# Liverpool John Moores University

Title:	Creative Music Project
Status:	Definitive
Code:	<b>6009POP</b> (117897)
Version Start Date:	01-08-2014
Owning School/Faculty:	Liverpool School of Art & Design
Teaching School/Faculty:	Liverpool School of Art & Design

Team	Leader
Alexander Germains	Y
Simone Krueger	

Academic Level:	FHEQ6	Credit Value:	24.00	Total Delivered Hours:	92.00
Total Learning Hours:	240	Private Study:	148		

## **Delivery Options**

Course typically offered: Standard Year Long

Component	Contact Hours
Practical	66.000
Seminar	26.000

# Grading Basis: 40 %

### **Assessment Details**

Category	Short Description	Description	Weighting (%)	Exam Duration
Artefacts	AS2	Artefact or artefacts	40.0	
Essay	AS3	2,000-word reflective essay	40.0	
Report	AS1	Learning agreement	20.0	

#### Aims

To encourage students' creativity

# Learning Outcomes

After completing the module the student should be able to:

- 1 1. To experiment, as appropriate, with forms, conventions, language, techniques and practices.
- 2 2. To manage time, personnel and resources effectively by drawing on planning, organizational, project management and leadership skills.
- 3 3. To produce work that demonstrates an understanding of media forms and structures, audiences and specific communication registers.

### Learning Outcomes of Assessments

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

AS2 Artefact	2
AS3 Essay	3
AS1 Report	1

## **Outline Syllabus**

Initial tutorials to outline and define the brief and production schedules. Agree a delivery date for the brief. Supportive critical reviews and tutorials, where appropriate, along the production process.

## Learning Activities

Seminar discussions, tutorials, critical reviews, listening exercises and essay writing.

#### Notes

This module will allow students the space to be experimental with forms, conventions, languages, techniques and practices.

This module is a creative module which allows students to create a music product of their own choice. The choice of musical product is discussed with the module leader before commencement of the project. A written brief will be submitted to gain approval before the actual task. Upon verification of the brief the student will, under the tutelage of module leader, complete the task. This is a student led activity within an intensely supported module. This environment should foster time management skills, effective resourcing, planning, organizational and leadership skills in the process of creating musical artifact.