

Liverpool John Moores University

Title: Design 4 - Media and Film
Status: Definitive
Code: **5019ID** (117827)
Version Start Date: 01-08-2011

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

Team	Leader
Caspar Jones	Y
Jon Moorhouse	
Anthony Malone	
Gary Brown	

Academic Level: FHEQ5 **Credit Value:** 24.00 **Total Delivered Hours:** 80.00

Total Learning Hours: 240 **Private Study:** 160

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	6.000
Off Site	10.000
Seminar	18.000
Tutorial	20.000
Workshop	26.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Artefacts	AS2	Artefact	80.0	
Artefacts	AS1	Artefact	20.0	

Aims

To investigate appropriate artifices as a field of influence that generates aspects of the simulated world.

*To utilise these influences to design a series of spaces that relate to information exchange as entertainment and enquiry.
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 1 Utilise a three dimensional visualisation aid such as digital or analogue modelling.
- 2 2 Exhibit an awareness contemporary social and technological issues related to contemporary media production and exhibition.
- 3 3 Exhibit the ability to develop a themed spatial approach into supportive facilities and space for people and to discuss the disposition of groups of people related to the activities required in a scheme of multiple three dimensional circulation patterns around large specialist spaces.

Learning Outcomes of Assessments

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

Artefact	1	2	3
Artefact	2		

Outline Syllabus

*LECTURES 3 no Introduction seminars. 2 no seminar / lectures of introducing and discussing simulated environments. 4 no seminar / lectures on film and media Tutor and peer reviews 8 hours. Feedback 6 hrs 2hr group 4 hrs individual
TUTORIAL 8 no group tutorials 3 no reviews
SEMINAR 6 no seminars , 3 of which student led
WORKSHOP, 12 no CAD workshops 2 no concept workshops*

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

References

Course Material	Book
Author	Allen, E.
Publishing Year	2008

Title	Fundamentals of Building Construction
Subtitle	Materials and Methods
Edition	
Publisher	Wiley, New Jersey
ISBN	

Course Material	Book
Author	Anderson, J.
Publishing Year	2009
Title	The Green Guide to Specification
Subtitle	
Edition	
Publisher	Wiley-Blackwell, Iowa
ISBN	

Course Material	Book
Author	Barron, M.
Publishing Year	1993
Title	Auditorium Acoustics and Architectural Design
Subtitle	
Edition	
Publisher	Spon
ISBN	

Course Material	Book
Author	Cuttle, C.
Publishing Year	2003
Title	Lighting By Design
Subtitle	
Edition	
Publisher	Architectural Press, Oxford
ISBN	

Notes

A design module that deals with a 'themed' public building that has one or two large specialist spaces within it and the distinctive problem of vertical and horizontal circulation around these specialist spaces. The theme is a current spatial theme not only as functional within the building but also as a theoretical primer to a spatial and formal distribution and symbolism. This module links to the technology module and in this case to acoustics as an environmental design problem/art.