

Module Specification

Summary Information

Module Code	6601MCIPA
Formal Module Title	Management Research Paper
Career	Undergraduate
Credits	60
Academic level	FHEQ Level 6
Module Pass Mark	40

Learning Methods

Learning Method Type	Hours
Lecture	24
Tutorial	12
Workshop	2

Module Offering(s)

Start Month	Duration
September	28 Weeks

Aims and Outcomes

Aims	Students will undertake primary and secondary research to present analytical and focused research that fosters their deeper understanding of and engagement with a
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contemporary issue within the creative industries' performing arts and entertainment sector. Options on how students will conduct and present their work will be negotiated with the module leader, their research supervisor and the Head of Department.

Learning Outcomes

After completing the module the student should be able to:

Code	Description
MLO1	Develop a research question focussed upon the creative industries, performing arts and entertainment sector; and based upon their question, submit a concise and coherent research proposal.
MLO2	Evidence a critical understanding of how to gather and utilise primary and secondary research related to a chosen creative industry, performing arts and entertainment sector research question.
MLO3	Engage with an appropriate range of research methods.
MLO4	Critically analyse and objectively evaluate their research.
MLO5	Deliver their research findings in a format which shows academic and critical awareness.

Module Content

Outline Syllabus

What is a Research Question and how to design one?

How to construct a Research Proposal.

What is Literature?

Understand the differences between Secondary and Primary Research

Research Methods - Quantitative, Qualitative and Mixed.

Research Project Planning

Practice as Research

How to do research.

How to construct and write a traditional, formal Research Dissertation Paper

How to present a Research Project in academically appropriate, but non-traditional formats.

Module Overview

A research project, that enables students to gain a deeper understanding of, and engagement with, a contemporary issue from within the creative industries, performing arts and entertainment sector.

Students will be guided and supported in choosing their own research question.

Options on how students will conduct their research and present their findings will be negotiated with the Module Leader, their assigned Supervisor and the Head of Department, in line with the module's Learning Outcomes.

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Learning Outcome Mapping
Essay	Research Proposal	20	0	ML01
Dissertation	Research Project	80	0	ML02, ML03, ML04, ML05