

Module code: MOD007373	Version: 2 Date Amended: 23/Mar/2023
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1. Module Title
Collaborative Project

2a. Module Leader
William Crosby

2b. School
Cambridge School of the Creative Industries

2c. Faculty
Faculty of Arts, Humanities, Education and Social Sciences

3a. Level
6

3b. Module Type
Standard (fine graded)

4a. Credits
45

4b. Study Hours
450

5. Restrictions			
Type	Module Code	Module Name	Condition
Pre-requisites:	None		
Co-requisites:	None		
Exclusions:	None		
Courses to which this module is restricted:	BSc (Hons) Audio and Music Technology; BA (Hons) Music Production; BA (Hons) Music Performance; BA (Hons) Music and sound Production; BA (Hons) Electronic Music Production		

LEARNING, TEACHING AND ASSESSMENT INFORMATION

6a. Module Description
You will put into practice a collaborative music project working in a team or group. The module is devised to enable you to demonstrate your abilities to work collaboratively in performing a variety of practical and creative roles, and critically reflect upon the processes involved in undertaking professional, ethical and sustainable composition, performance, production, promotion and/or other responsibilities in a negotiated project. Through doing this, you will demonstrate your knowledge and understanding of concepts of professionalism and entrepreneurialism. You will be expected to contribute effectively to group work, demonstrate adaptability in determining and achieving individual goals, including supporting or being proactive in leadership, and critically evaluate the roles you have carried out. The collaboration can involve students from across the courses at Anglia Ruskin University. In putting your project into practice, a required outcome is that you take your work to an extra-University audience, and as such the collaboration may involve external individuals, agencies, or organisations. The nature of the creative musical collaborations will inevitably be diverse.
6b. Outline Content
Through active negotiation with a module tutor, students will outline, define and put into practice their collaborative project, with group tutorials focusing on: • the form and content of the group project • the perceived audience • the mode of dissemination / performance • technological requirements • contextual, critical and theoretical underpinning • issues concerning collaboration and creativity, and transferable and employability skills
6c. Key Texts/Literature
The reading list to support this module is available at: https://readinglists.aru.ac.uk/

6d. Specialist Learning Resources

Access to music technology studios.

Suitable hardware and software.

Access to Helmore studios, performance venues, gaming laboratory, film studios (etc.) as appropriate.

7. Learning Outcomes (threshold standards)

No.	Type	On successful completion of this module the student will be expected to be able to:
1	Knowledge and Understanding	Understand the principles and practices applied to music in performance, live events, film and games.
2	Knowledge and Understanding	Demonstrate a detailed understanding of the collaborative workflow in performance, live events, film or games.
3	Intellectual, practical, affective and transferrable skills	Plan and document the production of a music performance, a live event, a film soundtrack, or game audio.
4	Intellectual, practical, affective and transferrable skills	Demonstrate the ability to work collaboratively in the production of a performance recording, a live event, a film soundtrack, or game audio.

8a. Module Occurrence to which this MDF Refers

Year	Occurrence	Period	Location	Mode of Delivery
2026/7	ZZF	Template For Face To Face Learning Delivery		Face to Face

8b. Learning Activities for the above Module Occurrence			
Learning Activities	Hours	Learning Outcomes	Details of Duration, frequency and other comments
Lectures	12	1-3	TRI1: 2 hour lecture in Weeks 1, 3, 6, and 12. TRI2: 2 hour lecture in Weeks 1 and 6
Other teacher managed learning	44	1-3	TRI1: 2 hour feedback session in Weeks 2, 4, 5, 7-11. TRI1: 4 hour feedback session in Week 12. TRI2: 2 hour lecture in Weeks 1 and 6. TRI2: 2 hour feedback session in Weeks 2, 4, 5, 7-11. TRI2: 4 hour feedback session in Week 12
Student managed learning	394	1-4	Coursework
TOTAL:	450		

9. Assessment for the above Module Occurrence					
The assessment for some modules includes a presentation (see below for details on how this particular module is assessed). We recognise that presenting, especially to a large group, can cause significant anxiety or distress for some students. If this may affect you, please contact your Module Leader or the Disability and Neurodiversity Service as early as possible. We will work with you to consider appropriate reasonable adjustments. Depending on your individual needs, these might include, for example, presenting to a smaller group or presenting only to a member of academic staff.					
Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
010	Coursework	1-3	30 (%)	Fine Grade	30 (%)
Logbook - 2,500 word equivalent. Due at end of TRI1.					
Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
011	Coursework	1-3	30 (%)	Fine Grade	30 (%)
Proposal - 2,500 word equivalent. Due at end of TRI1.					
Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
012	Coursework	3-4	40 (%)	Fine Grade	30 (%)
Project report (including further logbook) - 3,500 word equivalent. Due at end of TRI2.					

In order to pass this module, students are required to achieve an overall mark of 40% (for modules at levels 3, 4, 5 and 6) or 50% (for modules at level 7*).

In addition, students are required to:

(a) achieve the qualifying mark for each element of fine graded assessment as specified above

(b) pass any pass/fail elements

[* the pass mark of 50% applies for all module occurrences from the academic year 2024/25 – see Section 3a of this MDF to check the level of the module and Section 8a of this MDF to check the academic year]