



## **Module Specification**

### **Music Technology Project**

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## Part 1: Information

**Module title:** Music Technology Project

**Module code:** UFCF96-45-3

**Level:** Level 6

**For implementation from:** 2024-25

**UWE credit rating:** 45

**ECTS credit rating:** 22.5

**College:** College of Arts, Technology and Environment

**School:** CATE School of Computing and Creative Technologies

**Partner institutions:** None

**Field:** Computer Science and Creative Technologies

**Module type:** Module

**Pre-requisites:** None

**Excluded combinations:** None

**Co-requisites:** None

**Continuing professional development:** No

**Professional, statutory or regulatory body requirements:** None

## Part 2: Description

**Overview:** The Individual Project (Music Technology) is an individually executed project which enables the student to select and investigate a topic of interest beyond or even outside the normal level of treatment in the taught modules. It will allow the student to demonstrate skills, abilities and creativity within the chosen area as well as the ability to present their ideas and achievements to a wider audience.

**Features:** Not applicable

**Educational aims:** See Learning Outcomes.

**Outline syllabus:** The subject of the project will be agreed between the student, the tutor and the module leader. Suitable topics may stem from staff, the student, the student's employer or other outside organisations. It must involve research followed by software, hardware or other artefact development derived from it. Projects may, exceptionally, be research focused, however, clear solutions or recommendations must be developed from the research undertaken. A degree of creativity will be expected, dependant upon the topic chosen.

Whatever the subject, the student will be expected to treat material critically and to demonstrate their understanding of the relevance of material from their award to the project topic.

### **Part 3: Teaching and learning methods**

**Teaching and learning methods:** Each student will be assigned a supervisor who will meet them regularly to discuss progress and to give guidance on planning and managing the work. It is the student's responsibility to research material and techniques appropriate to the subject of the project.

Wherever possible students will be assigned a supervisor with an interest in the project topic but this cannot be guaranteed. The responsibilities of the tutor are primarily to provide guidance on the management of the project, the standard of work required, what can realistically be achieved in the available time and to give feedback on work done (including the writing of the report).

In the initial stages of the project the student and their tutor will discuss objectives which must be achieved if the project is to receive a pass grade. Criteria which must be met for a higher grade will also be identified. Relative importance of the various aspects of the project will be defined by negotiation between the student and supervisor. (Projects develop unpredictably, the initial objectives are only intended a guide to the level expected and details may change).

The final project will involve a report of between 40 and 50 pages of writing, plus supporting material in the form of software and documentation or hardware design and build or other supporting documentation and materials. At an early stage in the development of the project the student will be required to produce a project plan including a summary of the project's objectives.

Contact time (approx.): 24 hours

Assimilation and development of knowledge: 326 hours

Exam preparation: 0 hours

Coursework preparation: 100 hours

Total study time: 450 hours

**Module Learning outcomes:** On successful completion of this module students will achieve the following learning outcomes.

**MO1** Independently research a comprehensive body of knowledge in a chosen subject and apply that within a professional context

**MO2** Demonstrate a professional understanding of ethical and professional practice and apply this to the design and practice of research methodologies

**MO3** Demonstrate creative problem solving in a complex project involving iterative design, prototyping and risk management

**MO4** Proactively control the scope of a complex and evolving project by developing project and time management strategies including proposal preparation and resource management

**MO5** Synthesise and critically evaluate systems, information, data and discipline-specific techniques

**MO6** Present research findings, conclusions and results in written form alongside appropriate professional outputs

**Hours to be allocated:** 450

**Contact hours:**

Independent study/self-guided study = 426 hours

Face-to-face learning = 24 hours

Total = 0

**Reading list:** The reading list for this module can be accessed at [readinglists.uwe.ac.uk](https://uwe.rl.talis.com/modules/ufcf96-45-3.html) via the following link <https://uwe.rl.talis.com/modules/ufcf96-45-3.html>

## Part 4: Assessment

**Assessment strategy:** The main assessment is the final submitted report. There are two small milestones, worth 10% each, but 80% of the module is assessed on the final report and project artefact.

The first milestone, the Project Proposal is submitted at the start of the project. Initially a draft version is submitted, a supervisor is then allocated who guides the student to a full version of the proposal, which is submitted in the third week of teaching, and is worth 10% of the module mark. Students are aware of the importance of this assessment. It is designed to encourage a focus and attention to detail in proposing and planning the largest piece of work they will undertake in their undergraduate career. In the proposal, students will define the project or artefact they intend to create. They must also demonstrate an understanding of the chosen subject area, likely resources required, extant literature and ethical considerations as well as a likely project timeline. Early supervision ensures that students write a professional proposal, particularly with regards to time planning, which will feed aspects of professional practice such as bidding for project funding and making business cases.

The second milestone is a Poster Presentation which typically takes place before the start of the second term. The event is akin to a posters session at an academic conference and is an opportunity to discuss ideas with staff as well as with their peers. Students must demonstrate and discuss their progress on the project. They will also answer questions and will receive feedback from supervisors, second markers and other members of staff. The poster and Q&A are worth 10% of the

module marks.

At the end of the teaching year students submit their final 12,000 word report and any associated artefacts. This is the main element of the module in which students must demonstrate an understanding of the context and relevance of the extant scholarship, their research methods and methodologies, implementation of research and discuss in detail any investigations undertaken. 80% of the module marks are assessed in this element. The format of the report will depend on the nature of the project, as Music Technology projects often fall somewhere on a wide spectrum between science and art. The format and style of the report will be individually negotiated with and guided by the project supervisor. The marking scheme of the report includes a range of elements, the weighting of which are negotiated between the student and supervisor and are arranged to allow projects in Music Technology to be completed in scientific as well as arts areas with clear parity in the marking.

Occasionally a project will be undertaken in which there is no specific hardware, software or other clearly defined artefact created. These are typically research based projects in which the final outcome will be a longer report or other lengthy written work or possibly a report which combines other media. In these cases an extra allowance of up to 6,000 words is available. Alternatively, other media such as podcasts, videos or web content may be relevant. The student and supervisor will agree what outputs are appropriate.

### **Assessment tasks:**

#### **Final Project (First Sit)**

Description: Report (12,000 words) and viva (20 minutes)

Weighting: 80 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4, MO5, MO6

#### **Written Assignment (First Sit)**

Description: Research proposal (c. 1000 words)

Weighting: 10 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1, MO2, MO4

**Poster (First Sit)**

Description: Poster presentation (10 minutes)

Weighting: 10 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4, MO5, MO6

**Final Project (Resit)**

Description: Report (12,000 words) and viva (20 minutes)

Weighting: 80 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4, MO5, MO6

**Written Assignment (Resit)**

Description: Research Proposal (reflection) 1000 words

Weighting: 10 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1, MO2, MO4

**Poster (Resit)**

Description: Poster presentation (10 minutes)

Weighting: 10 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4, MO5, MO6

## **Part 5: Contributes towards**

This module contributes towards the following programmes of study:

Audio and Music Technology {Foundation} [Sep][FT][Frenchay][4yrs] BSc (Hons)  
2021-22

Audio and Music Technology {Foundation} [Sep][SW][Frenchay][5yrs] BSc (Hons)  
2020-21

Audio and Music Technology [Sep][SW][Frenchay][4yrs] BSc (Hons) 2021-22

Creative Music Technology [Sep][SW][Frenchay][4yrs] BSc (Hons) 2021-22

Creative Music Technology [Sep][SW][Frenchay][4yrs] BSc (Hons) 2021-22

Audio and Music Technology [Frenchay] BSc (Hons) 2022-23

Creative Music Technology [Frenchay] BSc (Hons) 2022-23