Liverpool John Moores University

Title:	INDEPENDENT DIGITAL PROJECT
Status:	Definitive
Code:	**6016IMEDIA** (110187)
Version Start Date:	01-04-2013

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

Team	Leader
Sarah Haynes	Y
Mark Smith	
Ian Bradley	

Academic Level:	FHEQ6	**Credit Value:**	24.00	**Total Delivered Hours:**	100.00
Total Learning Hours:	240	**Private Study:**	140		

Delivery Options
Course typically offered: Summer

Component	Contact Hours
Tutorial	30.000
Workshop	70.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	AS1	Design Documentation for an Interactive Media Concept	30.0	
Artefacts	AS2	Digital Product	70.0	

Aims

1. To provide students with the opportunity to produce a digital product that reflects research into a chosen area of interactive digital media.
2. To develop students' abilities to conceive and create a complete digital media product to a high level of sophistication.
3. To develop students' time management skills in producing a large scale project.

Learning Outcomes

After completing the module the student should be able to:

1. Manage their time to produce a large scale, digital media product.
2. Design a digital media product to a high level of sophistication.
3. Critically evaluate their work and that of others within the framework of contemporary practice and current thinking.

Learning Outcomes of Assessments

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

Portfolio   2   3

Product   1

Outline Syllabus

Students will explore and further develop skills and knowledge in the following:-
Time management
Production management
Production skills particular to their chosen area of interest
Current thinking/design practice pertinent to their chosen area of interest.

Learning Activities

Lectures will introduce the module and help students develop a way of working. Practical workshops will be led by ideas which students choose to work on and will explore relevant theoretical, technical and design issues. In small tutorial groups students will perform critiques of each others work.

References

Course Material	Book
Author	England, E. & Finney, A.
Publishing Year	1996
Title	Managing Multimedia
Subtitle	
Edition	
Publisher	Boston, USA: Addison Wesley
ISBN	

Course Material	Book

Author	Hogan, P. & Strauss, R.
Publishing Year	2001
Title	Managing Web and New Media Products
Subtitle	
Edition	
Publisher	Oxford, UK: Focal Press
ISBN	

Notes

An opportunity for students to explore an area of personal interest through the creation of a digital project which will serve as a portfolio piece.

The work should reflect the student's research in their chosen area of interest and should be of a professional standard and quality.

It is an opportunity at the culmination of their studies to produce a digital product that showcases not only their skills and design ability but also their awareness of key themes, trends and concepts in a specific area of digital media. It will prepare them for continuing with their studies or for a professional career by providing a vehicle to demonstrate their skills and an indicator of their ability to synthesise and reflect their research.