

Liverpool John Moores University

Title: INTERACTION
Status: Definitive
Code: **4004GM** (109884)
Version Start Date: 01-08-2011

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

Team	Leader
Ian Mitchell	Y

Academic Level: FHEQ4
Credit Value: 24.00
Total Delivered Hours: 63.00
Total Learning Hours: 240
Private Study: 177

Delivery Options

Course typically offered: Semester 2

Component	Contact Hours
Lecture	4.000
Off Site	6.000
Online	2.000
Practical	42.000
Seminar	4.000
Tutorial	1.000
Workshop	4.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	AS1	Coursework: coursework - by submission of a portfolio.	100.0	

Aims

To introduce a variety of approaches towards work that encourages physical and/or interactive engagement.

To foster an enthusiasm for playfulness as a means of personal expression.

To introduce a basic range of analytical skills for exploring art and design.

Learning Outcomes

After completing the module the student should be able to:

- 1 engage with basic design approaches that encourage physical and/or interactive engagement.
- 2 record experiments and visual ideas exploring materials and/or processes.
- 3 discuss relationship between materials and technical processes
- 4 justify their use of materials and technical processes within the broader context of art and design.

Learning Outcomes of Assessments

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

PORTFOLIO 1 2 3 4

Outline Syllabus

Sources for found and ready made materials and processes.

Play, tactile media, engagement.

Character design, games, gameplay, 3D visualisation, prototype.

Digital production, printmaking, photography.

Interactive design.

Craft skills, paper engineering, packaging, bookbinding, pop-up book.

Non linear / interactive narrative structure storyboarding

Learning Activities

This is a practical studio based module supported by a programme of tutorials, skill set induction workshops, field study visits, seminars and contextual lectures.

Project options based around processes.

The final assessment for this module is 100% coursework by portfolio submission comprising finished project work, research and development work, PDP progress file and critical evaluation.

Written feedback is given after assessment. On-going informal feedback will be available via seminar.

References

Course Material	Book
Author	AVELLA, N.
Publishing Year	2003

Title	Paper engineering: 3D design techniques for a 2D material
Subtitle	
Edition	
Publisher	RotoVision
ISBN	

Course Material	Book
Author	FARRINGTON, P.
Publishing Year	2002
Title	Interactive: the internet for graphic designers
Subtitle	
Edition	
Publisher	RotoVision
ISBN	

Course Material	Book
Author	WILLIAMS, N.
Publishing Year	2005
Title	Paperwork: the potential of paper in graphic design
Subtitle	
Edition	
Publisher	Phaidon
ISBN	

Course Material	Book
Author	FISHEL, C
Publishing Year	2004
Title	The power of paper in graphic design
Subtitle	
Edition	
Publisher	Rockport
ISBN	

Course Material	Book
Author	VINYL WILL KILL
Publishing Year	2004
Title	an inside look at the designer toy phenomenon
Subtitle	
Edition	
Publisher	Gingko Press
ISBN	

Notes

This module is an exploration of tactile and interactive responses to a variety of media.

