

Liverpool John Moores University

Title: CONTEMPORARY MEDIA ISSUES
Status: Definitive
Code: **4009MPS** (117596)
Version Start Date: 01-08-2011

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

Team	Leader
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Academic Level: FHEQ4 **Credit Value:** 24.00 **Total Delivered Hours:** 72.00
Total Learning Hours: 240 **Private Study:** 168

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Seminar	48.000
Workshop	24.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Reflection	Blog	Reflection - Blog	30.0	
Portfolio	Portfolio	Portfolio - collection of exercises.	70.0	

Aims

1. To provide students with an understanding of the evolution of media.

2. To develop an ability to relate theory to contemporary issues/practice.
3. To introduce students to a range of presentation techniques.

Learning Outcomes

After completing the module the student should be able to:

- 1 Demonstrate an understanding of theories covered in the module.
- 2 Interpret and apply a chosen theory to a contemporary issue or practice.
- 3 Deliver an effective presentation.

Learning Outcomes of Assessments

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

Blog - reflection	1	
Portfolio	2	3

Outline Syllabus

The module will cover:

Keeping a blog as a reflective tool;

Contemporary media issues, focused around; narrative, interaction and participatory media and the evolution of media practice from earlier forms;

Presentation skills and a range of presentation software.

Learning Activities

In seminars students will be introduced to and discuss contemporary media issues. In workshops students will develop ideas about narrative, play, interaction and participatory media. Students will set up and maintain a blog throughout the module to reflect on contemporary issues. There will be exercises set to encourage students to make blog entries and to guide the development of this content. Students will undertake a series of exercises designed to link their theory and practice and present these in a portfolio for final submission at the end of the module.

References

Course Material	Book
Author	Darley, A.
Publishing Year	2000
Title	Visual Digital Culture: Surface Play and Spectacle in New Media Genres
Subtitle	

Edition	
Publisher	Routledge, an imprint of Taylor & Francis Books Ltd
ISBN	

Course Material	Book
Author	
Publishing Year	2010
Title	Futuretainment
Subtitle	
Edition	
Publisher	
ISBN	

Course Material	Book
Author	
Publishing Year	1995
Title	Life on the screen: identity in the age of the internet
Subtitle	
Edition	
Publisher	
ISBN	

Course Material	Book
Author	
Publishing Year	2004
Title	Interplay: Interactive Design
Subtitle	
Edition	
Publisher	V&A
ISBN	

Course Material	Book
Author	
Publishing Year	
Title	Pause & Effect: The Art of Interactive Narrative
Subtitle	
Edition	
Publisher	New Riders
ISBN	

Course Material	Book
Author	
Publishing Year	1967
Title	The medium is the Massage
Subtitle	
Edition	
Publisher	Touchstone

ISBN	
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Course Material	Book
Author	
Publishing Year	1964
Title	Understanding Media: The Extensions of Man
Subtitle	
Edition	
Publisher	Routledge & Kegan Paul Ltd
ISBN	

Course Material	Book
Author	
Publishing Year	2001
Title	The Language of New Media
Subtitle	
Edition	
Publisher	MIT Press
ISBN	

Course Material	Book
Author	M. Lister, J. Dovey, S. Giddings, I. Grant, K. Kelly
Publishing Year	2003
Title	New Media: A Critical Introduction
Subtitle	
Edition	
Publisher	Routledge
ISBN	

Course Material	Book
Author	Jenkins, H.
Publishing Year	2006
Title	Convergence Culture: Where Old and New Media Collide
Subtitle	
Edition	
Publisher	New York University Press
ISBN	

Course Material	Book
Author	Handler Miller, C.
Publishing Year	2004
Title	Digital Storytelling: a creator's guide to interactive entertainment
Subtitle	
Edition	
Publisher	Burlington, MA: Focal Press
ISBN	

Notes

This module is concerned with developing a researched approach and linking theory to practice, encouraging students to be reflective practitioners.

Workshops will vary in length and will involve some independent study. Students will be expected to conduct 168 hours of private study for this module.