

Liverpool John Moores University

Title: Illustration (Materials and Media)
Status: Definitive
Code: **5107GD** (121920)
Version Start Date: 01-08-2021

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

Team	Leader
Emily Hayes	Y
Matthew Johnson	

Academic Level: FHEQ5 **Credit Value:** 20 **Total Delivered Hours:** 78
Total Learning Hours: 200 **Private Study:** 122

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	8
Practical	32
Seminar	12
Tutorial	2
Workshop	24

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	AS1	Portfolio of finished project outcomes and supporting research and development work.	100	

Aims

1. To examine the relationship between materials, media and audience.
2. To explore a diverse range of experimental approaches to materials and media to

create illustration work.

3. To explore the potential of both digital and analogue tools and processes to enhance illustration practice.

Learning Outcomes

After completing the module the student should be able to:

- 1 Analyse the relationship between materials and media and audience.
- 2 Experiment with a diverse range of experimental approaches to materials and media to create illustration work.
- 3 Produce a range of visual responses that demonstrate the effects of appropriate media choice.

Learning Outcomes of Assessments

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

Portfolio	1	2	3
-----------	---	---	---

Outline Syllabus

- 1. Implications of different approaches to creative technologies and media.*
- 2. Historic and cultural context of animation and printmaking.*
- 3. Technical skills relevant to the production of animation and printmaking.*
- 4. Producing visual material and presenting ideas.*
- 5. Studio practice and project management relevant to animation and printmaking process and practice.*
- 6. Accessing online resources etc.*

Learning Activities

1. This is a practical studio based module supported by a programme of practical workshops, lectures, tutorials and seminars.
2. Students are asked to develop a project related to animation and / or printmaking.
3. Introductory project workshops, presentations and seminars will take place at the beginning of the module, followed by the completion of a project brief.
4. The final assessment for this module is 100% Portfolio (comprising finished project work and supporting research and development work).
5. Formative feedback and feed-forward is given during review activities at the end of each stage of the project.
6. On-going informal feedback will be available via seminars and critiques.

Notes

This module will explore the role of materials and media, and digital and analogue

processes and formats within illustration and graphic arts practice.