Liverpool John Moores University

Title: INTERACTIVE MEDIA RESEARCH
Status: Definitive
Code: **6015IMEDIA** (110186)
Version Start Date: 01-08-2012

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

Team	emplid	Leader
Sarah Haynes		Y
Mark Smith		
Ian Bradley		

Academic Level:	FHEQ6	Credit Value:	12.00	Total Delivered Hours:	36.00
Total Learning Hours:	120	Private Study:	84		

Delivery Options
Course typically offered: Summer

Component	Contact Hours
Tutorial	20.000
Workshop	16.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Presentation	AS1	Presentation of research findings	100.0	

Aims

1. To collect, evaluate and process information within the context of specified research objectives.
2. To formulate and present arguments with clarity, fluency and coherence.
3. To research contemporary practice in their specified field of interest.
4. To be reflective practitioners

Learning Outcomes

After completing the module the student should be able to:

1   Develop a high level of presentational skills.
2   Design, carry out and present a scholarly and innovative piece of independent research.
3   Conduct an extended enquiry into a chosen subject using a range of research source material.

Learning Outcomes of Assessments

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

 Presentation of   1   2   3
research

Outline Syllabus

Research methodologies
Being critically reflective
Analysing research findings
Formulating opinions

Learning Activities

The first phase of the module will include workshops that will introduce students to possible subject areas for further exploration and also outline research methodologies. These sessions will involve students in group discussion and debate and will be concerned with developing opinions, a questioning approach and a reflective outlook. The second phase will be about self directed study supported with tutorials. During this final section of the module students will pursue their own agendas negotiated with module tutors.

References

Course Material	Book
Author	Buxton, B.
Publishing Year	2007
Title	Sketching User Experiences
Subtitle	
Edition	
Publisher	San Francisco, USA: Morgan Kaufmann
ISBN	

Course Material	Book

Author	Laurel, B. (Editor)
Publishing Year	2003
Title	Design Research
Subtitle	Methods and Perspectives
Edition	
Publisher	Cambridge, USA: The MIT Press
ISBN	

Course Material	Book
Author	Moggeridge, B.
Publishing Year	2006
Title	Designing Interactions
Subtitle	
Edition	
Publisher	Cambridge, USA: MIT Press
ISBN	

Course Material	Book
Author	Norman, D.
Publishing Year	1998
Title	The Design of Everyday Things
Subtitle	
Edition	
Publisher	Cambridge, USA: The MIT Press
ISBN	

Course Material	Book
Author	Parker, L.
Publishing Year	2004
Title	Interplay
Subtitle	Interactive Design
Edition	
Publisher	London, UK: V&A
ISBN	

Notes

This module is all about engaging students in their own research practice to become reflective practitioners with an awareness of contemporary practice in their field of interest and to able to link theory and practice. They will evidence their research in a presentation and they will demonstrate a connection between their research and their own practice as designers, animators and interactive media producers. Following an intensive five day teaching block students will complete the assessment task via distance learning.