

Screen Media

Module Information

2022.01, Approved

Summary Information

| Module Code | 6105MEDCUL |
|---------------------|-------------------------------|
| Formal Module Title | Screen Media |
| Owning School | Humanities and Social Science |
| Career | Undergraduate |
| Credits | 10 |
| Academic level | FHEQ Level 6 |
| Grading Schema | 40 |

Teaching Responsibility

| LJMU Schools involved in Delivery | |
|-----------------------------------|--|
| Humanities and Social Science | |

Learning Methods

| Learning Method Type | Hours |
|----------------------|-------|
| Lecture | 12 |
| Seminar | 24 |

Module Offering(s)

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

Aims and Outcomes

| Aims | 1. To offer students the opportunity to develop critical, analytical and evaluative skills appropriate to the textual study of screen media.2. To identify and critically evaluate the discursive roots of given examples drawn from screen media.3. To offer students the opportunity to develop a critical understanding of screen media narratives and their historical contexts. |
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|------|--|

After completing the module the student should be able to:

Learning Outcomes

| Code | Number | Description |
|------|--------|---|
| MLO1 | 1 | Critically evaluate the relationship between popular narrative media and the cultures within which they were produced and consumed. |
| MLO2 | 2 | Critically evaluate and identify an appropriate analytical framework for a self-selected screen media text. |
| MLO3 | 3 | Offer a theoretically informed analysis of a self-selected screen media text. |

Module Content

| Outline Syllabus | Is there a language of Film, TV and Videogames? Pure Cinema; The Classic Realist Text; Narrative Structure and Myth; TV and Flexi-Narrative; TVIII and the Post-Network Era; The Cinematic Gaze; The Wii and Casual Gaming; The Power of the Edit; First-person shooters and the apparatus of the videogame. |
|------------------------|--|
| Module Overview | This module offers you the opportunity to develop critical, analytical and evaluative skills appropriate to the textual study of screen media, and to identify and critically evaluate the discursive roots of given examples drawn from screen media. |
| Additional Information | Students will be required to select an appropriate text for their assessment. |

Assessments

| Assignment Category | Assessment Name | Weight | Exam/Test Length (hours) | Module Learning Outcome Mapping |
|---------------------|-----------------------------|--------|--------------------------|------------------------------------|
| Essay | 2000 words textual analysis | 100 | 0 | MLO1, MLO2, MLO3 |

Module Contacts

Module Leader

| Contact Name | Applies to all offerings | Offerings |
|----------------|--------------------------|-----------|
| Steven Spittle | Yes | N/A |

Partner Module Team

| Contact Name | Applies to all offerings | Offerings |
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