

Liverpool John Moores University

Title: SIMULATION, MEDIA AND FILM
Status: Definitive
Code: **5013ID** (109957)
Version Start Date: 01-08-2011

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

Team	Leader
Gary Brown	Y

Academic Level: FHEQ5
Credit Value: 36.00
Total Delivered Hours: 90.00
Total Learning Hours: 360
Private Study: 270

Delivery Options

Course typically offered: Semester 2

Component	Contact Hours
Lecture	4.000
Online	20.000
Seminar	10.000
Tutorial	6.000
Workshop	50.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Essay	AS1	coursework assessed through review.	100.0	

Aims

*To create a simulated environment from a text. or other source of inspiration
To investigate appropriate artifices as a field of influence that generates the simulated world.*

To comprehend existing systems in order to generate new orders.

To give an insight into the various influences of film and media,

To research and study these influences as a contemporary context and to utilise these influences to design a series of spaces that relate to the film and media industry.

To develop a design approach to the detailed construction of internal space within a themed - philosophical context.

Learning Outcomes

After completing the module the student should be able to:

- 1 Interpret and visualise a text or other influence as a simulated context. Scheme level to be of multiple three dimensional spaces of some syntactical complexity.
- 2 Utilise CAD as a design and visualisation tool.
- 3 Interpret & discuss the connection between form & space as context for a lifestyle.
- 4 Exhibit a knowledge of time, duration within or upon their simulated world.
- 5 Exhibit an awareness of contemporary social and technological issues related to the contemporary film and media.
- 6 Research and critically appraise examples of contemporary film and media.
- 7 Exhibit the ability to transfer a series of aims and objectives related to the culture of film and media into an influence on form and space & be capable of discussing the appropriate application of these influences.
- 8 To exhibit through drawings, three dimensional models and CAD the integration of social aesthetic and technical requirements as an appropriate contemporary film and media environment.

Learning Outcomes of Assessments

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

ESSAY	1	2	3	4	5	6	7	8
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Outline Syllabus

Duration of module 15 weeks. Introduction seminars 3 x 2 hours. 2 no seminar / lectures of 2 hours introducing and discussing simulated environments. 4 no seminar / lectures on film and media of 1.5 hours duration. 12 no CAD workshops of 1.5 hours. 12 no group tutorials of 1 hour, Tutor and peer reviews 8 hours. Feedback 6 hrs 2hr group 4 hrs individual

Scheme level: multiple three dimensional spaces of some syntactical complexity and latterly of multiple uses. Emphasise will be placed on the development of CAD skills and the logical development of the text into virtual spaces, thence to in depth research and its appropriate interpretation in space and form for the facilitation of users. Note studentship as defined in the student handbook is an integral part of assessment.

Learning Activities

Seminar / lectures, tutorials, workshops

Related to Interior design outcomes. A1, A3, A4, A5, B2, B3, B4, B5, B6, B7, C2, C3, C4, C5, D1, D2, D3, D4, D5, D6. Link outcomes to Technology & Practice 4, carry through a part of their design scheme in detail. Exhibit knowledge of the environmental factors such as light heat and sound required of the interior and how these may be achieved with a changing external environment.

References

Course Material	Book
Author	ARCHITECTURAL ASSOCIATION
Publishing Year	1995
Title	Evolutionary architecture: themes VII
Subtitle	
Edition	
Publisher	Architectural Association
ISBN	

Course Material	Book
Author	NEUMANN, D.
Publishing Year	1996
Title	Film architecture : set designs from Metropolis to Blade runner
Subtitle	
Edition	
Publisher	Prestel
ISBN	

Course Material	Book
Author	RATTENBURY, K.
Publishing Year	2002
Title	This is not architecture : media constructions
Subtitle	
Edition	
Publisher	Routledge
ISBN	

Course Material	Book
Author	TOY, M.
Publishing Year	1999
Title	Sci-Fi architecture
Subtitle	
Edition	
Publisher	Architectural Design
ISBN	

Notes

The module allows students to create a simulated environment from a text, or other source of inspiration, as a way of investigating systems, around which to design a series of spaces that relate to the film and media industry.