

Liverpool John Moores University

Title: Process and Practice
Status: Definitive
Code: **6002GD** (117866)
Version Start Date: 01-08-2019

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

Team	Leader
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Academic Level: FHEQ6 **Credit Value:** 24 **Total Delivered Hours:** 54
Total Learning Hours: 240 **Private Study:** 186

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	1
Practical	36
Seminar	9
Tutorial	2
Workshop	6

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	Port	Portfolio of finished project work, supporting research and development work, learning agreement(s) and critical evaluation	100	

Aims

- 1. To examine graphic arts within the context of professional practice.*
- 2. To offer students the opportunity to undertake set project(s) exploring specific craft or technical processes.*
- 3. To support independent, self-directed learning.*

Learning Outcomes

After completing the module the student should be able to:

- | | |
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| 1 | 1. Plan and execute a portfolio of directed project(s) that engage with craft and/or technical processes appropriate to their future career aspirations. |
| 2 | 2. Utilise and apply appropriate research. |
| 3 | 3. Utilise and apply relevant critical, organisational and technical skills. |

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. Learning agreement.*
- 2. Students are asked to select projects that are relevant to their individual skills and future aspirations.*
- 3. Project work is supported by studio and skills based workshop relevant to set projects.*

Learning Activities

1. This is a practical studio based module supported by a programme of individual tutorials, group seminars, skills based workshops and an interim portfolio review.
2. Students engage in a negotiated programme of set project(s) from given craft or technical skills starting points and identified in a learning agreement.
3. This module is yearlong. Most of the practical activity takes place during Semester 1.
4. The final assessment for this module is 100% Portfolio (comprising finished project work, supporting research and development work, learning agreement(s) and critical evaluation).
5. Written feedback and an indicative mark is given in response to an interim review at the start of semester 2.
6. On-going informal feedback will be available via tutorial and seminar.

Notes

This module offers an opportunity to undertake set projects exploring specific craft or technical processes.