

## Module Specification

**Module Title:** Professional Studies 1: Working in the Creative Industries

<b>Module code:</b>	X_SHR4C007R	<b>NQF level:</b>	Level 4
<b>Credit value:</b>	20 credits	<b>Semester of study:</b>	1 and 2
<b>Module type:</b>	Compulsory	<b>Pre-requisites:</b>	None
<b>Available to:</b>	BA (Hons) Music (Classical) (Film Music) (Folk) (Jazz) (Popular) (Production) (Songwriting), FdA Music Production and FdA Electronic Music Production		

### Module overview

The first semester is designed to give students an understanding of the fundamental structure and workings of the creative industries. Subjects covered will include: a range of different career paths in the creatives industries, intellectual property and copyright law, basic contractual procedure and relevant professional bodies and organisations (e.g. MU, BASCA).

The second semester is designed to allow students to gain the confidence and skills to conceptualise and develop creative and commercial projects. Topics covered will include effective planning, time and resource management techniques, file management and record keeping skills.

### Aims

It is recognised that all music students need to be equipped with skills that maximise employability. Working in the Creative Industries is a module that supports the programme's professional studies strand, and is designed to orientate the students with opportunities presented within the creative industries along with important skill sets that can be applied to further study.

The module aims to:

1. Introduce the student to the professional framework and mechanisms of the creative industries.
2. Gain an awareness of how to conceptualise and create future projects/ideas
3. Develop the student's understanding of the legal and commercial issues likely to impact on their future employability.

### Learning outcomes

On successful completion of this module, students will be able to:

1. Understand and evaluate the framework and fundamental financial and legal issues under-pinning the creative industries.
2. Analyse and evaluate common, contemporary employment patterns and create a personal and professional skills development plan.
3. Manage and evaluate complex collaborative projects relevant to the commercial requirements of the creative industries.
4. Evidence contributions to group work through assignment specific contribution targets.

### Learning and teaching methods

Delivery will be through the **lecture/seminar** model.

**Lectures** are used for the effective delivery of key subject areas as outlined in the indicative content in order to encourage discussion in follow-up seminars.

**Seminars** will be used to promote discussion in order to evaluate and critically appraise what has been covered in the lectures. Seminars are essential for peer discussion so that students can synthesis information and consider how such information can be used creatively for effective learning. Examples include approaches to project management within a group scenario and the interpretation of legal frameworks.

#### Contact hours and directed study (over semesters 1 and 2)

Delivery type	Student hours
Indicative hours for learning and teaching activities	30 hours
Indicative hours of directed study	170 hours
Total hours (100hrs per 10 credits)	200 hours

#### Opportunities for formative feedback

Students will receive formative assessment of their progress through the seminar series.

#### Assessment Method

Description of assessment	Length/Duration	Weighting	Module LOs addressed
Research Portfolio on an area of the creative industries	2000 words or 10 minute video	50%	1, 2
Business Plan or Electronic Press Kit	2000 words	50%	1, 3, 4

#### Re-Assessment Method

Description of assessment	Length/Duration	Weighting	Module LOs addressed
Research Portfolio on an area of the creative industries	2000 words or 10 minute video	50%	1, 2
Business Plan or Electronic Press Kit	2000 words	50%	1, 3, 4

[Module resource lists are available via Key Links](#)