

Liverpool John Moores University

Title: Interactive Multimedia Practice
Status: Definitive
Code: **5016MEDIA** (123362)
Version Start Date: 01-08-2021

Owning School/Faculty: Liverpool Screen School
Teaching School/Faculty: Liverpool Screen School

Team	Leader
Daniel Turner	Y
Christopher Chadwick	
Sarah Haynes	

Academic Level: FHEQ5
Credit Value: 20
Total Delivered Hours: 72
Total Learning Hours: 200
Private Study: 128

Delivery Options

Course typically offered: Semester 2

Component	Contact Hours
Lecture	10
Practical	40
Tutorial	2
Workshop	20

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Artefacts	AS1	Production of a Media Artefact	75	
Reflection	AS1	Evaluative Dossier	25	

Aims

1. To explore the potential for developing immersive media content for public display.
2. To interpret, develop and reflect on multimedia practice.

Learning Outcomes

After completing the module the student should be able to:

- 1 Enhance existing competencies in multimedia practice.
- 2 Apply creative solutions to given briefs.
- 3 Analyse the characteristics of successful interactive multimedia artefacts.

Learning Outcomes of Assessments

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

Production of a Media Artefact	1	2
Reflective Dossier	3	

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.

Learning Activities

Through lectures and workshops students will explore the creation of immersive and dynamic media artefacts to be used to encourage and engage public participation in a variety of media applications including websites, kiosks, exhibitions and installation design.

Notes

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.