

## Liverpool John Moores University

Title: DANCE FOR CAMERA  
Status: Definitive  
Code: **5013DANCE** (103935)  
Version Start Date: 01-08-2016

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

Team	Leader
Pauline Brooks	Y

**Academic Level:** FHEQ5  
**Credit Value:** 12  
**Total Delivered Hours:** 24  
**Total Learning Hours:** 120  
**Private Study:** 96

### Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	2
Tutorial	1
Workshop	21

**Grading Basis:** 40 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Practice	AS1	create dance for camera	100	

### Aims

*To provide opportunities for students to explore creating dance for the screen.*

### 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

### **Learning Outcomes of Assessments**

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

create dance for camera      1      2

### **Outline Syllabus**

*Creating for the camera*

*Creating with the camera*

*Capturing and processing dance with computers.*

### **Learning Activities**

IT workshops

Creative Workshops

Lectures

Seminars

Tutorials

IT Support sessions

### **Notes**

To provide opportunities for students to explore creating dance for the screen.