

## Liverpool John Moores University

Title: Digital, Media and Craft  
Status: Definitive  
Code: **5008GD** (117861)  
Version Start Date: 01-08-2015

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

Team	Leader
Chris Jackson	Y
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**Academic Level:** FHEQ5      **Credit Value:** 24.00      **Total Delivered Hours:** 82.00

**Total Learning Hours:** 240      **Private Study:** 158

### Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	3.000
Practical	36.000
Seminar	24.000
Tutorial	1.000
Workshop	18.000

**Grading Basis:** 40 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	Port	Portfolio of workshop outcomes	50.0	
Portfolio	Port	portfolio of final project outcomes and supporting work	50.0	

### Aims

1. To explore the potential of established and emerging technology as design tools for print and/or digital media.

2. *To apply workshop processes in the development of practical projects.*
3. *To develop independent learning through the use of online resources.*
4. *Explore appropriate documentation and presentation methods for a variety of practical outcomes.*

## **Learning Outcomes**

After completing the module the student should be able to:

- 1 Engage in a variety of prescribed technical processes and workshops.
- 2 Document and present digital and/or craft based experiments and outcomes appropriately.
- 3 Apply appropriate technical skills in the development and execution of a practical project.

## **Learning Outcomes of Assessments**

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

Portfolio	1	2
Portfolio	2	3

## **Outline Syllabus**

1. *The implication of new and emerging creative technologies and media.*
2. *Current examples and exponents of digital media.*
2. *Software tools relevant to the production of motion graphics, animation and interactive design.*
3. *Workshop and repro technology.*
4. *Craft based workshops (printmaking, drawing etc)*
5. *Digital publishing*
6. *Digital and haptic experimentation*
7. *Online resources, open source etc.*

## **Learning Activities**

1. This is a practical studio based module supported by a programme of practical workshops, lectures, tutorials and seminars.
2. Students are asked to develop a project related to; craft, moving image and/or digital publishing, identified in a variety of project briefs.
3. This module is year-long. Introductory project workshops and lectures take place at the start of the module, followed by the completion of a more set project.
4. The final assessment for this module is 50% Portfolio of workshop outcomes via a blog and 50% Portfolio of final project and supporting work.
5. Formative feedback is given at the end of the workshop stage and in response to a final project presentation. Written feedback and a summative grade is given on final submission at the end of semester 1, beginning of Semester 2.

6. On-going informal feedback will be available via tutorial and seminars.

### **Notes**

This module is an exploration of craft, emerging technologies and new media.