

## Programme Specification

### I. Programme Details

<b>Programme title</b>	Global Creative & Cultural Industries			
<b>Final award</b> ( <i>exit awards will be made as outlined in the <a href="#">Taught Degree Regulations</a></i> )	BA	<input type="checkbox"/>	MA	<input checked="" type="checkbox"/>
	BSc	<input type="checkbox"/>	MSc	<input type="checkbox"/>
	Other ...	<input type="checkbox"/>		
<b>Mode of delivery</b>	Distance-learning	<input type="checkbox"/>		
	On-campus	<input checked="" type="checkbox"/>		
<b>Professional body accreditation</b> ( <i>if applicable</i> )	n/a			
<b>Academic year this specification was created</b>	2016/17			
<b>Dates of any subsequent amendments</b>				

### II. Programme Aims: What will the programme allow you to achieve?

<ol style="list-style-type: none"> <li>1. The MA provides students with a thorough overview of the creative and cultural industries, with a specific focus on the music and film industries in particular (as reflected in the compulsory modules).</li> <li>2. The MA combines generic and regional courses with practical/skills training (through guided modules) appropriate for a global understanding of the creative and cultural industries, and to prepare students for a wide range of career destinations.</li> <li>3. The MA allows students to develop their knowledge across four areas in particular: music, film, art/archaeology, and media.</li> <li>4. The MA offers the opportunity to hone critical and writing skills, to conduct individual research and writing in a chosen aspect of the global creative and cultural industries, and to acquire specific practical skills in media and digital production.</li> <li>5. The MA reflects on London as a creative capital city, and includes an optional internship through a 'Directed Study in Industry' course that allows students the opportunity to develop work with the creative and cultural organisations, institutions and enterprises based in the city.</li> </ol>
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### III. Programme Learning Outcomes: What will you learn on the programme?

There are four key areas in which you will develop:

Learning Outcomes: Knowledge	
<ol style="list-style-type: none"> <li>1. Broad knowledge of the creative and cultural industries in the global context.</li> <li>2. Detailed knowledge of the creative and cultural industries of Africa, Asia and/or the Middle East and/or in relation to their diasporas.</li> <li>3. Specialist knowledge of creative and cultural industries as they pertain to music, film, art/archaeology and/or media.</li> <li>4. Through the independent research and writing of a dissertation, profound knowledge of one pertinent aspect of the creative and cultural industries.</li> </ol>	
Typical Teaching Methods	Typical Assessment Methods
<ul style="list-style-type: none"> <li>● Lectures and seminars present and critique materials.</li> <li>● Demonstration and critique of audio, video, film, visual materials and objects using AV facilities in class.</li> </ul>	<ul style="list-style-type: none"> <li>● Assessment through a mix of continual assessment, written and other assignments (including audiovisual essay films and podcasts), and unseen written examinations.</li> </ul>

<ul style="list-style-type: none"> <li>On-site discussion, within SOAS (multi-media lab, music recording studio, radio studio, Brunei Gallery) and in external venues as appropriate.</li> </ul>	<ul style="list-style-type: none"> <li>Individual research to develop a dissertation.</li> </ul>
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<b>Learning Outcomes: Intellectual (thinking) skills</b>	
<ol style="list-style-type: none"> <li>To analyse and assess the creative and cultural industries.</li> <li>To write critically about the creative and cultural industries, and about the music, film, arts, and media of Africa, Asia or the Middle East, and/or in relation to their diasporas.</li> <li>To read critically a wide range of sources, to critically appraise music, film, art, and media sources, and to synthesise different perspectives.</li> <li>To discuss and debate in seminar and tutorial contexts, and to present materials to peer groups.</li> </ol>	
<b>Typical Teaching Methods</b>	<b>Typical Assessment Methods</b>
<ul style="list-style-type: none"> <li>Reading, analysing, synthesising, evaluating and applying in essay writing and through feedback, and in preparing for unseen examinations.</li> <li>Listening to lectures, debating and discussing in seminars.</li> <li>Observing, listening, analysing, synthesising, evaluating and applying in practical skills that may include music recording, film and video editing, radio production and digital media production.</li> </ul>	

<b>Learning Outcomes: Subject-based practical skills</b>	
<ol style="list-style-type: none"> <li>Practical skills in one or more of film/video production and editing, audio and digital media skills, music recording skills.</li> <li>To appraise and discuss the development and operation of the creative and cultural industries, with a focus on one or more of the music, film art/archaeology and media components.</li> <li>To read and critique the writing of prior researchers and commentators.</li> </ol>	
<b>Typical Teaching Methods</b>	<b>Typical Assessment Methods</b>
<ul style="list-style-type: none"> <li>Practical skills in one or more of film/video production and editing, radio and digital media skills, music recording skills.</li> <li>To appraise and discuss the creative and cultural industries.</li> <li>To read and critique the writing of prior researchers and commentators.</li> <li>To write critical and cogent essays and to answer examination questions on set topics.</li> </ul>	

<b>Learning Outcomes: Transferrable skills</b>
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<ol style="list-style-type: none"> <li>1. To understand and critique the development and operation of the creative and cultural industries.</li> <li>2. The ability to address and understand non-EuroAmerican creative and cultural industries, and thereby to have an openness towards non-EuroAmerican cultures.</li> <li>3. As an option, work experience or developing individual entrepreneurial projects through the 'Directed Study in Industry' module.</li> <li>4. As options, practical skills in one or more of film/video production and editing, podcasting and digital media skills, and music recording skills.</li> <li>5. To function effectively as a researcher of and contributor to the creative and cultural industries.</li> </ol>	
Typical Teaching Methods	Typical Assessment Methods
<ul style="list-style-type: none"> <li>● To learn skills that have practical applicability in one or more of film/video production and editing, radio and digital media production and music recording.</li> <li>● To learn to critically appraise and discuss creative and cultural materials.</li> <li>● To develop a sophisticated and knowledge-driven awareness of non-EuroAmerican cultures.</li> <li>● To gain, as an option, work experience through the 'Directed Study in Industry' course.</li> <li>● To learn to function effectively in research activity.</li> </ul>	

<b>General statement on contact hours – postgraduate programmes</b>
<p>Masters programmes consist of 180 credits, made up of taught modules of 30 or 15 credits, taught over 10 or 20 weeks, and a dissertation of 60 credits. The programme structure shows which modules are compulsory and which optional.</p> <p>As a rough guide, 1 credit equals approximately 10 hours of work. Most of this will be independent study (see <a href="https://www.soas.ac.uk/admissions/ug/teaching/">https://www.soas.ac.uk/admissions/ug/teaching/</a>) such as reading and research, preparing coursework, revising for examinations and so on. Also included is class time, for example lectures, seminars and other classes. Some subjects may have more class time than others – a typical example of this are language acquisition modules.</p> <p>At SOAS, most postgraduate modules have a one-hour lecture and a one-hour seminar every week, but this does vary.</p> <p>More information can be found on individual module pages.</p>

**MA Global Creative & Cultural Industries (2020 entry)**

	<b>Dissertation</b>
<b>credits</b>	60
<b>module code</b>	15PMUC998
<b>module title</b>	Dissertation in Global Creative & Cultural Industries
<b>status</b>	compulsory module

	<b>Taught Component</b>	<b>Taught Component</b>	<b>Taught Component</b>	<b>Taught Component</b>	<b>Taught Component</b>
<b>credits</b>	15	15	15	45	30
<b>module code</b>	15PMUH023	15PARH098	15PMUH003		
<b>module title</b>	Analytical Approaches to the Global Creative and Cultural Industries	Global Film Industries	The Music Business	List of Guided Options	List of Optional Modules
<b>status</b>	core module	compulsory module	compulsory module	guided option*	guided option*

**Guided Options**

- 15PMSH023 Directed Study in Industry
- 15PARH085 Contemporary Art and the Global
- 15PARH079 Curating Cultures Cohort A (cannot be taken in conjunction with 15PARH079)
- 15PARH088 Curating Cultures Cohort B (cannot be taken in conjunction with 15PARH088)
- 15PMSH022 Podcasting
- 15PMSH025 Sound Recording and Production

**Optional Modules**

This list below is not yet finalised and we will have to add to it as we receive more information about modules not running and new modules

- 15PMSH029 Studies in Global Digital Cultures
- 15PMSH004 Transnational Communities and Diasporic Media: Networking, Connectivity, Identity
- 15PSEH011 Gender and Sexualities in South East Asian Film
- 15PJKH007 Transnational Cinema: From Kurosawa to Asia Extreme and Studio Ghibli (15 units) - based in EAL
- 15PCHH002 Modern Film from Taiwan and the Chinese Diaspora (15 units) - based in SEALC
- Korean Cinema (15 units) - based in EAL This is a new module so does not have a code yet
- East Asian Cinema (15 units) - based in EAL This is a new module so does not have a code yet
- Japanese Cinema (15 units)- based in EAL This is a new module so does not have a code yet
- Chinese Cinema (15 units) based in EAL This is a new module so does not have a code yet