

Liverpool John Moores University

Title: Final Major Project
Status: Definitive
Code: **3508CFDF** (128720)
Version Start Date: 01-08-2021

Owning School/Faculty: Liverpool School of Art & Design
Teaching School/Faculty: London College for Design and Fashion

Team	Leader
Mark Roughley	

Academic Level: FHEQ3 **Credit Value:** 20 **Total Delivered Hours:** 80
Total Learning Hours: 200 **Private Study:** 120

Delivery Options

Course typically offered: Semester 2

Component	Contact Hours
Lecture	10
Off Site	10
Seminar	10
Tutorial	10
Workshop	40

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	Portfolio	Work submitted for assessment will consist of research and analysis, a project proposal (300 words), developmental work, design iterations, prototypes containing ongoing annotation and analysis. Outcomes should be made presentable through sketchbooks, folio, digital documents, and in addition may take the form of a display or exhibition.	100	

Category	Short Description	Description	Weighting (%)	Exam Duration
		A final evaluation (500 – 1000 words) and bibliography is to be submitted with the final major project work.		

Aims

1. To develop academic research, analysis, practical skills, presentation, evaluation and referencing through tutor supported and self-directed study.
2. To demonstrate the ability to plan, organize and present a major project.
3. To foster and promote innovative ideas and practical work in preparation for progression to higher education.

Learning Outcomes

After completing the module the student should be able to:

- 1 Be able to submit a personal Statement of Intent.
- 2 Understand the importance of research and contextual references.
- 3 Know how to solve problems by applying knowledge and experience.
- 4 Be able to present and evaluate a Final Major Project.

Learning Outcomes of Assessments

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

Portfolio	1	2	3	4
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Outline Syllabus

In this module, students will draw upon the summation of knowledge and skill acquired during their foundation experience. Students will have the opportunity to foster and promote innovative ideas and practical work whilst extending their potential contextual and technical abilities in preparation for their progression to higher education. They will be encouraged to adapt and extend personal ambition whilst understanding the professional context for presenting their finished work. Presenting a final exhibition is the culmination of the students experience whilst at the same time acting as a professional context for sharing their views and opinions. The ability to critically reflect on their ideas, work and studio practice is a key factor in raising personal benchmarks of success for students in this Final Major Project. This conclusive learning experience will act as the final stepping-stone for progression to higher education.

Learning Activities

1. This is a practical studio based programme with workshops, tutorials, seminars, crits and lectures designed to foster a strong studio culture and develop the studio space as the nucleus of creative endeavor.
2. The final assessment for this module is 100% Portfolio, comprising of supporting research and development work and final outcomes.
3. On-going informal feedback will be available via seminars and critiques. Formative feedback and feedforward are given during review activities at the end of each stage of the project.

Notes

This module will enable the production of a personal self-directed project that is pertinent to the students' interests and career objectives. Through developing an individual but guided reflective portfolio and final creative project, the student will be able to consider the learning on the programme so far and trajectory of their creative practice.