

Liverpool John Moores University

Title: Major Project Practice
Status: Definitive
Code: **6116HA** (121855)
Version Start Date: 01-08-2021

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

Team	Leader
Colin Fallows	Y

Academic Level: FHEQ6
Credit Value: 20
Total Delivered Hours: 50
Total Learning Hours: 200
Private Study: 150

Delivery Options

Course typically offered: Semester 2

Component	Contact Hours
Lecture	4
Practical	20
Seminar	18
Tutorial	8

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	AS1	Negotiated Practice-led Project (e.g. Curated Exhibition / Curated Website / Designed Art History Learning Materials etc.) plus Report of 3000 words and appendices of up to 8000 words.	100	

Aims

To allow students the academic space to follow and develop their personal areas of interest identified at Levels 4 and 5.

To develop the ability of students to plan, implement and complete a sustained piece of practical or applied research.

To encourage students to gain experience in situations outside the University.

To promote the application of specific and transferable skills in a professional environment.

Learning Outcomes

After completing the module the student should be able to:

- 1 Demonstrate a self-directed approach to personal study.
- 2 Research, comprehend, question and use concepts which relate to the chosen project(s), show critical capacity in relation to texts and images, and demonstrate independence of judgement.
- 3 Demonstrate a level of autonomy and ability to interact with external institutions.
- 4 Demonstrate appropriate written and oral communication and evaluation skills, present work of a professional standard using the Harvard system of annotation and reference.

Learning Outcomes of Assessments

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

Report	1	2	3	4
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Outline Syllabus

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 and seminars. Students may work on one or more self-generated projects. They will be expected to work independently and demonstrate an ability to use available resources effectively. Project work submitted for assessment will include a written evaluation.

Typical projects might include:

Curating and Cataloguing an exhibition

Production of an annotated/audio guide for existing exhibition

Critical Review(s) of visual production with specific market target

Research and preparation for a set of public/educational lectures exploring set theme(s)

Authoring websites with relevant content

Providing an educational programme for a target audience.

Students will attend the cross-programme semester-long series of lectures by artists, historians, critics and industry professionals.

Learning Activities

Students will undertake their own in-depth programme of projects specified by a prepared Learning Agreement, which will include the headings of Project

Aims/Presentation/Evaluation and Learning Outcomes. The work submitted will include a self-evaluation report of 3000 words, supported by evidence in appendices of up to 8000 words. Students will also attend the cross-programme semester-long series of lectures by artists, historians, critics and industry professionals.

Notes

This module enables students to undertake their own in-depth project. Via sustained application and increasing independence of operation, the module provides an opportunity for students to enhance and consolidate intellectual and practical achievements. Students will attend the cross-programme semester-long series of lectures by artists, historians, critics and industry professionals.