

## Liverpool John Moores University

Title: Approaches to Research  
Status: Definitive  
Code: **5010GD** (117863)  
Version Start Date: 01-08-2014

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

Team	Leader
Matthew Johnson	Y
Anthony Ellis	
Carole Potter	
Ian Mitchell	
Mike O'Shaughnessy	

**Academic Level:** FHEQ5      **Credit Value:** 24.00      **Total Delivered Hours:** 28.00

**Total Learning Hours:** 240      **Private Study:** 212

### Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	9.000
Practical	3.000
Seminar	9.000
Tutorial	1.000
Workshop	6.000

**Grading Basis:** 40 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Essay	Essay	Written Essay or research project	60.0	
Essay	Essay	Written research proposal	40.0	

### Aims

1. To introduce a variety of key contextual themes and research methodologies relevant to contemporary graphic design and illustration.
2. To develop and explore a variety research skills.
3. To examine the role of research to graphic design and illustration practice in preparation for research and self-directed study at Level 6.

## Learning Outcomes

After completing the module the student should be able to:

- |   |   |
|---|---|
| 1 | 1. Present and justify researched content in an art & design context.   |
| 2 | 2. Apply a range of research methods and study skills.  |
| 3 | 3. Propose, formulate and justify a self-directed research project within the context of Level 6 pathway disciplines. |

## Learning Outcomes of Assessments

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

Essay 1	1	2
Essay 2	2	3

## Outline Syllabus

*Research lectures (history, semiotics, visual analysis, contemporary issues etc).*  
*Research skills workshops (Library and Student Support, academic protocols, formats etc)*  
*Research informed practice lectures (programme staff lectures)*  
*Research proposal workshops (ideation, presentations, proposal proforma, evaluation and action plan)*

## Learning Activities

1. This is a lecture-based module supported by a programme of seminars, workshops and tutorials.
2. An introductory lectures series is followed by a personal research project and supporting seminars/tutorials.
3. Students develop ideas for a research proposal for the Level 6 Graphic Arts Research Project
4. This module is yearlong. A series of lectures, study skills workshops and research project take place primarily in the first half of the year, followed by the development of a research proposal in later stages of the module.
5. The final assessment for this module is 60% Essay (comprising finished written essay or research project) and 40% Essay (comprising written research proposal).
6. On-going informal feedback will be available via seminars and tutorials.

## **Notes**

This module introduces key contextual themes and is an exploration of the role of research in design practice. It results in a written research proposal for the Level 6 Graphic Arts Research Project.