

Liverpool John Moores University

Title: RESEARCH AND COMMUNICATION
Status: Definitive
Code: **4500DIGMED** (108414)
Version Start Date: 01-08-2011

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

Team	Leader
Sarah Haynes	Y

Academic Level: FHEQ4
Credit Value: 24.00
Total Delivered Hours: 72.00
Total Learning Hours: 240
Private Study: 168

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	4.000
Tutorial	8.000
Workshop	60.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	AS1	Coursework: Assignments - a range of exercises and activities, involving a variety of communication modes, building up the students own Portfolio and Personal Study log 100%	100.0	

Aims

1. To introduce and develop the range of essential study skills required for degree level study and equip them for life-long learning.
2. To enable students to communicate their ideas in a range of formats.
3. To introduce students to the Personal Tutor programme.

4. *To explore issues of difference and diversity in communication.*
5. *To present students with contextual information on the social and cultural issues pertaining to digital media and leisure.*

Learning Outcomes

After completing the module the student should be able to:

- 1 Understand their role in the educational environment
- 10 Demonstrate an understanding of the social and cultural context surrounding the entertainment industry
- 2 Diagnose their own personal skills, including areas of strengths and weaknesses and how to seek guidance to expand them
- 3 Understand research methodology techniques
- 4 Identify collective goals and individual responsibilities in the context of a team project
- 5 Manage tasks with time constraints
- 6 Use appropriate techniques for the evaluation of their own work and that of others
- 7 Produce appropriate written materials
- 8 Use the IT facilities within the university to research and communicate their ideas
- 9 Prepare a presentation in a choice of formats

Learning Outcomes of Assessments

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

Portfolio	1	2	3	4	5	6	7	8	9	10
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Outline Syllabus

Social Context

Exploring the social and historical perspective and the cultural debates surrounding the digital revolution, its social impact and the whole concept of 'leisure' as an industry.

Academic Skills

Effective Learning

Research Skills

Report Writing

Team working

Time Management

Self Evaluation and Reflection

Developing Self

Problem Solving

Numeracy Skills

IT Skills

File Management

Email

Research Using The Internet
Word Processing
Presentation Using PowerPoint
Using Blackboard

Learning Activities

Module delivered through combination of lectures, workshops and tutorials, underpinned by short exercises. Students will undertake group critiques and independent research.

Assignment tasks will be both formative and summative and will be undertaken in practical sessions or as self-study assignments.

References

Course Material	Book
Author	Cameron, S
Publishing Year	2002
Title	The Business Student's Handbook
Subtitle	Learning Skills for Study and Employment
Edition	Second
Publisher	FT Prentice Hall
ISBN	0273655272

Course Material	Book
Author	Cottrell S.
Publishing Year	2003
Title	The Study Skills Handbook
Subtitle	
Edition	
Publisher	Palgrave Macmillan
ISBN	1403911355

Course Material	Book
Author	Adair J
Publishing Year	1988
Title	Effective time management: How to save time and spend it wisely
Subtitle	
Edition	
Publisher	Talbot Adair
ISBN	0330302299

Course Material	Book
Author	Becker L
Publishing Year	2002
Title	How to Manage Your Arts, Humanities and Social Science Degree
Subtitle	
Edition	
Publisher	Palgrave Macmillan
ISBN	140390054X

Course Material	Book
Author	Nankivell C and Shoolbred M
Publishing Year	1995
Title	Presenting Information
Subtitle	
Edition	
Publisher	Library Association
ISBN	1856041387

Course Material	Book
Author	Coombes H
Publishing Year	2001
Title	Research Using IT
Subtitle	
Edition	
Publisher	Palgrave Macmillan
ISBN	0333914503

Course Material	Book
Author	Sefton-Green, Julian (Editor)
Publishing Year	1998
Title	Digital diversions: Youth Culture in the Age of Multi-media
Subtitle	
Edition	
Publisher	UCL Press
ISBN	1857288572

Course Material	Book
Author	Briggs, A and Burke, P
Publishing Year	2001
Title	A Social History of the Media: From Gutenberg to the Internet
Subtitle	
Edition	
Publisher	Polity Press
ISBN	0745623751

Course Material	Book
Author	Darley, A
Publishing Year	2000
Title	Visual Digital Culture: Surface Play and Spectacle in New media Genres
Subtitle	
Edition	
Publisher	Routledge, an imprint of Taylor & Francis Books Ltd
ISBN	0415165555

Notes

This module is intended to develop the essential study skills that students will require on a degree programme, helping them to make the most of their individual learning and thinking styles and also introducing and developing the transferable skills they will need for life-long learning. As well as research methodologies, analytical and critical judgement, the module will encourage the students to express themselves in a variety of different forms including the writing of reports, essays, and presentations.

The module will be very much context-based and these skills will be developed through an introduction to the critical debates which surround interactive media and the relationship to other forms of visual culture. Students will become aware of the historical context of their discipline and the social impact of the digital revolution.

This module will also introduce the proactive Personal tutor scheme to the students and the Personal Development Plan. It will provide students with a grounding in 'Office', communication and 'Presentation' software skills.