

Liverpool John Moores University

Title: TECHNOLOGY AND PRACTICE 4
Status: Definitive
Code: **5014ID** (109958)
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: 12.00
Total Delivered Hours: 28.00
Total Learning Hours: 120
Private Study: 92

Delivery Options

Course typically offered: Semester 2

Component	Contact Hours
Lecture	22.000
Online	3.000
Workshop	3.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Essay	AS1	Coursework assessed by review	100.0	

Aims

To develop an understanding of the systems of technology and practice for the realisation of design strategies in the real world. To enhance students learning through the process of keeping a personal development portfolio.

Learning Outcomes

After completing the module the student should be able to:

Edition	
Publisher	Architectural Press
ISBN	

Course Material	Book
Author	CUTTLE, C.
Publishing Year	2003
Title	Lighting by design / Oxford
Subtitle	
Edition	
Publisher	Architectural Press
ISBN	

Course Material	Book
Author	PARKIN, P.H.
Publishing Year	1979
Title	Acoustics noise and buildings
Subtitle	
Edition	
Publisher	Faber
ISBN	

Course Material	Book
Author	SZOKOLAY, S.V.
Publishing Year	1980
Title	Environmental science handbook for architects and builders / Construction
Subtitle	
Edition	
Publisher	
ISBN	

Notes

The lecture series links into and supports the module Simulation Media & Film. The detailed design stage of the module is utilised as a platform to explore and assess the design in terms of environmental energies inclusive of acoustics. The design report and details should be supported by diagram & notes showing the building performance in environmental terms with special reference to acoustics.