

Liverpool John Moores University

Title: Major Project 1
Status: Definitive
Code: **6006FD** (117809)
Version Start Date: 01-08-2019

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

| Team | Leader |
|--------------------|--------|
| Jacqueline McAssey | Y |
| Kayla Owen | |
| Carol Ryder | |
| Lesley Peacock | |

Academic Level: FHEQ6 **Credit Value:** 24 **Total Delivered Hours:** 98
Total Learning Hours: 240 **Private Study:** 142

Delivery Options

Course typically offered: Semester 1

| Component | Contact Hours |
|-----------|---------------|
| Lecture | 2 |
| Off Site | 24 |
| Practical | 62 |
| Seminar | 6 |
| Tutorial | 4 |

Grading Basis: 40 %

Assessment Details

| Category | Short Description | Description | Weighting (%) | Exam Duration |
|-----------|-------------------|---|---------------|---------------|
| Artefacts | AS1 ART | Body of work (research and outputs) to meet requirements of pathway as outlined in submission criteria. | 50 | |
| Artefacts | AS2 ART | Body of work (research and outputs) to meet requirements of pathway as outlined in submission criteria. | 50 | |

Aims

- 1. To support students to develop their own programme of projects and manage their own time and available resources in order to produce original design work to a professional standard*
- 2. To provide opportunity for students to present and justify their work clearly and concisely in a variety of situations with respect to major developments in current and emerging media and technologies in their discipline*
- 3. To provide opportunity for critical evaluation of their own work and that of others within a framework of agreed criteria*
- 4. To develop a variety of research development and portfolio presentations techniques including aesthetic, creative, financial, production and target audience considerations*

Learning Outcomes

After completing the module the student should be able to:

- 1 propose their own programme of projects and manage their own time and available resources in order to produce original design work to a professional standard
- 2 present and justify their work clearly and concisely in a variety of situations with respect to major developments in current and emerging media and technologies in their discipline
- 3 critically evaluate their own work and that of others within a framework of agreed criteria
- 4 prepare a design 'portfolio'/body of work including aesthetic, creative, financial, production and target audience considerations

Learning Outcomes of Assessments

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

| | | | | |
|--------------|---|---|---|---|
| AS1 Artefact | 1 | 2 | 3 | 4 |
| AS2 Artefact | 1 | 2 | 3 | 4 |

Outline Syllabus

Students will be taught through a programme of seminars, tutorials and workshops to:

Learning Outcomes: After completing the module the student should be able to: The learning outcomes for this module will be achieved through project based learning agreements. Each student will devise their own programme of work, which is supported and guided by tutorials, weekly seminars and critiques. Students may work on one or more self-generated projects. They will be expected to work independently and demonstrate an ability to use available resources effectively.

All students will carry out research towards the major project including market and visual research, sourcing materials and ingredients, assessing practicability and timescale, evaluation of information gathered.

Learning Activities

This module consists of lectures, seminars, fieldwork and a major practical design project defined by an individual learning agreement.

Notes

This module provides an opportunity for Fashion students to undertake their own in-depth programme of projects via a student directed learning agreement. It strengthens the existing components of the Personal Development Portfolio with the focus towards employability and professional practice.