

Summary Information

Module Code	4102GD
Formal Module Title	How? Making Graphic Design and Illustration
Owning School	Liverpool School of Art & Design
Career	Undergraduate
Credits	20
Academic level	FHEQ Level 4
Grading Schema	40

Module Contacts

Module Leader

Contact Name	Applies to all offerings	Offerings
Jonathan Spencer	Yes	N/A

Module Team Member

Contact Name	Applies to all offerings	Offerings
Hilary Judd	Yes	N/A
Carole Potter	Yes	N/A
Javier Pereda	Yes	N/A

Partner Module Team

Contact Name	Applies to all offerings	Offerings
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Teaching Responsibility

LJMU Schools involved in Delivery
Liverpool School of Art & Design

Learning Methods

Learning Method Type	Hours
Lecture	12
Practical	30
Seminar	6
Tutorial	2
Workshop	24

Module Offering(s)

Offering Code	Location	Start Month	Duration
SEP-MTP	MTP	September	12 Weeks

Aims and Outcomes

Aims	1. To introduce the key resources and technical areas utilized by the programme within the JLADB.2. To explore a variety of digital and craft based processes.3. To foster an enthusiasm for experimentation with materials, processes and media to solve creative problems.4. To recognise that research into cultural and historical context can inform approaches to creative problems.
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Learning Outcomes

After completing the module the student should be able to:

Code	Description
MLO1	Use key workshop areas and resources associated with the course in a safe and appropriate manner.
MLO2	Practice a variety of digital and craft-based processes and techniques that underpin Graphic Design and Illustration.
MLO3	Recognise how materials, processes and media can be used to approach creative problems.

Module Content

Outline Syllabus
1. Inductions: e.g. printmaking.2. Digital workshops: e.g. animation, motion graphics.3. Print workshops: e.g. printmaking, risograph.4. Digital imaging and repro workshops: e.g. Photoshop, Illustrator and InDesign.5. Digital production and presentation.

Module Overview

The aim of this module is to introduce the key resources and technical areas utilized by the programme and explore a variety of digital and craft based processes. You will foster an enthusiasm for experimentation with materials, processes and media to solve creative problems.

Additional Information

This module is comprised of a set of short process based practical projects designed to introduce students to a variety of materials, processes and media core to the making of graphic art and design works, allowing students to recognise how different processes can be used to approach a set brief and solve creative problems within defined parameters.

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Learning Outcome Mapping
Portfolio	Portfolio	100	0	MLO3, MLO1, MLO2