

## Liverpool John Moores University

Warning: An incomplete or missing proforma may have resulted from system verification processing

Title: Exploring Materials, Process and Practice  
Status: Definitive  
Code: **3001FNDLSA** (126727)  
Version Start Date: 01-08-2021

Owning School/Faculty: Liverpool School of Art & Design  
Teaching School/Faculty: Liverpool School of Art & Design

Team	Leader
Mark Roughley	Y

**Academic Level:** FHEQ3      **Credit Value:** 20      **Total Delivered Hours:** 36  
**Total Learning Hours:** 200      **Private Study:** 164

### Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	6
Practical	8
Tutorial	2
Workshop	20

**Grading Basis:** 40 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	AS1	Portfolio of outcomes and supporting sketchbook(s) of research and development work	80	
Reflection	AS2	Reflective blog (500 words)	20	

### 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.*

## **Learning Outcomes**

After completing the module the student should be able to:

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

## **Learning Outcomes of Assessments**

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

Portfolio	1	2	3	4
Reflection	1	2	3	4

## **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.*

## **Learning Activities**

Students will be required to undertake set projects. Workshops, lectures, tutorials and studio-based practical activities will support the development and production of these projects.

## **Notes**

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.