

Liverpool John Moores University

Title: Project 4
Status: Definitive
Code: **5502CTP** (126484)
Version Start Date: 01-08-2021

Owning School/Faculty: Liverpool Screen School
Teaching School/Faculty: Liverpool Institute for Performing Arts

Team	Leader
Mark Smith	

Academic Level: FHEQ5
Credit Value: 20
Total Delivered Hours: 60
Total Learning Hours: 200
Private Study: 140

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Tutorial	60

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	AS1	Project Proposal and Project Plan (2000 words)	25	
Reflection	AS2	Project Delivery and Evaluation (2500 words equivalent)	75	

Aims

The aim of this module is to draw together learning in the other programme modules and apply skills and understanding to the specifics of a live project. All the features of the module are designed to simulate or recreate professional working conditions or circumstances.

Learning Outcomes

After completing the module the student should be able to:

- 1 Plan and propose a creative project in the light of self-appraisal.
- 2 Debate and collaborate with other arts practitioners to investigate in a creative project and engage an audience critically.
- 3 Appraise and apply professional skills to realise a creative project.
- 4 Apply skills and knowledge of technology in creative investigation, planning and realisation.
- 5 Analyse practice and plan for future projects.
- 6 Analyse how learning from a previous project has been applied in new work.

Learning Outcomes of Assessments

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

Project Proposal and Plan	1					
Project and Evaluation	2	3	4	5	6	

Outline Syllabus

The students will produce the equivalent of a funding application or business proposal where an idea will be clearly presented in project planning terms and be justified with reference to appropriate understanding of the art form and its traditions and its value and impact in the real world (see Core Ideas module). They will be expected to apply skills developed in the pathway modules. The project evaluation would include reference to key ideas covered in the course. As students progress, reference to previous projects and the lessons applied in current work is expected. As the course progresses this level of analysis would be expected to grow in complexity and depth.

Learning Activities

This module will be a full professionally simulated project and as such students will work full time in conjunction with a professional artistic mentor and projects will be overseen by a tutor using rehearsal or preparation feedback sessions and supervision tutorials. The project period will typically last five weeks.

Notes

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