

Liverpool John Moores University

Title: Visualisation and Technology
Status: Definitive
Code: **4103FC** (122385)
Version Start Date: 01-08-2021

Owning School/Faculty: Liverpool School of Art & Design
Teaching School/Faculty: Liverpool School of Art & Design

Team	Leader
Marc Provins	Y
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Academic Level: FHEQ4 **Credit Value:** 20 **Total Delivered Hours:** 70
Total Learning Hours: 200 **Private Study:** 130

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	6
Practical	28
Seminar	10
Tutorial	4
Workshop	22

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Artefacts	AS1	Body of work (research and outputs) to meet requirements of pathway as outlined in submission criteria.	50	
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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.*

Learning Outcomes

After completing the module the student should be able to:

- 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.
- 2 Evidence fashion communication skills via a variety of creative methods through portfolio presentation.
- 3 Produce fashion outcomes that demonstrate the development of a range of technical skills appropriate to the fashion industry.
- 4 Select, test and make relevant use of materials, processes and environments.
- 5 Analyse, identify and synthesise appropriate 'processes' for the production of fashion outcomes both in 2D and 3D.

Learning Outcomes of Assessments

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

Artefact	1	2	3
Artefact	3	4	5

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.

Learning Activities

This module is divided between technology and visualisation and underpins all studio modules/s and outputs. Students will undertake a range of technical workshops and

seminars to gain valuable insight into practices for their specialist area. Students will learn key skills for presentation and portfolio development as well a core understanding of technical processes.

Notes

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.