

## Module Information

2022.01, Approved

### Summary Information

Module Code	3507CFDF
Formal Module Title	Digital Media in Art and Design
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
LJMU Partner Taught

### Partner Teaching Institution

Institution Name
London College for Design and Fashion

### Learning Methods

Learning Method Type	Hours
Lecture	20
Seminar	10
Tutorial	10
Workshop	40

### Module Offering(s)

Display Name	Location	Start Month	Duration Number	Duration Unit
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JAN-PAR	PAR	January	12 Weeks
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## Aims and Outcomes

Aims	1. To develop students' knowledge and skills in the application of digital technologies.2. To use digital processes to develop and expand ideas and iterations.3. To identify and utilise the potential of digital processes.
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**After completing the module the student should be able to:**

### Learning Outcomes

Code	Number	Description
MLO1	1	Work with a range of software.
MLO2	2	Translate ideas from research and drawings to computer-aided design work.
MLO3	3	Develop a dialogue between analogue and digital environments.

## Module Content

Outline Syllabus	This module will support students' Final Major Project by expanding students' skills and knowledge of software as well as encouraging students' creative thinking. Working with design trends and techniques students will expand their abilities to communicate ideas digitally. Students are encouraged to explore the digital media as a language as well as develop a dialogue between analogue and the digital. Students will also be given the opportunity to expand their ability to communicate ideas by acquiring in-depth knowledge of software. Through a series of practical tasks students will develop digital media skills, combined with the ability to translate ideas from research and drawings into computer-aided design work.
Module Overview	
Additional Information	Students will in this module learn several software that can have applications in various creative fields. The module will begin by enabling students to translate initial ideas in to practical expression using relevant analogue or digital processes.

## Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Portfolio	Portfolio	100	0	MLO1, MLO2, MLO3

## Module Contacts

### Module Leader

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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