

## Liverpool John Moores University

Title: SCREEN DANCE  
Status: Definitive  
Code: **5004DANCE** (103926)  
Version Start Date: 01-08-2019

Owning School/Faculty: Sports Studies, Leisure and Nutrition  
Teaching School/Faculty: Sports Studies, Leisure and Nutrition

Team	Leader
Bernard Pierre-Louis	Y

**Academic Level:** FHEQ5      **Credit Value:** 24      **Total Delivered Hours:** 48  
**Total Learning Hours:** 240      **Private Study:** 192

### Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	5
Seminar	4
Tutorial	1
Workshop	38

**Grading Basis:** 40 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	AS1	Portfolio of practice	100	

### Aims

*To encourage the development of a critical and creative dance artist working within the genre of screen dance.*

### Learning Outcomes

After completing the module the student should be able to:

- 1 Engage effectively in the process leading to the creation of a screen dance.
- 2 Apply competence in the use of technology in the creative and editing processes.
- 3 Evaluate and analyse the effectiveness of their own work.

### **Learning Outcomes of Assessments**

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

portfolio	1	2	3
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### **Outline Syllabus**

*Creating for the camera*  
*Creating with the camera*  
*Capturing and processing dance with computers*  
*Portfolio creation and presentation tools*  
*Analysis and evaluation*

### **Learning Activities**

IT workshops, creative workshops, lectures, seminars, tutorials, IT support sessions.

### **Notes**

Students will develop the basic technological skills learned in ECLDS1503 in order to create their own screen dance. By learning more about the genre and current trends they will apply skills of analysis and evaluation to their own work.