

Liverpool John Moores University

Title: PRODUCTION PROJECT
Status: Definitive
Code: **6008MPS** (110850)
Version Start Date: 01-08-2013

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

Team	Leader
Sarah Haynes	Y
Camilla Affleck	
Mark Smith	
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Academic Level: FHEQ6 **Credit Value:** 36.00 **Total Delivered Hours:** 72.00

Total Learning Hours: 360 **Private Study:** 288

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Tutorial	60.000
Workshop	12.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Artefacts	AS1	Team or individual media product produced to a negotiated brief.	80.0	
Presentation	AS2	Proposal for a media artefact	20.0	

Aims

1. To provide a concentrated opportunity to contribute to the origination, research,

development and production of a media artefact as a culmination of the student's degree experience.

2. To provide an opportunity for students to produce work that reflects their skills and positions them in the job market, providing them with valuable practical experience and a portfolio piece of work.

Learning Outcomes

After completing the module the student should be able to:

- 1 Critically analyse an original concept
- 2 Deconstruct a concept for a media production to identify key production processes.
- 3 Apply production processes in the development of a media product.

Learning Outcomes of Assessments

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

Art	3
Presentation	1 2

Outline Syllabus

Students will independently explore and further develop skills and knowledge in the following:-

Time management

Production management

Production skills particular to their chosen area of media production

Current thinking pertinent to their chosen production practise

Learning Activities

The module commences with an initial period of seminars outlining the module's parameters and the opportunities leading to the proposal of projects. Workshops will guide the ideas generation process and seminars will discuss issues such as production planning and risk assessment. Once projects have been approved by staff, students will work independently with tutorial support and guidance.

References

Course Material	Book
Author	England, E. and Finney, A.
Publishing Year	2007
Title	Managing Interactive Media

Subtitle	Project Management for Web and Digital Media
Edition	4th Edition
Publisher	Munchen, Germany: Addison Wesley
ISBN	

Course Material	Book
Author	Stradling, L.
Publishing Year	2010
Title	Production Management for TV and Film
Subtitle	The Professional's Guide (Professional Media Practice)
Edition	
Publisher	London, UK: Methuen Drama
ISBN	

Notes

Working to a brief negotiated with the module staff students will produce a media product either as an individual or in a small team.

If working individually, students will need to demonstrate that they will be able to produce the work alone. All students will submit a proposal including a risk assessment and identifying each student's role on the production. Students must use the Screen School facilities and attend supervision tutorials at which progress will be monitored.