

Liverpool John Moores University

Title: Music Business
Status: Definitive
Code: **3520PMMT** (124648)
Version Start Date: 01-08-2021

Owning School/Faculty: Engineering
Teaching School/Faculty: Liverpool Institute for Performing Arts

Team	Leader
Karl Jones	

Academic Level: FHEQ3 **Credit Value:** 10 **Total Delivered Hours:** 35
Total Learning Hours: 100 **Private Study:** 65

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Workshop	35

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	PORT	Portfolio	70	
Presentation	PRES	Presentation	30	

Aims

This module aims to develop the basic business skills and knowledge necessary to successfully back up a career in the music and entertainment industries. It also aims to provide knowledge of the context in which these industries operate. Practical business skills will include project and action planning and making presentations.

Learning Outcomes

After completing the module the student should be able to:

- 1 Identify and appraise the music industry structures in which students hope to work
- 2 Recognise and evaluate the basic principles of contract and copyright law
- 3 Develop a career/project plan employing budgets
- 4 Present competent written and verbal presentations

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Portfolio	1	2	3
Presentation	4		

Outline Syllabus

Students will cover relevant aspects of law, financial management, taxation and self-development and will examine how the industry operates and how they will fit within it. Students will work towards a career/project development plan, action planning, and making presentations.

Learning Activities

Weekly lectures lead on to seminars where topics are further discussed. Students read and prepare in private study time.

Notes

Tim Pike is the Module Leader