

Liverpool John Moores University

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Title: Studio Practice Project
Status: Definitive
Code: **3003FNDLSA** (126729)
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 2

Component	Contact Hours
Lecture	6
Practical	16
Tutorial	4
Workshop	10

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	
Presentation	AS2	Project summary presentation (5 minutes)	20	

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.*

Learning Outcomes

After completing the module the student should be able to:

- 1 Evidence a progression in their understanding of their chosen discipline through submission of practical work/outputs
- 2 Advance ideas using creative methods and materials associated with their chosen discipline
- 3 Demonstrate the ability to develop work through experimentation in order to build coherent and meaningful individual practices
- 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

Learning Outcomes of Assessments

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

Portfolio	1	2	3	4
Project	1	2	3	4

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.

Learning Activities

Students will be required to undertake a set project(s) specific to their chosen discipline. Workshops, lectures, tutorials and studio-based practical activities will support the development and production of these projects.

Notes

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.