

Liverpool John Moores University

Title: Studio Project/s
Status: Definitive
Code: **6101FC** (122388)
Version Start Date: 01-08-2021

Owning School/Faculty: Liverpool School of Art & Design
Teaching School/Faculty: Liverpool School of Art & Design

Team	Leader
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Academic Level: FHEQ6 **Credit Value:** 30 **Total Delivered Hours:** 80
Total Learning Hours: 300 **Private Study:** 220

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	6
Practical	42
Seminar	8
Tutorial	4
Workshop	20

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Artefacts	AS1	Body of work (research and outputs) to meet requirements of pathway as outlined in submission criteria.	50	
Artefacts	AS2	Body of work (research and outputs) to meet requirements of pathway as outlined in	50	

Category	Short Description	Description	Weighting (%)	Exam Duration
		submission criteria.		

Aims

1. Provide opportunities for students to develop their own programme of study via a series of project/s.
2. To support the development of research methodologies to apply to a range of concepts and outputs.
3. To produce a body of work in relationship to target audiences and current industry practice.
4. To develop a range of design applications, which explore design concepts, materials and contexts.
5. To produce a creative body of work within an agreed framework.

Learning Outcomes

After completing the module the student should be able to:

- 1 Demonstrate an ability to negotiate, research and plan an individual project/s.
- 2 Develop and produce original design concepts that demonstrate a critical application of skills and techniques.
- 3 Communicate ideas in relationship to target audience/s to a professional standard.
- 4 Demonstrate an ability to produce a body of two / three-dimensional work finished to a professional standard.
- 5 Effectively produce design concepts within a set timeframe.

Learning Outcomes of Assessments

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

Artefacts	1	2	3	4	5
Artefacts	1	2	3	4	5

Outline Syllabus

Students will be taught through a programme of seminars, tutorials and workshops and critiques.

The learning outcomes for this module will be achieved through project based learning agreements. Each student will devise their own programme of work, which is supported and guided by tutorials, weekly seminars and critiques. Students may work on one or more self-generated projects. They will be expected to work with self-initiative and demonstrate an ability to use available resources effectively. All students will demonstrate effective research skills, design development and investigation final outputs. Students will work within a defined timescale to meet

agreed set targets.

This module consists of lectures, seminars, fieldwork and a major practical design project defined by an individual learning agreement.

This module provides an opportunity for Fashion students to undertake set projects and/or their own in- depth programme of projects via a student directed learning agreement.

Learning Activities

This module consists of lectures, seminars, fieldwork and a major practical project defined by set projects and/or an individual learning agreement.

Notes

This module provides an opportunity for Fashion students to undertake their own indepth programme of projects via a student directed learning agreement. It strengthens the existing components of the Personal Development Portfolio with the focus towards employability and professional practice.