



Module Specification

Music Technology Project

Version: 2026-27, v3.0, Approved

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Part 1: Information

Module title: Music Technology Project

Module code: UFCF96-45-3

Level: Level 6

For implementation from: 2026-27

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: This module is an individually executed project which enables students to select and investigate a topic of interest beyond or even outside the normal level of treatment in the taught modules. It will allow students 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: This module aims to enable students to design, manage, and deliver an independent, substantial project that demonstrates advanced knowledge and skills within the audio and music technology domain. It provides scope for both creative and technical approaches, encouraging students to integrate theoretical understanding with practical application in the development of innovative solutions or artistic outputs. Students will exercise autonomy and critical judgment in defining project objectives, managing resources and ethical considerations, and applying appropriate research methodologies. The module also aims to develop the ability to synthesise complex ideas and communicate outcomes effectively to specialist and non-specialist audiences, preparing graduates for professional practice or further study.

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 in an appropriate format plus a supporting artefact or other relevant materials to the project. 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.

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

MO1 Independently research, critically evaluate, and synthesize a substantial body of knowledge in a chosen area, applying advanced concepts within a professional or creative context

MO2 Exercise autonomy and judgment in defining, planning, and managing a complex project, addressing ethical considerations, resource constraints, and methodological rigour

MO3 Communicate research findings, creative or technical outputs, and evidence-based conclusions effectively to specialist and non-specialist audiences using appropriate professional formats

Hours to be allocated: 450

Contact hours:

Independent study/self-guided study = 423 hours

Face-to-face learning = 27 hours

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 final project submission is made up of various milestone elements, as outlined below.

The first milestone is the project proposal which is guided by the project supervisor. It is designed to encourage a focus and attention to detail in proposing and planning the largest piece of work that students will undertake in their undergraduate degree. 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 an interim demonstration with poster. The event is akin to a poster 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.

At the end of the teaching year students submit their final report and any supporting materials (e.g. artefacts). In this final milestone, 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. 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.

Occasionally a project will be undertaken in which there is no specific hardware, software or other clearly definable artefact created. These are typically research based projects in which the final outcome could be solely written work or possibly a report which combines other media. Alternatively, other media such as podcasts, videos or web content may be relevant. The student and supervisor will agree what outputs are appropriate.

Regardless of the outputs, students will give a final presentation/demonstration of the completed project, which will then be followed by a viva discussion.

The resit strategy is identical to the main sit. However, whereas the main sit requires a proposal, the resit will be a reflection on the creation of the project, and rather than an interim demonstration with poster, the resit task will be a poster representing the completed project.

Assessment tasks:

Final Project (First Sit)

Description: Project outputs

Weighting: 100 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3

Final Project (Resit)

Description: Project outputs

Weighting: 100 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3

Part 5: Contributes towards

This module contributes towards the following programmes of study:

Audio and Music Technology [Frenchay] BSc (Hons) 2023-24

Creative Music Technology [Frenchay] BSc (Hons) 2023-24

Audio and Music Technology [Frenchay] BSc (Hons) 2024-25

Creative Music Technology [Frenchay] BSc (Hons) 2024-25

Creative Music Technology [Frenchay] BSc (Hons) 2023-24

Creative Music Technology [Frenchay] BSc (Hons) 2024-25

Creative Music Technology [Frenchay] BSc (Hons) 2023-24

Creative Music Technology [Frenchay] BSc (Hons) 2024-25

Audio and Music Technology [Frenchay] BSc (Hons) 2023-24

Audio and Music Technology [Frenchay] BSc (Hons) 2024-25

Audio and Music Technology [Frenchay] BSc (Hons) 2023-24

Audio and Music Technology [Frenchay] BSc (Hons) 2024-25

Audio and Music Technology {Foundation} [Frenchay] - Withdrawn BSc (Hons)
2022-23

Creative Music Technology [Frenchay] BSc (Hons) 2024-25

Audio and Music Technology [Frenchay] BSc (Hons) 2024-25