

Liverpool John Moores University

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Title: Major Project 2
Status: Definitive
Code: **6007FD** (117811)
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
Paul Owen	
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Academic Level: FHEQ6 **Credit Value:** 48 **Total Delivered Hours:** 116

Total Learning Hours: 480 **Private Study:** 364

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	8
Practical	88
Seminar	10
Tutorial	10

Grading Basis: 40 %

Assessment Details

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

Category	Short Description	Description	Weighting (%)	Exam Duration
		submission. criteria.		

Aims

1. To further develop skills in gathering, analysing, synthesizing and evaluating information to demonstrate proficiency in observation, investigation, enquiry, visualisation and/or making via an individual learning agreement.
2. To encourage the production of work with 'currency' and informed acuity that demonstrates an understanding of major developments in current and emerging media, practice and technologies within the Fashion Industry
3. To reinforce self-management skills in effectively organising their workloads and meeting deadlines
4. To promote skills in how to present and demonstrate innovative and informed ideas and work practice to appropriate audiences within the fashion industry

Learning Outcomes

After completing the module the student should be able to:

- 1 Synthesise skills in gathering, analysing, synthesizing and evaluating information to demonstrate proficiency in observation, investigation, enquiry, visualisation and/or making via an individual learning agreement
- 2 Produce work with 'currency' and informed acuity that demonstrates an understanding of major developments in current and emerging media, practice and technologies within the Fashion Industry
- 3 Exercise self-management skills in effectively organising their workloads and meeting deadlines
- 4 Present and demonstrate innovative and informed ideas and work practice to appropriate audiences within the fashion industry

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

The learning outcomes for this module will be achieved through a personal project based learning agreement. Each Fashion 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.

Learning Activities

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

Notes

This module provides an opportunity for Fashion students to undertake their own in-depth programme of projects via a student directed learning agreement.