**Liverpool** John Moores University

Title: Research and Development
Status: Definitive
Code: **4505MPP** (118297)
Version Start Date: 01-08-2011

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

| Team | Leader |
|---|---|
| Sarah Haynes | |

**Academic Level:** FHEQ4 **Credit Value:** 24.00 **Total Delivered Hours:** 72.00

**Total Learning Hours:** 240 **Private Study:** 168

**Delivery Options**
Course typically offered: Semester 1

| Component | Contact Hours |
|---|---|
| Lecture | 12.000 |
| Practical | 24.000 |
| Seminar | 12.000 |
| Tutorial | 12.000 |
| Workshop | 12.000 |

**Grading Basis:** 40 %

**Assessment Details**

| Category | Short Description | Description | Weighting (%) | Exam Duration |
|---|---|---|---|---|
| Report | AS1 | Production Pack | 50.0 | |
| Reflection | AS3 | Reflective Journal | 25.0 | |
| Presentation | AS2 | Production Pitch | 25.0 | |

**Aims**

*To provide students with a thorough grounding in the research, planning and organisational procedures that surround production practice.*
*To develop an ability to relate theory to contemporary issues / practice.*
*To introduce students to a range of presentation techniques.*

**Learning Outcomes**

After completing the module the student should be able to:

1        Demonstrate the ability to utilise research to inform creative and logistical processes
2        Apply the theory of pre-production practice to a 'live' project
3        Deliver an effective presentation

**Learning Outcomes of Assessments**

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

Production Pack            1      2

Reflective Journal         1      2

Production Pitch           2      3

**Outline Syllabus**

*The module will cover:*
*Keeping a journal as a reflective tool.*
*Pre-production practice, focused around; research, planning, location, logistics, narrative, storyboards, treatment, scripts.*
*Presentation skills and a range of presentation software.*

**Learning Activities**

Through a series of lectures, case studies and workshops students will be introduced to the various aspects of pre-production. They will be guided through the research and development of their concepts through individual tutorials and group 'crits' where presentation techniques and skills will be discussed and developed.

Students will maintain  a reflective journal throughout the module.

**References**

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

| ISBN | |
|---|---|

| Course Material | Book |
|---|---|
| Author | Walsh, M. |
| Publishing Year | 2010 |
| Title | Futuretainment |
| Subtitle | |
| Edition | |
| Publisher | |
| ISBN | |

| Course Material | Book |
|---|---|
| Author | Turkle, S. |
| Publishing Year | 1995 |
| Title | Life on the screen |
| Subtitle | identity in the age of the Internet |
| Edition | |
| Publisher | |
| ISBN | |

| Course Material | Book |
|---|---|
| Author | Parker, L. |
| Publishing Year | 2004 |
| Title | Interplay |
| Subtitle | Interactive Design |
| Edition | |
| Publisher | V&A |
| ISBN | |

| Course Material | Book |
|---|---|
| Author | Meadows, M. |
| Publishing Year | |
| Title | Pause & Effect |
| Subtitle | The Art of Interactive Narrative |
| Edition | |
| Publisher | New Riders |
| ISBN | |

| Course Material | Book |
|---|---|
| Author | McLuhan, M., Fiore. Q. |
| Publishing Year | 1967 |
| Title | The medium is the Massage |
| Subtitle | |
| Edition | |
| Publisher | Touchstone |
| ISBN | |

| Course Material | Book |
| --- | --- |
| Author | McLuhan, M. |
| Publishing Year | 1964 |
| Title | Understanding Media |
| Subtitle | The Extensions of Man |
| Edition | |
| Publisher | Routledge & Kegan Paul Ltd |
| ISBN | |

| Course Material | Book |
| --- | --- |
| Author | Manovich, L. |
| Publishing Year | 2001 |
| Title | The Language of New Media |
| Subtitle | |
| Edition | |
| Publisher | MIT Press |
| ISBN | |

| Course Material | Book |
| --- | --- |
| Author | Lister, M., Dovey, J., Giddings, S., Grant, I., Kelly, K. |
| Publishing Year | 2003 |
| Title | New Media |
| Subtitle | A Critical Introduction |
| Edition | |
| Publisher | Routledge |
| ISBN | |

| Course Material | Book |
| --- | --- |
| Author | Jenkins, H. |
| Publishing Year | 2006 |
| Title | Convergence Culture |
| Subtitle | Where Old and New Media Collide |
| Edition | |
| Publisher | New York University Press |
| ISBN | |

| Course Material | Book |
| --- | --- |
| Author | Handler Miller, C. |
| Publishing Year | 2004 |
| Title | Digital storytelling |
| Subtitle | a creator's guide to interactive entertainment |
| Edition | |
| Publisher | Burlington, MA : Focal Press |
| ISBN | |

**Notes**

This module is concerned with developing students understanding of, and experience in, the pre-production stage of project development. By introducing the processes through lectures, case studies and a live brief it will require students to gather, collate and synthesise research in order to plan, present and pitch for a production project.

For their main task in this module students will be required to create a 'production pack' that outlines the proposal for a short film. This pack will contain research conducted around a set theme along with pre-production paperwork developed from this theme such as treatment, location recce, script, storyboard, shooting schedule etc. Each proposal will be presented at a 'pitch' and the strongest will be selected to be created in the 'Production Practice' module.

An individual reflective journal of this process, explaining the development and decision making process will be submitted separately.

Workshops will vary in length and will involve some independent study. Students will be expected to conduct 168 hours of private study for this module.