

Studio Practice Project

Module Information

2022.01, Approved

Summary Information

Module Code	3003FNDLSA
Formal Module Title	Studio Practice Project
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	16
Tutorial	4
Workshop	10

Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
JAN-MTP	MTP	January	12 Weeks

Aims and Outcomes

Aims	This module aims to:1. Introduce students to self-directed contemporary art and design practice.2. Foster the development of ideas through to outcomes by means of practice-based methods.3. Recognise that research into cultural and historical context can inform approaches to creative briefs, and how different processes can be used to approach a set brief.4. Utilise a range of creative methods and materials associated with the students' chosen discipline.
------	---

After completing the module the student should be able to:

Learning Outcomes

Code	Number	Description
MLO1	1	Evidence a progression in their understanding of their chosen discipline through submission of practical work/outputs
MLO2	2	Advance ideas using creative methods and materials associated with their chosen discipline
MLO3	3	Demonstrate the ability to develop work through experimentation in order to build coherent and meaningful individual practices
MLO4	4	Develop, through the production and presentation of a body of practical work, an initial awareness of appropriate modes of recording and publishing their work

Module Content

Outline Syllabus	This module will build on the introductory modules in semester 1 giving students the opportunity to apply new skills and develop a deeper understanding of their chosen discipline.It comprises of a series of set practice-based projects designed to introduce students to a variety of materials, processes and media core to their chosen discipline. It allows students to recognise how different processes can be used to approach a set brief, tackle creative problems and publish their work.
Module Overview	
Additional Information	This module will introduce students to key concepts and activities that underpin their discipline-specific study at higher education through participation in practical projects. Students will be asked to record primary and secondary visual research in sketchbooks and document experimentations. The module will also include contextual lectures and workshop activities to develop the students' creative and technical confidence.

Assessments

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

Module Contacts

Module Leader

Contact Name	Applies to all offerings	Offerings
Mark Roughley	Yes	N/A

Partner Module Team

Contact Name	Applies to all offerings	Offerings
--------------	--------------------------	-----------