

Liverpool John Moores University

Title: Digital Media Tools
Status: Definitive
Code: **4013MEDIA** (123305)
Version Start Date: 01-08-2021

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

Team	Leader
Daniel Turner	Y
Mark Smith	
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Academic Level: FHEQ4 **Credit Value:** 20 **Total Delivered Hours:** 72

Total Learning Hours: 200 **Private Study:** 128

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	6
Practical	46
Tutorial	2
Workshop	18

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Artefacts	Practical	Practical production of individual artefacts	60	
Artefacts	Website	Website	40	

Aims

1. To explore the creative potential of digital software.
2. To apply techniques for image and video manipulation and audio production.

3. To critically evaluate process.

Learning Outcomes

After completing the module the student should be able to:

- 1 Explore the creative potential of media software packages
- 2 Understand the potential of different technologies and successfully apply skills to develop a compelling online presentation
- 3 Successfully evaluate the potential of a variety of media applications

Learning Outcomes of Assessments

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

Practical production	1	
Website	2	3

Outline Syllabus

Through a series of workshops and short practical sessions students will gain an understanding of current software practice including:

Editing technique

Audio production

Image composition

Image manipulation

Interaction

Learning Activities

Through lectures, workshops and tutorials students will be introduced to a variety of applications and develop the necessary production methodologies to manipulate static and dynamic content. Students will also explore aspects of audio production techniques and be introduced to ideas about non-linear ways of conveying information and stories.

Notes

Through engagement with a number of media tools students' will develop skills involving: composition, image manipulation online media applications to provide students with the necessary skills to produce an online portfolio. Workshops will involve some independent practical work and students will be expected to conduct 128 hours of private study for this module.