

## Liverpool John Moores University

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Title: Digital Media Tools  
Status: Definitive  
Code: **4513CCMED** (127550)  
Version Start Date: 01-08-2021

Owning School/Faculty: Liverpool Screen School  
Teaching School/Faculty: Coleg Cambria

Team	Leader
Christopher Chadwick	Y

**Academic Level:** FHEQ4      **Credit Value:** 20      **Total Delivered Hours:** 72  
**Total Learning Hours:** 200      **Private Study:** 128

### Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	6
Practical	46
Tutorial	2
Workshop	18

**Grading Basis:** 40 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Artefacts	AS1	Practical production of individual artefacts.	60	
Artefacts	AS2	Website	40	

### Aims

1. To explore the creative potential of digital software.
2. To apply techniques for image and video manipulation and audio production.

3. To critically evaluate process.

## Learning Outcomes

After completing the module the student should be able to:

- 1 Explore the creative potential of media software packages.
- 2 Understand the potential of different technologies and successfully apply skills to develop a compelling online presentation.
- 3 Successfully evaluate the potential of a variety of media applications.

## Learning Outcomes of Assessments

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

Practical Production	1	
Website	2	3

## Outline Syllabus

*Through a series of workshops and short practical sessions students will gain an understanding of current software practice including: Editing technique, Audio production, Image composition, Image manipulation, Interaction.*

## Learning Activities

Through lectures, workshops and tutorials students will be introduced to a variety of applications and develop the necessary production methodologies to manipulate static and dynamic content. Students will also explore aspects of audio production techniques and be introduced to ideas about non-linear ways of conveying information and stories.

## Notes

Through engagement with a number of media tools students' will develop skills involving: composition, image manipulation online media applications to provide students with the necessary skills to produce an online portfolio. Workshops will involve some independent practical work and students will be expected to conduct 128 hours of private study for this module.