

Liverpool John Moores University

Title: Digital Media Cultures
Status: Definitive
Code: **5001MEDIA** (119944)
Version Start Date: 01-08-2016

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

Team	Leader
Sarah Haynes	Y
Mark Smith	

Academic Level: FHEQ5 **Credit Value:** 24 **Total Delivered Hours:** 62
Total Learning Hours: 240 **Private Study:** 178

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	20
Seminar	40
Tutorial	2

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Essay	Essay 1	4000 Word Essay	60	
Essay	Essay 2	1000 Word Literature Review	40	

Aims

To develop students' understanding of the interactions and relationships between media products, producers and texts in the current context of Digital Media;
To provide students with the critical tools necessary to explore media products in relation to cultural production, circulation, regulation and reception.
To familiarise students with the range of research and writing techniques used in

contemporary media production and academic media research.

Learning Outcomes

After completing the module the student should be able to:

- 1 Explore Digital Media Culture
- 2 Define and discuss relationships between audiences and texts
- 3 Assess the role of technological change on media production practices.

Learning Outcomes of Assessments

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

Essay 1	2	3
Essay 2	1	

Outline Syllabus

Concepts of Digital Media Culture will be explored in lectures such as:

Spreadable media

Transmedia

Second Screen Content

Collective Intelligence

Social Media

Social Television

Producers and Consumers - changing relationships

In seminars students will share ideas about these topics applying them to media products and their experience.

Learning Activities

Lectures, Seminars, Tutorials

Notes

This module examines the changing media landscape, the relationship between audiences and product and audience and producers. In particular it provides a bridge between the usually separated areas of theory and practice which, in turn, equips the students with a comprehensive knowledge of digital media cultures.