

## Liverpool John Moores University

Title: Artistic Practice III  
Status: Definitive  
Code: **6504ASDM** (127167)  
Version Start Date: 01-08-2021

Owning School/Faculty: Liverpool Screen School  
Teaching School/Faculty: Liverpool Institute for Performing Arts

Team	Leader
Eleanor Yule	

**Academic Level:** FHEQ6  
**Credit Value:** 20  
**Total Delivered Hours:** 60  
**Total Learning Hours:** 200  
**Private Study:** 140

### Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Workshop	60

**Grading Basis:** 40 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Practice	Project	Practical Project (2500 word equivalent)	70	
Report	Evaluation	Project Evaluation (2000 words)	30	

### Aims

*This module integrates the cross-disciplinary use of live and recorded media, the application of additional inter-disciplinary skills and utilisation of production management roles. The module offers the opportunity to further enhance a Digital Portfolio, whilst collaborating with others in a cross-platform creation and presentation of an original new work to a public audience.*

## Learning Outcomes

After completing the module the student should be able to:

- 1 Synthesise an independent interdisciplinary methodology exploitable within a portfolio-career in live and recorded media
- 2 Evaluate independent research to create original new work through interdisciplinary live and recorded media within a conceptual framework
- 3 Generate pragmatic management initiatives in the production of a performance event or creation of new work
- 4 Critically evaluate target audiences, demographics and financial goals within challenging working contexts providing ethical, regulatory and legal reflections
- 5 Evaluate working methods, contextual and conceptual impacts in film/media performance, including their contemporary relevance and application

## Learning Outcomes of Assessments

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

Practical Project	1	2	5
Project Evaluation	3	4	5

## Outline Syllabus

*In this module you will advance of your learning in Artistic Practice II in the creation of a new, original work. You will receive mentored supervision to realise your project, with a focus on the cross-platform integration of live and recorded media, working to respond to particular stimuli and respond to audience demographics.*

*You will evidence your application of inter-disciplinary skills, integrating learning across The Professional III and Cultural Perspectives III. Your performance event will be determined by the material, content and contribution of all participants. The event will take a multimedia form, as part of a small festival presentation of new work. You will be assessed on your Artistic Product, whatever creative form that may take.*

*Following the event, you will then reflect upon the impact this additional skills-enhancement plays upon your professional profile, reviewing the artistic impact of your product and identifying areas for development and progression. You will choose the medium with which to present your evaluation, taking an appropriate and logical choice from:*

- *Blog*
- *Vlog*
- *Podcast*
- *Written Analysis*
- *Magazine Article*

*You are encouraged to be creative and imaginative with your chosen platform of evaluation, considering your digital profiling and its advantages.*

## Learning Activities

This module requires students to develop practical skills alongside the presentation of ideas and critical contexts and as such is best suited to workshop-based learning where flexible and varied activities including skills sessions, discussions and informal presentations can be designed on a weekly basis.

## **Notes**

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