Liverpool John Moores University

Title:	Creative Media Practice
Status:	Definitive
Code:	**6004MEDIA** (119829)
Version Start Date:	01-08-2018

Owning School/Faculty:	Liverpool Screen School
Teaching School/Faculty:	Liverpool Screen School

Team	Leader
Mark Smith	Y
Ian Bradley	

Academic Level:	FHEQ6	**Credit Value:**	24	**Total Delivered Hours:**	75
Total Learning Hours:	240	**Private Study:**	165		

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	12
Practical	30
Seminar	6
Tutorial	3
Workshop	24

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Artefacts	AS1	Artefact - individual presentation	75	
Reflection	AS2	Reflection - research blog	25	

Aims

1. To experiment with and evaluate creative media technologies
2. To enhance the students' ability to develop, convey and implement creative media ideas.

Learning Outcomes

After completing the module the student should be able to:

1   Extend their existing production skills in the development of innovative media
2   Analyse the application of innovative techniques in media production.

Learning Outcomes of Assessments

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

Artefact   1

Reflection   2

Outline Syllabus

Students will collaboratively explore creative media technologies, individually evaluate and then selectively apply these findings in the development of engaging audio visual artefacts. Such artefacts may exist in a variety of contexts from gallery to stage to hand held device etc.
A number of soft and hard technologies will be introduced that will allow students to engage in a number of themes such as:
Narrative
Image Production
Sound Production
Play
Interactivity
Mobile Technology
Locative Technology
Performance
Multi-screen
3D Camera

Learning Activities

During the first part of the module, lectures and workshops will introduce students to a variety of technologies concerning interaction with and presentation of media artefacts within a number of viewing contexts.

During the final part of the module, students will, individually, research, develop a prototype. At the end of the module, students will present their experimentation to staff and peers.

Notes

This is a final year module, and as such, students will be expected to have accumulated an advanced skillset in a variety of media forms. This is an opportunity to extend these skills through practice-based research, the creative application of technology and technique to develop a media prototype or experimentation that might exist in a variety of contexts.