

## Liverpool John Moores University

Title: MAJOR PROJECT (FULL TIME OPTION)  
Status: Definitive  
Code: **6504IM** (111200)  
Version Start Date: 01-08-2011

Owning School/Faculty: Liverpool School of Art & Design  
Teaching School/Faculty: The Manchester College

Team	Leader
Stuart Borthwick	Y

**Academic Level:** FHEQ6  
**Credit Value:** 48.00  
**Total Delivered Hours:** 160.00  
**Total Learning Hours:** 480  
**Private Study:** 320

### Delivery Options

Course typically offered: Semester 2

Component	Contact Hours
Lecture	8.000
Tutorial	8.000
Workshop	144.000

**Grading Basis:** 40 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Reflection	AS2	Research file	20.0	
Report	AS3	Practical	50.0	
Report	AS1	Statement of intent 500 words	10.0	
Presentation	AS4	Presentation	10.0	
Reflection	AS5	Evaluation 1000 words	10.0	

### Aims

1. To produce a substantial body of work using interactive media design/techniques
2. To apply independent thought and innovation
3. To enhance project management skills
4. Apply relevant creative/technical skills gained through previous research &

*experimentation*

## **Learning Outcomes**

After completing the module the student should be able to:

- 1 Design and develop a professional interactive media product
- 2 Organise and present work in an appropriate manner to its intention, demonstrating professional qualities of presentation, and evidence of aesthetic judgement.
- 3 Present a body of work which expresses, and forms the basis of, their professional potential

## **Learning Outcomes of Assessments**

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

Research File	1	2
Practical	1	
Statement of Intent 500 words	2	
Presentation	2	3
Evaluation 1000 words	2	

## **Outline Syllabus**

*At this point in the course, students have experienced sustained practical and theoretical elements of study becoming progressively student centred and self-initiated. It is expected that students have achieved a personal balance of all of the separate course elements and combined these into a personal visual language that can be applied to a given brief reflecting an expression of individual interests, beliefs and opinions.*

*Students should display their capacity to lead and direct their research and develop their design practice. They should be able to do so with a creative and technical rigour. The work should exhibit a maturity and professionalism in conception and execution that clearly displays the students' control of their subject and the chosen media with which to articulate it.*

*Students must produce a substantial body of work that displays a clear and strategic vision for their chosen specialism. The work needs to be supported by evidence of appropriate visual and contextual research material that clearly exhibits an understanding of the context of their work.*

## **Learning Activities**

Each student is appointed an appropriate tutor from the staff team, who provides support throughout the module. The project is supported by project-check tutorials. All research, development and exploratory work must be collated and submitted for assessment.

## References

<b>Course Material</b>	Book
<b>Author</b>	England, E. & Finney, A.
<b>Publishing Year</b>	2007
<b>Title</b>	Managing Interactive Media
<b>Subtitle</b>	Project Management for Web and Digital Media
<b>Edition</b>	4th Ed.
<b>Publisher</b>	Addison Wesley
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Krug, S.
<b>Publishing Year</b>	2000
<b>Title</b>	Don't Make Me Think
<b>Subtitle</b>	A Common sense Approach to Web Usability
<b>Edition</b>	
<b>Publisher</b>	New Riders Publishing
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Preece, J. & Rogers, Y.
<b>Publishing Year</b>	2007
<b>Title</b>	Interaction Design
<b>Subtitle</b>	Beyond Human-computer Interaction
<b>Edition</b>	2nd Ed.
<b>Publisher</b>	John Wiley & Sons
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Rahman, S.M.
<b>Publishing Year</b>	2001
<b>Title</b>	Design and Management of Multimedia Information Systems: Opportunities and Challenges
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	IGI Publishing
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Wallace, P.M.
<b>Publishing Year</b>	1999
<b>Title</b>	The Psychology of the Internet
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	Cambridge University Press
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Winograd, T.(Editor)
<b>Publishing Year</b>	1996
<b>Title</b>	Bringing Design to Software
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	Boston, USA: Addison Wesley
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Woolman, M
<b>Publishing Year</b>	2000
<b>Title</b>	Sonic Graphics / Seeing Sound
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	London, UK: Thames and Hudson
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Zettl, H.
<b>Publishing Year</b>	2004
<b>Title</b>	Sight, Sound, Motion
<b>Subtitle</b>	Applied Media Aesthetics
<b>Edition</b>	
<b>Publisher</b>	Wadsworth Publishing Co Inc.
<b>ISBN</b>	

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## Notes

This module provides students with the opportunity to showcase their skills, design abilities and awareness of key concepts relevant to their chosen specialism within Interactive Media. They will produce a substantial body of work that demonstrates independent thought and innovation. Projects will need to be managed professionally using the skills previously acquired throughout the course.

There are a number of options open to students when undertaking the practical element of this module. This can include working collaboratively with fellow students

and/or producing a series of smaller projects. This, however, needs to be discussed and agreed with the relevant tutor.