

## Liverpool John Moores University

Title: Contemporary Media Issues  
Status: Definitive  
Code: **4002MEDIA** (119942)  
Version Start Date: 01-08-2013

Owning School/Faculty: Liverpool Screen School  
Teaching School/Faculty: Liverpool Screen School

Team	Leader
Sarah Haynes	Y
Mark Smith	

**Academic Level:** FHEQ4      **Credit Value:** 24.00      **Total Delivered Hours:** 62.00  
**Total Learning Hours:** 240      **Private Study:** 178

### Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	20.000
Seminar	40.000
Tutorial	2.000

**Grading Basis:** 40 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Reflection	Reflection	Contribution to Wiki	20.0	
Essay	Essay 1	Essay - 1500 words	30.0	
Essay	Essay 2	Essay - 1500 words	50.0	

### Aims

*To provide students with an understanding of the evolution of media;  
To develop an ability to relate theory to contemporary issues/practice;  
To introduce students to academic practice and encourage discussion of research and reading.*

## Learning Outcomes

After completing the module the student should be able to:

- 1 Understand contemporary media theories
- 2 Explore the social context of media
- 3 Appreciate the importance of constructive debate for understanding media theory.

## Learning Outcomes of Assessments

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

Reflection	1	3
Essay 1	1	
Essay 2	2	

## Outline Syllabus

*The module will cover Contemporary Media Issues such as:*  
*Media as cultural interfaces*  
*Characteristics and consequences of digital media*  
*Interaction*  
*Play/ludology*  
*Remediation of media*  
*New media and visual culture*  
*Introduction to Academic research and writing.*

## Learning Activities

Lectures will be followed by seminars in which students will discuss theories raised in lectures in more detail and following their own reading. Individual tutorials will be used through the year to discuss individual students engagement with and progress through the module.

## References

<b>Course Material</b>	Book
<b>Author</b>	Darley, A.
<b>Publishing Year</b>	2000
<b>Title</b>	Visual Digital Culture
<b>Subtitle</b>	Surface Play and Spectacle in New Media Genres
<b>Edition</b>	
<b>Publisher</b>	London, UK: Routledge
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Hughes, R.
<b>Publishing Year</b>	2010
<b>Title</b>	Cult-ure
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	London, UK: Fiell
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Huizinga, J.
<b>Publishing Year</b>	1971
<b>Title</b>	Homo Ludens
<b>Subtitle</b>	A Study of the Play-Element in Culture
<b>Edition</b>	
<b>Publisher</b>	Oxford, UK: Routledge
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Koster, R.
<b>Publishing Year</b>	2005
<b>Title</b>	A Theory of Fun
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	Arizona, USA: Paraglyph Press
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Manovich, L.
<b>Publishing Year</b>	2001
<b>Title</b>	The Language of New Media
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	Cambridge, USA: MIT Press
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	McLuhan, M.
<b>Publishing Year</b>	1964
<b>Title</b>	Understanding Media
<b>Subtitle</b>	The Extensions of Man
<b>Edition</b>	
<b>Publisher</b>	London, UK: Routledge
<b>ISBN</b>	

<b>Course Material</b>	Book
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<b>Author</b>	McLuhan, M.
<b>Publishing Year</b>	1967
<b>Title</b>	The Medium is the Message
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	London, UK: Penguin
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Meadows, M.S.
<b>Publishing Year</b>	2003
<b>Title</b>	Pause and Effect
<b>Subtitle</b>	The Art of Interactive Narrative
<b>Edition</b>	
<b>Publisher</b>	Indianapolis, USA: New Riders
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Moggeridge, B.
<b>Publishing Year</b>	2007
<b>Title</b>	Designing Interactions
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	Cambridge USA: MIT Press
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Lister, M., Dovey, J., Giddings, S., Grant, I. and Kelly, K.
<b>Publishing Year</b>	2008
<b>Title</b>	New Media
<b>Subtitle</b>	A Critical Introduction
<b>Edition</b>	
<b>Publisher</b>	London, UK: Routledge
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Walsh, M.
<b>Publishing Year</b>	2009
<b>Title</b>	Futuretainment
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	London, UK: Phaidon
<b>ISBN</b>	

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**Notes**

This module introduces students to academic research and writing and develops their knowledge of contemporary media theory. Through seminars students will be encouraged to apply theory to their contemporary media experiences and to deconstruct media artefacts and practices enabling them to develop as reflective practitioners. Students will share and discuss their research.