

Module Information

2022.01, Approved

Summary Information

Module Code	3001FNDLSA
Formal Module Title	Exploring Materials, Process and Practice
Owning School	Liverpool School of Art & Design
Career	Undergraduate
Credits	20
Academic level	FHEQ Level 3
Grading Schema	40

Teaching Responsibility

LJMU Schools involved in Delivery
Liverpool School of Art & Design

Learning Methods

Learning Method Type	Hours
Lecture	6
Practical	8
Tutorial	2
Workshop	20

Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
SEP-MTP	MTP	September	12 Weeks

Aims and Outcomes

Aims	This module aims to:1. Introduce students to basic Art & Design practices through introductory 'exposures' and 'encounters' with materials, technologies and processes that replicate and simulate real-world interactions for making and collaborative practice. 2. Foster an enthusiasm for experimentation with materials, processes and media to solve creative briefs.3. Support students' induction and orientation to basic resources and workshops in the JLADB, and use key workshop areas and resources associated with the programme in a safe and appropriate manner.
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After completing the module the student should be able to:

Learning Outcomes

Code	Number	Description
MLO1	1	Evidence a body of work that explores practical Art & Design interactions
MLO2	2	Communicate ideas and concepts that acknowledge a defined audience and/or context
MLO3	3	Demonstrate an application of a variety of skills and processes relating to their individual practice
MLO4	4	Recognise how materials, processes and media can be used to approach creative briefs

Module Content

Outline Syllabus	This is a practical module that introduces students to basic Art & Design practices through introductory 'exposures' and 'encounters' with materials, technologies and processes. It is supported by a programme of workshops, tutorials and contextual lectures to ensure that students are practically engaged with a variety of skills and processes that will augment the development of their individual practice. An emphasis will be placed on students exploring craft, technology and production processes. Students will be introduced to the various workshop areas within the school and have the opportunity to explore and apply relevant technical processes to their practice. Transferable skills are learned, including digital capabilities, and the concept of 'process' acts as a fulcrum around which students will explore how new knowledge is conceived from differing perspectives. Students will have access to workshops and technical support to develop their practical skills.
Module Overview	
Additional Information	This workshop-based module focuses on guiding students in adopting a cross-disciplinary fusion of learning and thinking through introductory projects that replicate and simulate real-world interactions for making and collaborative practice. Cross-disciplinary collaborations will allow students to utilise the strongest characteristics of each discipline to form something new.

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Portfolio	Portfolio	80	0	MLO1, MLO2, MLO3, MLO4
Reflection	Reflection	20	0	MLO1, MLO2, MLO3, MLO4

Module Contacts

Module Leader

Contact Name	Applies to all offerings	Offerings

Mark Roughley	Yes	N/A
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Partner Module Team

Contact Name	Applies to all offerings	Offerings
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