

Liverpool John Moores University

Title: Design Practice
Status: Definitive
Code: **5002SD** (119297)
Version Start Date: 01-08-2015

Owning School/Faculty: Liverpool School of Art & Design
Teaching School/Faculty: Liverpool School of Art & Design

Team	Leader
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Academic Level: FHEQ5 **Credit Value:** 36.00 **Total Delivered Hours:** 103.00
Total Learning Hours: 360 **Private Study:** 257

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	8.000
Off Site	12.000
Practical	60.000
Seminar	12.000
Tutorial	2.000
Workshop	9.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	AS2		70.0	
Reflection	AS1		30.0	

Aims

This module aims to provide students with the opportunity to explore a direction of

study aligned to their personal and professional interests, in preparation for final year study. It facilitates students' engagement with the World of Work programme via interaction with external organisations, clients and collaborative partnerships being developed.

Learning Outcomes

After completing the module the student should be able to:

- 1 1. Demonstrate engagement with a personal direction of study, evidencing a body of work that reflects professional practice experience.
- 2 2. Demonstrate an engagement in collaborative team-based and/or work-related learning activities, recording, managing and evaluating this process.
- 3 2. Demonstrate an understanding of organisational awareness, identifying personal design directions and goal setting.

Learning Outcomes of Assessments

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

Placement +/-or project work	1	3
Reflective journal +/-or blog &	2	3

Outline Syllabus

Placements
CV preparation
Collaborative project work
World of work - organisational awareness
business, enterprise and employability
IPR and legal regulations
Live projects
Reflection, diary and blog writing

Learning Activities

This is a practice based module supported by tutorials, seminars, World of Work events, and studio visits where possible. Students have the opportunity to engage in a variety of work placements and/or team based collaborative projects. A series of tutorials, industry talks and World of Work events take place primarily in the first half of the year, preparing students for work placements and/or team-based project in the later part of the year. Formative written feedback is given in response to tutorial reviews. On-going informal feedback will be available via tutorial and seminars.

Notes

This module facilitates work-related learning opportunities for students such as placements, studio visits and group based collaborative projects. Building upon the introduction of PDP and professional practice skills, this module further aims to develop skills and critical understanding of the concepts applied within a professional design context. Introducing notions of business, enterprise and employability within the programme of study.