to the Music and Audio industry.	Evaluate and apply informed judgement to the theories and techniques that relate to the Music and Audio industry.
B2	Have an awareness of problems and recognise opportunities to apply solutions.	Analyse problems and recognise opportunities to apply appropriate techniques to their solution.	Analyse problems and recognise opportunities to apply specialised techniques to their solution.	Analyse problems and recognise opportunities to apply specialised techniques to their solution. use to inform final major module

B3	Construct arguments that incorporate specialised media Production knowledge.	Apply informed and reasoned arguments, descriptions and proposals that incorporate Music and Sound Technology knowledge.	Apply informed and reasoned arguments, descriptions and proposals that incorporate specialised Music and Sound Technology knowledge.	Apply informed and reasoned arguments, descriptions and proposals that incorporate specialised Music and Sound Technology knowledge.
	Level 4	Level 5	Level 6	Level 6 (Hons)
B4	Include the contents of articles and other sources, display understanding of their relative importance and relevance to an area of study.	Interpret the contents of articles and other sources, and form a judgement of their relative importance and relevance to an area of study.	Interpret the contents of articles and other sources, and form an informed judgement of their relative importance and relevance to an area of study.	Interpret the contents of articles and other sources, and form an informed judgement of their relative importance and relevance to an area of study.

Subject Skills Music and Sound Technology

	Level 4	Level 5	Level 6	Level 6 (Hons)
C1	Utilise a range of techniques, support tools and development environments.	Make effective use of a range of techniques, support tools and development environments.	Make effective use of a range of theories, techniques, support tools and development environments.	Make effective use of a range of theories, techniques, support tools and development environments.
C2	Produce work demonstrating mediatechnical competence and appropriate manipulation of media material.	Produce work demonstrating music technical expertise and manipulation of audio material.	Produce work demonstrating music technical expertise and judicious manipulation of audio material.	Produce work demonstrating music and Sound technical expertise and judicious manipulation of audio material, informing final major module.
C3	Work as a member of a development team, contributing to the execution of a shared design and implementation task.	Work as a member of a development team, contributing to the planning and execution of a shared design and implementation task.	Work as a member of a development team, contributing to the planning and execution of a shared design and implementation task.	Work as a member of a development team, contributing to the planning and execution of a shared design and implementation task.
C4		Plan, undertake and report a self-directed individual programme of investigation, design and implementation	Propose, plan, undertake and report a self-directed individual programme of investigation, design and implementation	Propose, plan, undertake and report a selfdirected individual programme of investigation, design and implementation

Practical, Professional and Employability Skills Music and Sound Technology

	Level 4	Level 5	Level 6	Level 6 (Hons)
D1	Communicate clearly in written reports and oral presentations using appropriate language.	Communicate effectively in written reports and oral presentations using appropriate terminology and technical language.	Communicate concisely and effectively in written reports and oral presentations using appropriate terminology and technical language.	Communicate concisely and effectively in written reports and oral presentations using appropriate terminology and technical language.
D2	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare portfolio of work.	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare and present Music/Audio/Visual projects.	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare and present Music/Audio/Visual projects and artefacts in various formats.	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare and present Music/Audio/Visual projects and artefacts in various formats.
D3	Organise activity and manage time in a programme of self-directed study.	Organise activity and manage time in a programme of self-directed study.	Organise activity and manage time in a programme of self-directed study.	Organise activity and manage time in a programme of self-directed study.
D4	Analyse practical problems and offer potential solutions.	Analyse practical problems and design effective solutions.	Analyse varying problems and design effective solutions.	Analyse varying problems and design effective solutions.

Knowledge and Understanding Professional Sound & Video

	Level 4	Level 5	Level 6	Level 6 (Hons)
A1	Understand current concepts, principles and theories relevant to the Media Production Industry.	Understand and apply current concepts, principles and theories relevant to the Sound and Video industry.	Understand and apply current concepts, principles and theories relevant to the Sound and Video industry.	Understand evaluate and apply current concepts, principles and theories relevant to the Sound and Video industry.
A2	Apply methods, tools and enabling technologies used in the area of Media production.	Understand and apply methods, and enabling technologies used in the area of creative media Technology.	Apply advanced diagnostic method, tools and enabling technologies used in the area of creative Media Technology	Apply advanced diagnostic method, tools and enabling technologies used in the area of creative Media Technology
A3	Use techniques developed within the media industry.	Use established applications of techniques developed within Sound and Video.	Utilise specialised skills to evaluate established applications of emerging	Utilise specialised skills to evaluate and make judgment about established

			techniques developed within Sound and Video.	applications of emerging techniques developed within Sound and Video.
A4	Display an understanding of legal and ethical issues relating to the use of technology developed in Media Technology.	Discuss legal and ethical issues relating to the present and future use of technology developed within Sound and Video Technology.	Critically reflect on legal and ethical issues relating to the present and future use of technology developed within Sound and Video Technology.	Critically reflect on and apply legal and ethical issues relating to the present and future use of technology developed within Sound and Video Technology. Relate this information within final major module

Intellectual Skills Professional Sound & Video

	Level 4	Level 5	Level 6	Level 6 (Hons)
B1	Understand the techniques that relate to the Media Industry	Evaluate and apply judgement to the techniques that relate to the Sound and Video industry.	Evaluate and apply informed judgement to the theories and techniques that relate to the Sound and Video industry.	Evaluate and apply informed judgement to the research theories and techniques that relate to the Sound and Video industry.
B2	Have an awareness of problems and recognise opportunities to apply solutions.	Analyse problems and recognise opportunities to apply appropriate techniques to their solution.	Analyse problems and recognise opportunities to apply specialised techniques to their solution.	Analyse problems and recognise opportunities to apply specialised techniques to their solution. Relate this information within final major module
B3	Construct arguments that incorporate specialised media Production knowledge.	Apply informed and reasoned arguments, descriptions and proposals that incorporate Sound Technology knowledge.	Apply informed and reasoned arguments, descriptions and proposals that incorporate specialised Media Technology knowledge.	Apply informed and reasoned arguments, descriptions and proposals that incorporate specialised Media Technology knowledge. Supported by intellectual reference.
B4	Include the contents of articles and other sources, display understanding of their relative importance and relevance to an area of study.	Interpret the contents of articles and other sources, and form a judgement of their relative importance and relevance to an area of study.	Interpret the contents of articles and other sources, and form an informed judgement of their relative importance and relevance to an area of study.	Interpret the contents of articles and other sources, and form an informed judgement of their relative importance and relevance to an area of study.

Subject Skills Professional Sound & Video

	Level 4	Level 5	Level 6	Level 6 (Hons)
C1	Understand the techniques that relate to the Media Industry	Make effective use of a range of techniques, support tools and development environments.	Make effective use of a range of theories, techniques, support tools and development environments.	Make effective use of a range of theories, techniques, support tools and development environments.
C2	Have an awareness of problems and recognise opportunities to apply solutions.	Produce work demonstrating music technical expertise and manipulation of audio material.	Produce work demonstrating music technical expertise and judicious manipulation of audio material.	Produce work demonstrating music technical expertise and judicious manipulation of audio material. To be informed by current practice.
C3	Construct arguments that incorporate specialised media Production knowledge.	Work as a member of a development team, contributing to the planning and execution of a shared design and implementation task.	Work as a member of a development team, contributing to the planning and execution of a shared design and implementation task.	Work as a member of a development team, contributing to the planning and execution of a shared design and implementation task.
C4	Include the contents of articles and other sources, display understanding of their relative importance and relevance to an area of study.	Plan, undertake and report a self-directed individual programme of	Propose, plan, undertake and report a self-directed individual programme	Propose, plan, undertake and report a self-directed individual programme of investigation,

Practical, Professional and Employability Skills Professional Sound & Video

	Level 4	Level 5	Level 6	Level 6 (Hons)
D1	Communicate clearly in written reports and oral presentations using appropriate language.	Communicate effectively in written reports and oral presentations using appropriate terminology and technical language.	Communicate concisely and effectively in written reports and oral presentations using appropriate terminology and technical language.	Communicate concisely and effectively in written reports and oral presentations using appropriate research terminology and technical language.
D2	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare portfolio of work.	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare and present Music/Audio/Visual projects.	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare and present Music/Audio/Visual projects and artefacts in various formats.	Retrieve and reference information using search engines, browsers and catalogues; use appropriate IT facilities to prepare and present Music/Audio/Visual projects and artefacts in various formats.
D3	Organise activity and manage time in a programme of self-directed study.	Organise activity and manage time in a programme of self-directed study.	Organise activity and manage time in a programme of self-directed study.	Organise activity and manage time in a programme of self-directed study.

D4	Analyse practical problems and offer potential solutions.	Analyse practical problems and design effective solutions.	Analyse varying problems and design effective solutions.	Analyse varying problems and design effective current solutions.
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Knowledge and Understanding TV Production & Technology

	Level 4	Level 5	Level 6	Level 6 (Hons)
A1	Understand current concepts, principles and theories relevant to the Media Production Industry.	Use practical, theoretical or technological understanding to find ways forward in broadly- defined, complex contexts.	Refine and use practical, conceptual or technological understanding to create ways forward in contexts where there are many interacting factors.	Refine and use practical, conceptual or technological understanding to create ways forward in contexts where there are many interacting factors. Relate this information within final major module
A2	Apply methods, tools and enabling technologies used in the area of Media production.	Analyse, interpret and evaluate relevant information, concepts and ideas.	Critically analyse, interpret and evaluate complex information, concepts and ideas within the specialist area of TV Production and Technology.	Critically analyse, interpret and evaluate complex information, concepts and ideas within the specialist area of TV Production and Technology.
A3	Use techniques developed within the media industry.	Be aware of the nature and scope of the area of TV and Production Technology.	Understand the context in which the area of study or work is located.	Understand the context in which the area of study or work is located.
A4	Display an understanding of legal and ethical issues relating to the use of technology developed in Media Technology.	Understand different perspectives, approaches or schools of thought in the subject area TV and Production Technology and comprehend the reasoning behind them.	Understand different perspectives, approaches or schools of thought and the theories that underpin them.	Judge different perspectives, approaches or schools of thought and the theories that underpin them. Cognisant of current developments in the area of TV Production and Technology.

Intellectual Skills TV Production & Technology

	Level 4	Level 5	Level 6	Level 6 (Hons)
B1	Understand the techniques that relate to the Media Industry	Address broadly-defined complex problems relating to TV and Production Technology.	Address problems that have limited definition and involve many interacting factors.	Address problems that have limited definition and involve many interacting factors. Relate this information within final major module

B2	Have an awareness of problems and recognise opportunities to apply solutions.	Determine, adapt and use appropriate methods and skills.	Determine, refine and adapt and use appropriate methods and skills.	Determine, refine and adapt and use appropriate methods and skills.
B3	Construct arguments that incorporate specialised media Production knowledge.	Use relevant research or development to inform actions.	Use and where appropriate define relevant research and development to inform actions.	Use and where appropriate define relevant research and development to inform actions. Relate this information within final major module
B4	Include the contents of articles and other sources, display understanding of their relative importance and relevance to an area of study.	Evaluate actions, methods and results to draw conclusions relating to TV Production and Technology.	Evaluate actions, methods and results and their implication as applied to TV Production and Technology.	Evaluate actions, methods and results and their implication as applied to TV Production and Technology.

Subject Skills TV Production & Technology

	Level 4	Level 5	Level 6	Level 6 (Hons)
C1	Understand the techniques that relate to the Media Industry	Produce work demonstrating advanced technical expertise in the area of TV Production and Technology.	Interpret the contents of relevant journals/ articles and other sources relating to TV Production and Technology.	Interpret the contents of relevant journals/ articles and other sources relating to TV Production and Technology. Relate this information within final major module
C2	Have an awareness of problems and recognise opportunities to apply solutions.	Analyse complex problems and design effective solutions in the field of TV Production and Technology	Evaluate and apply critical judgement to the theories and techniques that relate to TV Production and technology.	Evaluate and apply critical judgement to the theories and techniques that relate to TV Production and technology. Relate this information within final major module
C3	Construct arguments that incorporate specialised media Production knowledge.	Work as a member of a development team, contributing to the planning and execution of a shared design and implementation task.		
C4	Include the contents of articles and other sources, display understanding of their relative importance and relevance to an area of study.	Plan, undertake and report a self- directed individual programme of		

Practical, Professional and Employability Skills TV Production & Technology

	Level 4	Level 5	Level 6	Level 6 (Hons)
D1	Communicate clearly in written reports and oral presentations using appropriate language.	Take responsibility for the planning and development of courses of action, including where	Take responsibility for planning and developing courses of action that are capable of underpinning substantial changes and developments.	Take responsibility for planning and developing courses of action that are capable of underpinning substantial changes and developments.
D2	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare portfolio of work.	Exercise autonomy and judgement within the broad parameters and apply this to the area of TV Production and Technology.	Initiate and lead tasks and processes, taking responsibility, where relevant, for the work and roles of others in the field of TV Production and Technology.	Initiate and lead tasks and processes, taking responsibility, where relevant, for the work and roles of others in the field of TV Production and Technology.
D3	Organise activity and manage time in a programme of self-directed study.		Exercise broad autonomy and judgement.	Exercise broad autonomy and judgement. Cognisant of current developments in the area of TV Production and Technology.
D4	Analyse practical problems and offer potential solutions.			

Knowledge and Understanding Media Production

	Level 4	Level 5	Level 6	Level 6 (Hons)
A1	Understand current concepts, principles and theories relevant to the Media Production Industry.	Use practical, theoretical or technological understanding to find ways forward in broadly- defined, complex contexts.	Refine and use practical, conceptual or technological understanding to create ways forward in contexts where there are many interacting factors.	Refine and use practical, conceptual or technological understanding to create ways forward in contexts where there are many interacting factors. Relate this information within final major module
A2	Apply methods, tools and enabling technologies used in the area of Media production.	Analyse, interpret and evaluate relevant information, concepts and ideas.	Critically analyse, interpret and evaluate complex information, concepts and ideas within the specialist area of TV Production and Technology.	Critically analyse, interpret and evaluate complex information, concepts and ideas within the specialist area of TV Production and Technology.
A3	Use techniques developed within the media industry.	Be aware of the nature and scope of the range and area of Media Production.	Understand the context in which the area of study or work is located.	Understand the context in which the area of study or work is located.

A4	Display an understanding of legal and ethical issues relating to the use of technology developed in Media Technology.	Understand different perspectives, approaches or schools of thought in the subject area Media Production and comprehend the reasoning behind them.	Understand different perspectives, approaches or schools of thought and the theories and reasons that underpin them.	Judge different perspectives, approaches or schools of thought and the theories that underpin them. Cognisant of current developments in the area of Media Production.
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Intellectual Skills Media Production

	Level 4	Level 5	Level 6	Level 6 (Hons)
B1	Understand the techniques that relate to the Media Industry	Address broadly-defined complex problems relating to Media Production.	Address problems that have limited definition and involve many interacting factors.	Address problems that have limited definition and involve many interacting factors. Relate this information within final major module
B2	Have an awareness of problems and recognise opportunities to apply solutions.	Determine, adapt and use appropriate methods and skills.	Determine, refine and adapt and use appropriate methods and skills.	Determine, refine and adapt and use appropriate methods and skills.
B3	Construct arguments that incorporate specialised media Production knowledge.	Use relevant research or development to inform actions.	Use and where appropriate define relevant research and development to inform actions.	Use and where appropriate define relevant research and development to inform actions. Relate this information within final major module
B4	Include the contents of articles and other sources, display understanding of their relative importance and relevance to an area of study.	Evaluate actions, methods and results to draw conclusions relating to Media Production.	Evaluate actions, methods and results and their implication as applied to Media Production.	Evaluate actions, methods and results and their implication as applied to Media Production.

Subject Skills Media Production

	Level 4	Level 5	Level 6	Level 6 (Hons)
C1	Understand the techniques that relate to the Media Industry	Produce work demonstrating advanced technical expertise in the area of Media Production.	Interpret the contents of relevant journals/ articles and other sources relating to Media Production.	Interpret the contents of relevant journals/ articles and other sources relating to Media Production.. Relate this information within final major module
C2	Have an awareness of problems and recognise opportunities to apply solutions.	Analyse complex problems and design effective solutions in the field of Media Production.	Evaluate and apply critical judgement to the theories and techniques that relate to Media Production..	Evaluate and apply critical judgement to the theories and techniques that relate to Media Production.. Relate this information within final major module
C3	Construct arguments that incorporate specialised media Production knowledge.	Work as a member of a development team, contributing to the planning and execution of a shared design and implementation task.		
C4	Include the contents of articles and other sources, display understanding of their relative importance and relevance to an area of study.	Plan, undertake and report a self- directed individual programme of		

Practical, Professional and Employability Skills Media Production

	Level 4	Level 5	Level 6	Level 6 (Hons)
D1	Communicate clearly in written reports and oral presentations using appropriate language. research	Take responsibility for the planning and development of courses of action, including where	Take responsibility for planning and developing courses of action that are capable of underpinning substantial changes and developments.	Take responsibility for planning and developing courses of action that are capable of underpinning substantial changes and developments.
D2	Retrieve information using search engines, browsers and catalogues; use appropriate IT facilities to prepare portfolio of work.	Exercise autonomy and judgement within the broad parameters and apply this to the area of Media Production.	Initiate and lead tasks and processes, taking responsibility, where relevant, for the work and roles of others in the field of Media Production..	Initiate and lead tasks and processes, taking responsibility, where relevant, for the work and roles of others in the field of Media Production..

D3	Organise activity and manage time in a programme of self-directed study.		Exercise broad autonomy and judgement.	Exercise broad autonomy and judgement. Cognisant of current developments in the area of Media Production..
D4	Analyse practical problems and offer potential solutions.			

10 Learning and teaching strategy

Embedded within the and Teaching strategy will be the use of the virtual learning environment (VLE). The Active Learning Framework (ALF) is core to the strategy for delivering content to the students. All modules will engage and inform the teaching using the Active Learning Framework. This will utilize synchronous and asynchronous material. The Course Team for CMT is committed to enhancing the level of engagement through the VLE and ALF to above the minimum standards set by the University. The rationale for this is rooted in the need to support all students regardless of individual circumstances or differences in order to create an inclusive curriculum within the learning and teaching environment. In order to continually enhance this area of delivery, the Programme Team will engage in continuous training and include the use of the VLE; Teams; Zoom; in peer review sessions. To achieve these goals, the programme team will strive to enhance the student experience in the following key areas.

Communication of course specific information and notices

All module areas will contain news and open access general communication forums that will be the primary form of contact for module specific information. The open access forums will be used to encourage a community of learning, enhancing the curriculum through peer communication.

Management and dissemination of learning materials

All lecture materials (e.g. PowerPoint, notes, and various formats) will be made available so that students can revisit the materials and recorded lectures for revision. This will also allow for the viewing of the documentation in screen reading software and also for the presentation to be changed allowing for higher definition colour schemes and backgrounds.

Electronic assessment materials and submission points

All written assessments will be in electronic form and submitted where possible through Turnitin assessment points. The student will be offered draft assessment points when appropriate in order to improve their referencing based upon the systems tools.

Archive of electronic media supporting lectures

The team will provide recordings of lectures for asynchronous and revision purposes. These will include video or screen capture and whenever feasible subtitled.

Grade book and feedback

Indicative grades will be posted in the grade book activity within the module alongside written feedback. Where tutorials form part of the delivery, the feedback will be in the form of audio recordings of the individual sessions.

The learning process is planned as a coherent experience to emphasise the inter-relationship between the different modules and across the assignments within them.

The overall philosophy is based on student-centred learning providing the students with the maximum opportunity to utilise and build upon experience gained within their learning environment.

The majority of the learning is studio/workshop based and can be practical based with supporting lectures, talks by specialists, demonstrations, tutorials, seminars and critiques. Students will undertake a series of set and chosen assignments in which they will learn a range of skills and techniques and apply them creatively to solving problems. Theoretical aspects of individual modules will be based upon knowledge acquisition, research

methodology and the development and application of the skills of analysis, evaluation and synthesis.

Critical analysis and contextualising their own work and that of their peers and practitioners in the field will be required.

Personal Development Planning (PDP) is integral to each level of the degrees. The aims of PDP are to ensure that students are responsible for their personal development through reflection, evaluation, and planning designed to enable them to:

- Make links and gain a holistic overview of their studies within a modular environment.
- Reflect critically.
- Become more independent in learning.
- Adopt a more pro-active role in their academic study, extra-curricular pursuits and career planning.
- Capitalise on their learning in a variety of contexts.
- Make job or postgraduate applications/ vocationally relevant decisions.

At level 6 there will be the choice for taking either Project or Dissertation. To fully understand the difference, the students will be given a tutorial at the end of level 5 where the differences will be explained and discussed. This will enable the student to make an appropriate module choice for their skill base and future aspiration.

11 The Wrexham Glyndŵr Graduate Framework

At Glyndŵr University we aim to help students develop and enhance key employability skills and capabilities during their study. There are three key areas with different attributes, attitudes and skillsets and the aim is to help students have the opportunity to enhance and develop skills such as resilience, adaptability, confidence, team working, emotional intelligence and communication, creativity and acting ethically and sustainably.

CMT Programmes are designed to enable students to develop and enhance the 15 elements and more via module content, module learning outcomes and assessment opportunities. Each module will help provide different opportunities for developing and enhancing these capabilities.

The Graduate Framework is embedded into all CMT academic programmes and is also used by professional support services to enhance learning and opportunity support for students and graduates. An example of this is the support students receive from our Careers and Employability Service. The Careers and Employability professional service team provide information, advice and guidance and are a gateway to provide students with access to an online directory of vacancies. A dedicated HE qualified Careers Adviser supporting the FAST Faculty provides professional careers education learning throughout these programmes especially in the WRL modules (Creative Futures).

12 Work based/placement learning statement

Creative Media Technology is a suite of educational Degrees all of which support skills development for real world industrial situations. Students enrolled on one of our CMT programmes have the use of state of the art facilities including, the Wall Recording Studio and the Creative Industries Building Television Studio. These resources are readily accessible

for students to use to create professional media as they train and learn to gain specific knowledge in line with their chosen Degree programme. Each programme of study provides a range of modules that embrace the Universities professional infrastructure supporting students to create media products to industry standard.

Work Related Learning (WRL) is embedded throughout the programmes, with some modules having a major emphasis on WRL, including:

Client Collaboration, students are expected to negotiate with an external client a deliverable finished product to a negotiated specification. This module is featured across all of our Degrees, we work in partnership with selected industry clients to align a suitable WRL task to an individual's learning needs and discipline, where possible we align tasks and clients in line with a student's stated career aims.

Creative Futures, this innovative module is fully aligned to the Active Learning Framework and is delivered in collaboration with our Careers and Employability Team. Each Semester students across all programmes access a series of workshops, talks, interviews and panels where creative professionals share their knowledge, insight and experiences. It is dedicated to developing the technical, professional and employability skills of creative students, and aims to get learners reflecting on their own career aspirations, thinking about their skills and broadening their horizons. Professional speakers include industry professionals such as music producers, film producers, working artists, promoters, festival organisers.

Advanced Studio Practice, having access to industry standard spaces and technology allows learners to immerse themselves in gaining sought after skills and knowledge ensuring that they have the opportunity to take advantage of student centred WRL opportunities. Students also have access to engagement with a University Fellow, who as well as being based within academia, in a professional capacity supplies major sound installations at international events like Glastonbury.

Other WRL opportunities are often available to students as the TV studio is utilised for various professional collaborations. Academic staff look to integrate this collaborative work into modules where appropriate to the learning outcomes. Most recent examples include students engaging with live sound and filming for FOCUS Wales. FOCUS Wales is an international multi-venue showcase festival taking place in Wrexham, North Wales, which places the music industry spotlight firmly on the emerging talent that Wales has to offer the world, alongside a selection of the best new acts from across the globe. <https://www.focuswales.com/> CMT programmes have engaged and worked with FOCUS Wales for many years providing learners with real world WRL.

13 Welsh medium provision

The programmes will be delivered through the medium of English. Students are entitled to submit assessments in the medium of Welsh. The Creative Media technologies do work in the Welsh Language through TV studio recordings and various multi-lingual productions. If these productions are for external use we would use the Welsh Language champion to proof the work.

14 Assessment strategy

Assessment is continuous and relates to all aspects of all courses in the portfolio for Creative Media Technology. Assessment has an emphasis on formative evaluation and feedback throughout the academic year. This helps to enable student success when reaching a summative point.

Assessment is designed to enable students to measure their own progress and to judge their position within peer groups. This can be evidenced through interaction with critical analysis where students will submit a range of research, pre-production, audio, media products to a set brief.

Students are also encouraged to submit written evaluations (SEMS) at the end of engaging with their module. Details of assessment, marking and evaluation are made available for all modules within the Virtual Learning Environment known as Moodle. The students have access to the rubric which defines grade category and what is expected at each level of classification.

All assessment criteria are linked to the individual module learning outcomes and are presented to students at the start of the module through key lectures. Defined aims, assessment requirements and learning outcomes are detailed in each module and made explicit on assignment sheets.

The assessment is integral to the learning process and is presented in a variety of ways as noted in the table to follow. All modules are assessed and credit awarded in line with academic regulations. Marks are given in percentage and clearly defined on assessment briefs.

Students are informed of procedures as to what to do if they cannot submit their work within the pre-defined deadline.

Module code & title	Assessment type and weighting	Indicative submission date
CMT435 Introduction to Audio Skills	90% portfolio 10% simulation	Wk 12, Sem 1
CMT438 Stock Media Asset Design	100% portfolio	Wk 12, Sem 2
ARD406 Creative Futures 1	100% coursework	Wk12, Sem 2
CMT437 Media Production	100% portfolio	Wk12, Sem 2
CMT436 Screen Skills	100% portfolio	Wk12, Sem 1
CMT440 Introduction to Podcasting	100% portfolio	Wk12, Sem1
CMT540 Visual Effects	100% coursework	Wk12, Sem1
CMT539 Theatre Sound Technology	50% coursework, 50% practical	Wk 12, Sem 1, Wk 12, Sem 1
CMT538 Studio Design Standards	100% coursework	Wk 12, Sem 1
ARD528 Scriptwriting and Storytelling	100 coursework	Wk 12, Sem 1
CMT522 Research Methods	30% presentation, 70% written assignment	Wk 7, Sem 2, Wk 12, Sem 2
CMT537 Recording Technology	40% coursework, 20% presentation, 40% coursework	Wk 7, Sem 2, Wk 12, Sem 2, Wk 12, Sem 2
CMT536 Music Production	50% presentation, 50% coursework	Wk 7, Sem 1 Wk 12, Sem 1
CMT535 Interactive Music Systems	100% portfolio	Wk 12, Sem 2
CMT534 Digital Storytelling	30% portfolio 70% portfolio	Wk 12, Sem 2
ARD548 Creative Futures: Making a Living	100% coursework	Wk 12, Sem 2

CMT507 Compositional Technology	100% portfolio	Wk 12, Sem 1
CMT533 Broadcast Standards	50% coursework, 50% coursework	Wk 12, Sem 2; Wk 12, Sem 2
CMT532 Audio Screen Media	60% coursework, 40% written assignment	Wk 12, Sem 1; Wk 12, Sem 1
CMT531 Advanced Studio TV	20% written assignment, 40% portfolio, 40% coursework	Wk 12, Sem 2; Wk 12, Sem 2; Wk 12, Sem 2
CMT610 Client Collaboration	40% written assignment, 60% coursework	Wk 12, Sem 1; Wk 12, Sem 1
ARD625 Creative Futures: Professional Practice	100% coursework	Wk 12, Sem 2
CMT611 Dissertation	20% presentation, 80% dissertation	Wk 10, Sem 1 Wk 10, Sem 2
CMT613 Emergent Media Techniques	100% coursework	Wk 12, Sem
CMT614 Live Systems	70% coursework, 30% presentation	Wk 12, Sem 2
CMT615 Location Recording	40% practical, 60% written assignment	Wk 12, Sem 2
CMT616 Modern Media Delivery	30% coursework, 70% group project	Wk 12, Sem 2; Wk 12, Sem 2
CMT617 Post-production	50% practical, 50% coursework	Wk 10, Sem 1 Wk 12 Sem 1
CMT612 Project	20% presentation, 50% project, 30% written assignment	Wk 10, Sem 1 Wk 10, Sem 2 Wk 10, Sem 2

15 Assessment and award regulations

Derogations

None

Non Credit Bearing assessment

None

Borderline Classifications (Undergraduate programmes)

Significant modules for borderline consideration will be either the Dissertation or Project at level 6

In considering borderline cases the Assessment Board shall raise the classification to the next level if all of the following criteria are met:

- At least 50% of the credits at level 6 fall within the higher classification.
- All level 6 modules must have been passed at the first attempt.
- The mark achieved for the *Project* module is within the higher classification.

Ordinary Degrees

No Specific module required, normally the Dissertation or Project is NOT studied.

16 Accreditation

N/A

17 Quality Management

All provision is expected to comply with the University processes for quality assurance, the QAA Quality Code and any specific PSRB requirements to ensure the quality of the learning and teaching on the programme. The University uses the following mechanisms to help evaluate, enhance and review programmes delivery;

Student Evaluation of Module questionnaire
Student Voice Forum
Individual student feedback
Student representatives
Annual Monitoring reports
Periodic review and re-validation process
External Examiner reports
PSRB requirements and accreditation activities National
Student Survey (NSS)

18 Support for Students

The University has a range of departments that offer support for students such as:

- Library & IT Resources
- Inclusion Services
- Careers Service
- Chaplaincy
- Counselling & Wellbeing
- Student Funding and Welfare
- Student Administration

Please access the Glyndŵr website at www.glyndwr.ac.uk to find out more about the Departments

Glyndŵr Student Union offers support for students, please access their website at to find out more. <https://www.wrexhamglyndwrsu.org.uk/>

All students at Wrexham Glyndŵr University are allocated a Personal Tutor whose main responsibility is to act as the first point of contact for their personal students and to provide pastoral and academic support throughout their studies at the University.

19 Equality and Diversity

Glyndŵr University is committed to providing access to all students and promotes equal opportunities in compliance with the Equality Act 2010 legislation. This programme complies fully with the University's Equality and Diversity Policy, ensuring that everyone who has the potential to achieve in higher education is given the chance to do so. Please click on the following link for more information

<https://www.glyndwr.ac.uk/en/AboutGlyndwrUniversity/EqualityandDiversity/>