

## Interactive Multimedia Practice

### Module Information

2022.01, Approved

#### Summary Information

Module Code	5016MEDIA
Formal Module Title	Interactive Multimedia Practice
Owning School	Liverpool Screen School
Career	Undergraduate
Credits	20
Academic level	FHEQ Level 5
Grading Schema	40

#### Teaching Responsibility

LJMU Schools involved in Delivery
Liverpool Screen School

#### Learning Methods

Learning Method Type	Hours
Lecture	10
Practical	40
Tutorial	2
Workshop	20

#### Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
JAN-MTP	MTP	January	12 Weeks

#### Aims and Outcomes

Aims	1. To explore the potential for developing immersive media content for public display.2. To interpret, develop and reflect on multimedia practice.
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**After completing the module the student should be able to:**

### Learning Outcomes

Code	Number	Description
MLO1	1	Enhance existing competencies in multimedia practice.
MLO2	2	Apply creative solutions to given briefs.
MLO3	3	Analyse the characteristics of successful interactive multimedia artefacts.

### Module Content

Outline Syllabus	Students will explore aspects of multimedia practice and engage in the creation of audio visual artefacts within the context of public and gallery exhibitions.
Module Overview	The module enables you to explore the potential for developing immersive media content for public display to interpret, develop and reflect on multimedia practice.
Additional Information	This is an opportunity for students to explore the development of compelling, tangible interfaces with engaging, dynamic content including digital text, images, effects, video and animations to create non-linear media. The module will also introduce the contextual framework within which practitioners use multimedia environments to educate and inform across a variety of themes. Workshops will reinforce software practice and will involve some independent study. Students will also be expected to conduct 128 hours private study for this module. The module will encourage exploration of interactive digital media production and develop skills pertinent for multi-skilled practitioners.

### Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Artefacts	Production of a Media Artefact	75	0	MLO1, MLO2
Reflection	Reflective Dossier	25	0	MLO3

### Module Contacts

#### Module Leader

Contact Name	Applies to all offerings	Offerings
Daniel Turner	Yes	N/A

#### Partner Module Team

Contact Name	Applies to all offerings	Offerings
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