

Liverpool John Moores University

Title: Self-Directed Project
Status: Definitive
Code: **6003GD** (117867)
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:** 48 **Total Delivered Hours:** 113

Total Learning Hours: 480 **Private Study:** 367

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	1
Practical	100
Seminar	6
Tutorial	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 offer students the opportunity to devise an individual programme of study relevant to a future within professional practice or postgraduate study related to graphic design and/or illustration.*
- 2. To examine contemporary issues and explore potential future developments within the profession.*
- 3. To support independent, self-directed study.*

Learning Outcomes

After completing the module the student should be able to:

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| 1 | 1. Acknowledge professional constraints relevant to graphic design with imagination and creativity. |
| 2 | 2. Utilise and apply appropriate research. |
| 3 | 3. Plan and execute a portfolio of self-directed projects that engage with a distinctive agenda for their future. |
| 4 | 4. 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	4
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Outline Syllabus

- 1. Learning agreement*
- 2. Students are asked to develop projects that explore a distinctive agenda for their future.*
- 3. Project work is discussed and agreed with the supervising tutor and may include extending and/or applying work from a student's Graphic Arts Research Project.*

Learning Activities

1. This is a practical studio based module supported by a programme of individual tutorials, group seminars, professional practice lectures and an interim portfolio review.
2. Students are assigned a personal tutor and engage in a negotiated programme of self-directed projects identified in a learning agreement.
3. This module is yearlong. An outline proposal must be agreed, most of the practical activity takes place during the second part of the year.
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 is given in response to the outline proposal and interim review.
6. On-going informal feedback will be available via tutorial and seminar.

Notes

This module comprises of self-directed project(s) mapped to specific career aspirations within graphic design, illustration and the creative industries.