

## Liverpool John Moores University

Title: Studio Projects  
Status: Definitive  
Code: **6102GD** (121944)  
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:** 40      **Total Delivered Hours:** 136  
**Total Learning Hours:** 400      **Private Study:** 264

### Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	12
Practical	80
Seminar	12
Tutorial	8
Workshop	24

**Grading Basis:** 40 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	AS1	Finished project outcomes, supporting work and written evaluation, appendices and images.	100	

## **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.*

## **Learning Outcomes**

After completing the module the student should be able to:

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

## **Learning Outcomes of Assessments**

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

Portfolio	1	2	3
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## **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.*

## **Learning Activities**

1. This is a practical studio based module supported by a programme of individual tutorials, group seminars, skills based workshops and interim crits.
2. Students engage in a directed programme of set project(s).
3. The final assessment for this module is 100% Portfolio (comprising finished project work, supporting research and development work, learning agreement(s) and critical evaluation).
4. Formative verbal feedback is given in response to the presentation of work-in-progress at interim crits.
5. On-going informal feedback will be available via tutorial and seminar.

## **Notes**

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.