

Liverpool John Moores University

Title: INDEPENDENT DIGITAL PROJECT
Status: Definitive
Code: **6022IMEDIA** (119037)
Version Start Date: 01-08-2012

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:** 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
Lecture	6.000
Tutorial	66.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Presentation	PRES	PRESENTATION	30.0	
Artefacts	ARTEFACT	ARTEFACT - DESIGN DOCUMENTS	20.0	
Artefacts	ARTEFACT	ARTEFACT - DIGITAL PRODUCT	50.0	

Aims

1. To research contemporary practice in their specified field of interest.
2. To propose an interactive media concept in response to research of contemporary practice.
3. To provide students with the opportunity to produce a digital product that reflects

research into a chosen area of interactive digital media.

4. To develop students' abilities to conceive and create a complete digital media product to a high level of sophistication.

5. 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 Conduct an extended enquiry into a chosen subject using a range of research source material.
- 2 Produce design documents to communicate an interactive media concept.
- 3 Produce a digital media product to a high level of sophistication.

Learning Outcomes of Assessments

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

PRESENTATION	1
ARTEFACT	2
ARTEFACT	3

Outline Syllabus

Research methodologies

Being critically reflective

Analysing research findings

Formulating opinions

Creative thinking

Concept development

Design documentation

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

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

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

Notes

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.

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 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 by producing design documentation/concept art for a digital media product.

They will propose and produce a project inspired by their research.