Module Proforma

Approved, 2022.03

Summary Information

Module Code	4029MEDIA
Formal Module Title	Project Management
Owning School	Liverpool Screen School
Career	Undergraduate
Credits	20
Academic level	FHEQ Level 4
Grading Schema	40

Module Contacts

Module Leader

Contact Name	Applies to all offerings	Offerings
Daniel Turner	Yes	N/A

Module Team Member

Contact Name	Applies to all offerings	Offerings
Hatana El-Jarn	Yes	N/A

Partner Module Team

Contact Name	Applies to all offerings	Offerings

Teaching Responsibility

LJMU Schools involved in Delivery
Liverpool Screen School

Learning Methods

Learning Method Type	Hours
Lecture	11
Seminar	11
Workshop	55

Module Offering(s)

Offering Code	Location	Start Month	Duration
JAN-MTP	MTP	January	12 Weeks

Aims and Outcomes

Aims	1. To explore methods of effectively managing creative projects.2. To work as part of a creative team in developing and presenting outputs in response to a brief.3. To maintain, record and communicate project management workflows and creative decisions.4. To engage with meaningful peer review processes.

Learning Outcomes

After completing the module the student should be able to:

Code	Description
MLO1	Utilise project management principles to guide structured approaches to creative briefs
MLO2	Play a role in a creative team to develop and present original creative solutions
MLO3	Create project documentation that effectively communicates the work completed in the development of creative solutions

Module Content

Outline Syllabus
Lectures will introduce current thinking and principals of project management. Seminars will involve team crits and brainstorming sessions. Workshops will introduce project management tools.Students will also be introduced to budgeting and costing projects against industry rates and standards.Working as creative teams the students will record all planning and development, presenting project progress to the tutors who will take the role of the client. This module aims to reproduce the working practices of industry.Students will be introduced to collaborative tools such as:Miro, Slack, Airtable, InVision, Students will be introduced to project management tools such as:Jira, Asana and Trrello.

Module Overview

Additional Information

Specific software is mentioned with an awareness that the landscape may change but that similar tools may be engaged with where appropriate.

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Learning Outcome Mapping
Presentation	Creative outputs/project pres	60	0	MLO1, MLO2
Reflection	Reflection	40	0	MLO3