

Summary Information

Module Code	3106FNDDR
Formal Module Title	Creative Project
Owning School	Liverpool Screen School
Career	Undergraduate
Credits	20
Academic level	FHEQ Level 3
Grading Schema	40

Module Contacts

Module Leader

Contact Name	Applies to all offerings	Offerings
Sarah Bell	Yes	N/A

Module Team Member

Contact Name	Applies to all offerings	Offerings
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Partner Module Team

Contact Name	Applies to all offerings	Offerings
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Teaching Responsibility

LJMU Schools involved in Delivery
Liverpool Screen School

Learning Methods

Learning Method Type	Hours
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Lecture	4
Seminar	6
Workshop	40

Module Offering(s)

Offering Code	Location	Start Month	Duration
JAN-MTP	MTP	January	12 Weeks

Aims and Outcomes

Aims	1. To develop subject specialist and collaborative creative practice through the opportunity to create a performance/media event in response to a given stimulus or theme 2. To provide vocabularies and strategies for reflection on and evaluation of individual creative practice
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Learning Outcomes

After completing the module the student should be able to:

Code	Description
MLO1	Work in their respective specialist area to contribute to a group creative project utilising basic technical knowledge as appropriate
MLO2	Understand and operate within the principles and work ethic of sound collaborative practice
MLO3	Undertake a process of reflection and evaluation of personal creative practice and learning in a group context

Module Content

Outline Syllabus

Introductory lectures will outline the principles and work ethic of sound collaborative creative practice, as well as present the chosen stimulus for the project using appropriate research material and references. It will present the idea of 'creative dialogue' as a vital process of ongoing reflection and evaluation, so that at the end students can undertake a summative evaluation of their work on the project as intrinsic to the process not as an add-on. It will also outline key elements of managing and organising creative projects. Through seminar, students will discuss options and ideas for the project, develop a way of working and the relevant media of presentation for sharing the output. This may be live or recorded output and/or utilise a range of platforms including social media. It may also take the form of a single event or be a series of smaller artefacts related to the central theme. The module aims to be student-centred and thus will also include one-on-one tutorial early in the process to assess that a student's learning on the project is in line with their subject specialism and personal interests, where possible. Students will then be expected to undertake a substantive research task, gathering material to share with the group as input into the creative process. Development of the work will be through a range of small group workshops/ studio rehearsal/ recordings as appropriate. Regular full group workshops will maintain the collective focus. Students are expected to work with initiative and to undertake substantive private research / creative practice. The work will be mentored by the module leader/project director as appropriate and relevant subject tutors as necessary. Students are expected to keep a log book throughout the process to which they can refer in their summative evaluation, which will be submitted as an audio file. Students will be asked to reflect on their work under a short list of headings to guide and structure their response.

Module Overview

This module enables you to develop subject specialist and collaborative creative practice through the opportunity to create a performance/media event in response to a given stimulus theme. You will also be provided vocabularies and strategies for reflection on, and evaluation of, individual creative practice.

Additional Information

Much of the indicative reference material for this module will vary depending on the chosen stimulus. Respective subject tutors will create a list of sources relevant to their specialism as well as the broader theme/stimulus.

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Learning Outcome Mapping
Artefacts	Performance/Media Event	70	0	MLO1, MLO2
Essay	Reflective Evaluation	30	0	MLO3