

## Studio Projects

### Module Information

2022.01, Approved

#### Summary Information

Module Code	6102GD
Formal Module Title	Studio Projects
Owning School	Liverpool School of Art & Design
Career	Undergraduate
Credits	40
Academic level	FHEQ Level 6
Grading Schema	40

#### Teaching Responsibility

LJMU Schools involved in Delivery
Liverpool School of Art & Design

#### Learning Methods

Learning Method Type	Hours
Lecture	12
Practical	80
Seminar	12
Tutorial	8
Workshop	24

#### Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
SEP-MTP	MTP	September	12 Weeks

#### Aims and Outcomes

Aims	1. To offer students the opportunity to undertake set practical project(s) exploring specific materials, processes and media.2. To examine the role of experimentation within the context of graphic design and illustration practice.3. To encourage and support independent self-directed learning.
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**After completing the module the student should be able to:**

### Learning Outcomes

Code	Number	Description
MLO1	1	Experiment with a variety of materials, processes and media with creativity and imagination in response to set projects.
MLO2	2	Demonstrate a critical application of research methods and production skills relevant to their area of studio practice.
MLO3	3	Independently and/or collaboratively formulate appropriate responses to set graphic design or illustration briefs that acknowledge specific constraints.

### Module Content

Outline Syllabus	1. Learning agreement.2. Students are asked to select projects that are relevant to their individual skills and future aspirations.3. Set projects direct students experimentation with materials, processes and media such as drawing, printmaking, typography, moving image, animation and print and digital publishing.4. Project work is supported by studio and skills based workshop relevant to set projects.
Module Overview	
Additional Information	This module gives students the opportunity to undertake set projects relevant to their chosen studio specialism. The module encourages directed experimentation with materials, processes and media. Outcomes must be presented via the student's ongoing web portfolio. The early stages of the module should support the transition to more independent and self-directed learning characteristic to Level 6.

### Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Portfolio	Portfolio	100	0	MLO1, MLO2, MLO3

### Module Contacts

#### Module Leader

Contact Name	Applies to all offerings	Offerings
Ian Mitchell	Yes	N/A

#### Partner Module Team

Contact Name	Applies to all offerings	Offerings
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