

Summary Information

Module Code	6006LSSCPD
Formal Module Title	Innovation Apps and Devices
Owning School	Liverpool Screen School
Career	Undergraduate
Credits	30
Academic level	FHEQ Level 6
Grading Schema	40

Teaching Responsibility

LJMU Schools involved in Delivery
Liverpool Screen School

Learning Methods

Learning Method Type	Hours
Online	64
Tutorial	4
Workshop	22

Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
SEP-MTP	MTP	September	12 Weeks

Aims and Outcomes

Aims	1. To identify a range of options that might be used to solve a defined problem.2. To develop a solution to a defined problem using existing technology in an innovative way.3. To demonstrate thorough investigation, appraisal, and testing of the solution proposed.
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After completing the module the student should be able to:

Learning Outcomes

Code	Number	Description
MLO1	1	Demonstrate knowledge of a wide range of existing technologies.
MLO2	2	Employ appropriate methods and technologies to address a defined problem.
MLO3	3	Apply software to produce a prototype.
MLO4	4	Explain and clarify the proposed solution to a panel of industry experts.

Module Content

Outline Syllabus	Students will work to a hypothetical brief to propose a solution to a clearly defined problem. The solution to the problem should demonstrate that the student has thoroughly investigated and appraised several different technological options, and that they understand how different technologies might provide an innovative solution to the problem. Students will be asked to develop a working prototype that incorporates known technology in new, innovative ways. The prototype should be constructed using current industry standard software. The students will then present a working prototype in a pitch, to an assessment panel. The students should expect to be questioned during their presentation about how they investigated and researched the problem. They should identify other potential solutions that they rejected and explain why they were rejected. They should identify and define the methods chosen to analyse and test the effectiveness of the prototype and be able to justify and validate the decisions made for the final concept proposal. Course content may include, but is not limited to, the development of: <ul style="list-style-type: none"> • Problem-solving skills. • Design thinking approaches. • Prototype development. • The use of testing and analytical tools. • Presentation and pitching skills.
Module Overview	
Additional Information	<p>Programme code: • 36770 Intake month(s): • January Subject benchmark statement(s): • Communication, Media, Film and Cultural Studies (2019) Any other external reference points used to inform programme outcomes: • Research conducted for Office for Students short course pilot. Mode and duration of study: • Part time hybrid learning over one semester. Criteria for admission to the programme: • A/AS Level 104 UCAS points from a minimum of 2 A Levels. Maximum of 20 AS points accepted. BTEC National Diploma 104 UCAS Tariff points. Irish Leaving Certificate 104 UCAS tariff points. Maximum of 20 UCAS tariff points at Ordinary Level Scottish Higher 104 UCAS points to include 2 Advanced Higher International Baccalaureate 24 IB points Access At least 9 Distinctions and 36 Merits or any other combination that equates to 104 UCAS tariff points in a relevant subject Other Prior to starting the programme applicants must have obtained grade 4 or grade C or above in English Language and Mathematics GCSE or an approved alternative qualification: • Key Skills Level 2 in English/ Maths • NVQ Level 2 Functional skills in Maths and English Writing and or Reading • Skills for Life Level 2 in Numeracy/English • Higher Diploma in Maths/ English • Functional skills Level 2 in Maths/ English • Northern Ireland Essential Skills Level 2 in communication or Application of Number • Wales Essential Skills Level 2 in Communication or Application of Number. • Mature Entry Applications are welcomed from mature and non-standard applicants who will be considered on an individual basis. These applicants may be required to submit an essay and/or attend an interview in accordance with the usual LJMU procedures and should demonstrate potential and motivation and/or have relevant experience. • Overseas qualifications International applications will be considered in line with UK qualifications Any applicant whose first language is not English will be required to have IELTS 6.0 (minimum 5.5 in each component) or acceptable equivalent. • Skills and experience in digital media equivalent to a level 5 qualification to be determined by application or interview in accordance with the usual LJMU procedures. Name of the final award: • Certificate of Professional Development in Innovation Apps and Devices. Brief summary of student support arrangements: • The University aims to provide students with access to appropriate and timely information, support and guidance to ensure that they are able to benefit fully from their time at LJMU. All students are assigned a Personal Tutor to provide academic support and when necessary signpost students to the appropriate University support services. Students are able to access a range of professional services including: • Advice on practical aspects of study and how to use these opportunities to support and enhance their personal and academic development. This includes support for placements and careers guidance. • Student Advice and Wellbeing Services provide students with advice, support and information, particularly in the areas of: student funding and financial matters, disability, advice and support to international students, study support, accommodation, health, wellbeing and counselling. • Students will be supported with this asynchronous blended learning approach through weekly in-person face-to-face and/or online seminars and workshops. Each course will have its own chat group where students can share their work with each other to receive formative feedback from their peers, and so that they can develop peer relationships. This will mimic industry-standard hybrid working methods, for example, through the use of software such as Microsoft Teams and the OneDrive. • Any student experiencing digital poverty will be referred to the university's usual support channels. A statement that the programme is assessed and run in line with the Academic Framework with a link to the current version:</p>

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Technology	Prototype	70	0	MLO1, MLO2, MLO3

Presentation	Presentation	30	0	MLO4
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Module Contacts