

Liverpool John Moores University

Title: Introduction to Craft and Technology
Status: Definitive
Code: **4003GD** (117855)
Version Start Date: 01-08-2015

Owning School/Faculty: Liverpool School of Art & Design
Teaching School/Faculty: Liverpool School of Art & Design

Team	Leader
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Academic Level: FHEQ4 **Credit Value:** 24.00 **Total Delivered Hours:** 57.00

Total Learning Hours: 240 **Private Study:** 183

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	3.000
Practical	24.000
Seminar	24.000
Tutorial	1.000
Workshop	5.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	Port	Portfolio of semester 1 workshop outcomes	60.0	
Portfolio	Port	Portfolio of finished project work and supporting research and development work	40.0	

Aims

- 1. To introduce the key resources and technical areas utilized by the programme.*
- 2. To explore a variety of digital and craft based processes.*
- 3. To foster an enthusiasm for for experimentation and collaboration in the creative process.*
- 4. To introduce self-directed learning through the use of online resources and peer support.*

Learning Outcomes

After completing the module the student should be able to:

- 1 Demonstrate an understanding of key resources and explore a variety of digital and craft-based processes via engagement with workshops.
- 2 Engage with basic design approaches that encourage experiment and collaboration.

Learning Outcomes of Assessments

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

Portfolio 1	1
Portfolio 2	2

Outline Syllabus

- 1. Inductions: e.g. printmaking.*
- 2. Digital workshops: e.g. animation*
- 3. Print workshops: e.g. printmaking, risograph*
- 4. Digital imaging and repro workshops: e.g. Photoshop, Illustrator and InDesign*
- 5. Digital production and presentation*
- 6. Craft skills: e.g. bookbinding*

Learning Activities

1. This is a practical studio based module supported by a programme of workshops, skillset inductions, tutorials, seminars, and lectures.
2. Projects are based around the creative use of craft and technology processes.
3. This module is yearlong. Introductory craft and technology workshops take place in the early part of the year, followed by a lengthier collaborative project in Semester 2.
4. The final assessment for this module is 60% Portfolio 1 (comprising semester 1 workshop outcomes) and 40% Portfolio2 (comprising finished project work, supporting research and development work).
5. Formative written feedback is given in response to an interim review at the end of semester 1.

6. On-going informal feedback will be available via tutorial and seminar.

Notes

This module is an introduction to key digital technologies and craft-based skills. It offers an opportunity to explore experimentation and collaboration in the design process through collaborative learning.