## Liverpool John Moores University

Title:	PROFESSIONAL CONTEXT
Status:	Definitive
Code:	<b>5004GM</b> (109890)
Version Start Date:	01-08-2011
Owning School/Faculty:	Liverpool School of Art & Design
Teaching School/Faculty:	Liverpool School of Art & Design

Team	Leader
Ian Mitchell	Y

Academic Level:	FHEQ5	Credit Value:	48.00	Total Delivered Hours:	104.00
Total Learning Hours:	480	Private Study:	376		

### **Delivery Options**

Course typically offered: Semester 2

Component	Contact Hours	
Lecture	8.000	
Online	2.000	
Practical	72.000	
Seminar	12.000	
Tutorial	2.000	
Workshop	8.000	

## Grading Basis: 40 %

#### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	AS1	coursework - by submission of a portfolio.	100.0	

#### Aims

To introduce students to the working environment of a Graphic Arts practitioner. To examine the influence of external factors on the design process. To examine the context of professional activity in preparation for research and selfdirected study at Level 3. To provide opportunities for team-based activity.

### Learning Outcomes

After completing the module the student should be able to:

- 1 demonstrate understanding of the working environment of a Graphic Arts practitioner.
- 2 produce and present creative work that acknowledges professional constraints.
- 3 propose and justify a self-directed research project within the context of Level 3 pathway disciplines.
- 4 engage in team-based design activity.

#### Learning Outcomes of Assessments

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

PORTFOLIO 1 2 3 4

#### **Outline Syllabus**

Awareness of context, designing for different audiences. The briefing process. Working within constraints. Case studies of specific design applications. Research methodologies. Professionalism; presentation, communication, organisation. Curriculum vitae. Learning agreement.

#### **Learning Activities**

This is a practical studio based module supported by a programme of individual tutorials, group seminars, contextual lectures and an interim portfolio review. An optional field study visit usually takes place during this module.

Students can choose from a variety of pathway and industry related briefs and must undertake at least one brief with a strong emphasis on generating their own researched content.

Coursework is divided between at least 2 projects identified in a learning agreement. The final assessment for this module is 100% coursework by portfolio submission comprising finished project work, research and development work, PDP progress file, learning agreement, critical evaluation and an outline proposal for a Level 3 Graphic Arts Research Project.

The final assessment for this module is by portfolio submission comprising finished project work, research and development work, briefs, written PDP evaluation and an outline proposal for a Level 3 Graphic Arts Research Project.

Written feedback is given in response an interim review. On-going informal feedback

will be available via seminar and project critique.

## References

Course Material	Book
Author	SHAUGHNESSY, A.
Publishing Year	2005
Title	How to be a graphic designer without losing your soul
Subtitle	
Edition	
Publisher	Laurence King
ISBN	

Course Material	Book
Author	POYNOR, R.
Publishing Year	2003
Title	No more rules: graphic design and postmodernism
Subtitle	
Edition	
Publisher	Laurence King
ISBN	

Course Material	Book
Author	HYLAND, A.
Publishing Year	2001
Title	Pen and mouse : commercial art and digital illustration
Subtitle	
Edition	
Publisher	Laurence King
ISBN	

Course Material	Book
Author	LAMBIE NAIRN, M.
Publishing Year	1997
Title	Brand identity for television
Subtitle	
Edition	
Publisher	Phaidon
ISBN	

Course Material	Book
Author	CROW, D.
Publishing Year	2003
Title	Visible signs: an introduction to semiotics
Subtitle	

Edition	
Publisher	AVA
ISBN	

# Notes

This module explores a pathway-based approach to answering briefs with reference to Graphic Arts and related industries.