

## Liverpool John Moores University

Title: INTEGRATED LIVE PROJECT  
Status: Definitive  
Code: **4503GD** (116137)  
Version Start Date: 01-08-2011

Owning School/Faculty: Liverpool School of Art & Design  
Teaching School/Faculty: St Helens College

Team	Leader
Carole Potter	Y

**Academic Level:** FHEQ4  
**Credit Value:** 36.00  
**Total Delivered Hours:** 144.00  
**Total Learning Hours:** 360  
**Private Study:** 216

### Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	10.000
Off Site	10.000
Practical	90.000
Seminar	20.000
Tutorial	14.000

**Grading Basis:** 40 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	AS1	Live Project	60.0	
Report	AS2	500 Word Report	10.0	
Presentation	AS3	Client Presentation	30.0	

### Aims

*To develop the foundation skills established in previous modules.*  
*To develop skills relating to the world of work in a design context.*  
*To establish and encourage closer links between art and design disciplines.*  
*To apply the principles of business planning in an art, craft or design context.*

## Learning Outcomes

After completing the module the student should be able to:

- 1 Apply design and technical skills to a live brief.
- 2 Evaluate their own input and examine client feedback.
- 3 Present solutions to clients at a professional standard.

## Learning Outcomes of Assessments

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

Live project	1
500 Word Report	2
Client Presentation	3

## Outline Syllabus

*Short lectures will be used to introduce the business aspects of the module. Ice-breaking activities will be used to encourage group participation and to introduce the concept of teamwork. A presentation by the client will introduce the project brief and students will be divided into groups. Module tutors will facilitate the project through discussions, seminars and the introduction of shared learning materials. Visits to appropriate organisations will support research activity. Through group discussion students will determine own roles within their team. Individual and group tutorials will monitor and support the development work providing formative feedback. The module will conclude in a client presentation.*

## Learning Activities

A series of introductory lectures, a client briefing and proposal seminar presentations.

## References

<b>Course Material</b>	Book
<b>Author</b>	Fishel, C
<b>Publishing Year</b>	2009
<b>Title</b>	The Freelance Design Handbook
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	Rotovision

<b>ISBN</b>	2888930390
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<b>Course Material</b>	Book
<b>Author</b>	Evamy, M
<b>Publishing Year</b>	2009
<b>Title</b>	Graphics Explained
<b>Subtitle</b>	7 Top Designers, 7 Briefs, 49 Solutions...in Their Own Words
<b>Edition</b>	
<b>Publisher</b>	Rotovision
<b>ISBN</b>	2888930250

<b>Course Material</b>	Book
<b>Author</b>	Muller-Brockmann, J
<b>Publishing Year</b>	2009
<b>Title</b>	Grid Systems in Graphic Design
<b>Subtitle</b>	A Handbook for Graphic Artists, Typographers, and Exhibition Designers
<b>Edition</b>	
<b>Publisher</b>	Niggli Verlag
<b>ISBN</b>	10: 3721201450

<b>Course Material</b>	Book
<b>Author</b>	Duarte, N
<b>Publishing Year</b>	2008
<b>Title</b>	Slide:ology
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	O'Reilly Media
<b>ISBN</b>	0596522347

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## Notes

This module enables students to work in collaboration with similar or different disciplines. Projects are briefed in discussion with collaborative partners and students are expected to deliver to set requirements.