Module specification

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Module Code	CMT707
Module Title	Media Project
Level	7
Credit value	60
Faculty	FAST
HECoS Code	100443
Cost Code	GACT

Programmes in which module to be offered

Programme title	Is the module core or option for this programme
MA Creative Media Production	Core to the MA Creative Media Production

Pre-requisites

N/A

Breakdown of module hours

Learning and teaching hours	20 hrs
Placement tutor support	0 hrs
Supervised learning e.g., practical classes, workshops	40 hrs
Project supervision (level 6 projects and dissertation modules only)	0 hrs
Total active learning and teaching hours	60hrs
Placement / work-based learning	0 hrs
Guided independent study	540 hrs
Module duration (total hours)	600 hrs

For office use only	
Version number	1

Module aims

The project module is the major component of the postgraduate study and allows the demonstration of depth of knowledge and understanding gained through the course. The project that is delivered will require undertaking an extended independent project negotiated with the nominated supervisor.

The intention is to create either a piece of empirical research, professionally related practice or performance related practice depending on the area of study. The project aims to be an insight into current practice in the chosen route and should be influenced by current practitioners.

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

1	Characterise an informed insight for delivering a creative media project, applying critical analysis of studio and DSP practice.
2	Research solutions to media project development. Show an ethical understanding of the complex, unpredictable and specialised media production contexts.
3	Evidence knowledge gained, appreciation and application of complex information through conceptual analysis in the development of creative media products.
4	Use of a range of research methods to investigate creative media, concepts, and elements of risk both ethical and business based in media practice

Assessment

Indicative Assessment Tasks:

Assessment 1: A critical commentary will be submitted to support and evidence the development of the media submissions. This will critique and evaluate the submission and allow the students to compare and analyse the work against the current industry.

Assessment 2: Students will be expected to submit production media and any annotated software they have created as core materials to the module assessment process.

Assessment 3: will be assessed via an oral presentation. In the viva-voce students will be required to demonstrate in the context of their chosen media how the project has been developed.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)
1	1-4	Coursework	30
2	1-2	Dissertation/Project	50
3	1-3	Oral Assessment	20

Derogations

None

Learning and Teaching Strategies

The module will contain elements of collaboration due to the nature of the industry.

The use of literature to be distinctly focused on the specific subject area.

Application of Peer support will aid development through seminars and on-line discussions.

The module will support an Active Learning Framework (ALF) aligned student experience through the incorporation of a range of synchronous and asynchronous teaching and learning activities and associated materials.

Indicative Syllabus Outline

The project module is based on professional pieces of work that are to be produced. The specific content to be negotiated by the student though tutorial support.

All submissions will be based on the thematic route that the students are following. Specific content will be negotiated with the assigned tutor. The module will involve the student researching and developing media in their chosen area. The outcome will be based on current developments within the media environment.

Indicative Bibliography:

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

Essential Reads
Yona, I. (2020), *Masters and Phd Students Handbook*. UK: AuthorHouse.

Other indicative reading
Altheide, l. and Schneider, C. (2012), *Qualitive Media Analysis (Qualitive Research Methods Book 38)* 2nd Ed. Sage Publications.

Batty, C and Kerrigan, S. (2018), *Screen Production Research: Creative Practice as a Mode of Enquiry.* Palgrave Macmillan.

Filimowicz, M. (2021), *Doing Research in Sound Design.* Focal Press.

Freke, O (2021), *Synthesizer Evolution: From Analogue to Digital and Back.* Velocity Press.

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Employability skills – the Glyndŵr Graduate

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

Core Attributes
Engaged
Enterprising
Creative
Ethical

Key Attitudes
Commitment
Curiosity
Resilience
Confidence
Adaptability

Practical Skillsets
Digital Fluency
Organisation
Leadership and Team working
Critical Thinking
Emotional Intelligence
Communication