

Liverpool John Moores University

Title: Illustration (Creative Practice)
Status: Definitive
Code: **5108GD** (121921)
Version Start Date: 01-08-2021

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

Team	Leader
Matthew Johnson	Y
Emily Hayes	

Academic Level: FHEQ5
Credit Value: 20
Total Delivered Hours: 70
Total Learning Hours: 200
Private Study: 130

Delivery Options

Course typically offered: Semester 2

Component	Contact Hours
Lecture	8
Practical	32
Seminar	12
Tutorial	2
Workshop	16

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 critically assess the strengths and weaknesses of different approaches to creative practice.

2. *To apply a range of research methods and study skills appropriate to the development of illustration practice.*
3. *To explore a sustained and coherent approach to the development of visual material over a sequence of images.*
4. *To offer students the opportunity to present a body of work that articulates the development of their current practice.*

Learning Outcomes

After completing the module the student should be able to:

- 1 Critically assess the strengths and weaknesses of different approaches to creative practice.
- 2 Apply a range of research methods and study skills appropriate to the development of illustration practice.
- 3 Present a body of work that articulates the development of their current practice.

Learning Outcomes of Assessments

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

Portfolio	1	2	3
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Outline Syllabus

1. *The multiple specialism within the broader field of image making.*
2. *Instruction and support relevant to specialism and approach.*
3. *Consideration of different audiences.*
4. *Developing editorial and production skills.*
5. *Project management relevant to chosen specialism.*

Learning Activities

1. This is a practical studio based module supported by a programme of studio-based tutorials, seminars, crits and lectures.
2. The final assessment for this module is 100% Portfolio (comprising finished project work and supporting research and development work).
3. Formative feedback and feed-forward is given during review activities at the end of each stage of the project.
4. On-going informal feedback will be available via seminars and critiques.

Notes

This module allows students to develop and apply approaches explored in semester 1 Illustration modules to question and explore the boundaries of contemporary illustration practice.

