Liverpool John Moores University

Title: Advertising, Marketing & Publicity

Status: Definitive

Code: **5501FDM** (118331)

Version Start Date: 01-08-2011

Owning School/Faculty: Liverpool Screen School

Teaching School/Faculty: Accrington & Rossendale College

Team	emplid	Leader
Ross Dawson		Υ

Academic Credit Total

Level: FHEQ5 Value: 24.00 Delivered 72.00

Hours:

Total Private

Learning 240 Study: 168

Hours:

Delivery Options

Course typically offered: Semester 2

Component	Contact Hours
Lecture	30.000
Practical	30.000
Seminar	8.000
Tutorial	4.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Presentation	AS1	A minimum of eight seminars. Researching and discussing the issues raised in the weekly lectures. A minimum word count of 250 words, plus illustrations per seminar.	30.0	
Artefacts	AS1	To design a packaging and marketing campaign for a new household product, with the work covering both print and new media. Designed to compete with the more established "big" brands.	60.0	

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	AS3	1500 word reflective report of practical work, relating practice to relevant theory and professional examples	10.0	

Aims

To introduce the theories and key concepts of advertising and marketing and the relevant theorists.

To interpret the relationship and requirements of a marketing strategy, bringing together ideas from different sources of knowledge and from different academic disciplines.

To creatively apply and evaluate graphic design elements, including typography, image manipulation and layout design.

To develop and employ production skills and practices to create concept design work, thumbnails and creative visuals that challenge existing forms and conventions and to innovate becoming proficient and confident in using new media technology and techniques.

Learning Outcomes

After completing the module the student should be able to:

- To explore and analyse the advertising industry using a variety of academic sources and theories.
- To initiate, develop and realise a distinctive brand, print documents, online elements and a new product personality.
- To reflect and evaluate the learners own work and approach to the given brief, with reference to academic and professional examples.

Learning Outcomes of Assessments

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

Presentation	1
Artefacts	2
Report	3

Outline Syllabus

This module provides students with the opportunity to gain theory and in-depth industry standard production skills in design and digital media, based on transforming a marketing strategy into a branded campaign with a strong personality and unique selling proposition (USP). It is an individual production area, so students will be encouraged to become highly effective at production scheduling, time

management and working to deadlines.

Learning Activities

Lectures, seminars, seminar discussions, tutorials, private study and practical / production activities.

References

Course Material	Book
Author	Brierly, S.
Publishing Year	2001
Title	The Advertising Handbook
Subtitle	
Edition	2nd edition
Publisher	Routledge
ISBN	0415243920

Course Material	Book
Author	Barry, P.
Publishing Year	2008
Title	The Advertising Concept Book
Subtitle	Think Now, Design Later
Edition	1st edition
Publisher	Thames & Hudson
ISBN	0500514054

Course Material	Book
Author	Pricken, M.
Publishing Year	2008
Title	Creative Advertising
Subtitle	Ideas and Techniques from the World's Best Campaigns
Edition	Revised edition
Publisher	Thames & Hudson
ISBN	0500287333

Notes

This module is designed to provide students with an understanding of theory and production techniques in advertising and related areas. Students are encouraged to attend off-site exhibitions and galleries to enhance their learning and ability to produce the practical element. Informal and formal seminars provide formative assessment to support student learning and also overall progress.