Visualisation and Technology

Module Information

2022.01, Approved

Summary Information

Module Code	4103FC
Formal Module Title	Visualisation and Technology
Owning School	Liverpool School of Art & Design
Career	Undergraduate
Credits	20
Academic level	FHEQ Level 4
Grading Schema	40

Teaching Responsibility

LJMU Schools involved in Delivery
Liverpool School of Art & Design

Learning Methods

Learning Method Type	Hours
Lecture	6
Practical	28
Seminar	10
Tutorial	4
Workshop	22

Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
SEP-MTP	MTP	September	12 Weeks

Aims and Outcomes

| Aims | 1. To develop awareness of professional fashion practice through the professional presentation of a body of artwork/design documentation demonstrating individual students' creative pathway specialism.2. To develop fashion communication skills, enabling the visualisation of fashion ideas and outputs in a professional format.3. To promote the development of technical ability appropriate to the fashion industry according to the students chosen pathway.4. To engender students ability to analyse, test and synthesise appropriate materials, processes, and environments for sampling 2D and 3D interpretations.5. To enhance the development of ideas through to outcomes, for example images, artefacts, environments, products, processes and texts. |

After completing the module the student should be able to:

Learning Outcomes

Code	Number	Description
MLO1	1	Produce a body of promotional media that demonstrates an awareness of fashion practice and allows the visualisation of the student's creative practice to date.
MLO2	2	Evidence fashion communication skills via a variety of creative methods through portfolio presentation.
MLO3	3	Produce fashion outcomes that demonstrate the development of a range of technical skills appropriate to the fashion industry.
MLO4	4	Select, test and make relevant use of materials, processes and environments.
MLO5	5	Analyse, identify and synthesise appropriate 'processes' for the production of fashion outcomes both in 2D and 3D.

Module Content

Outline Syllabus	Students will be taught through a programme of one to one tutorials, group critiques / activities / seminars / lectures / Interaction within the Art School, learning resources, technical workshops and immediate location for research exploration and trials / fostering new learning styles and practices.
Module Overview	The aim of this module is to develop an awareness of professional fashion practice through the professional presentation of a body of artwork/design documentation. You will develop fashion communication skills, enabling the visualisation of fashion ideas and outputs in a professional format.
Additional Information	This module is comprised of a series of seminars and workshops as well as one to one evaluations for project work. Processes and use of media is central to delivery and students will need to demonstrate their understanding of process, development and application.

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Artefacts	Artefacts 1	50	0	MLO1, MLO2, MLO3
Artefacts	Artefacts 2	50	0	MLO3, MLO4, MLO5

Module Contacts

Module Leader

Contact Name	Applies to all offerings	Offerings
Marc Provins	Yes	N/A

Partner Module Team

Contact Name	Applies to all offerings	Offerings