Digital Content Design for Interactive Performance

Module Information

2022.01, Approved

Summary Information

Module Code	6505CTP
Formal Module Title	Digital Content Design for Interactive Performance
Owning School	Liverpool Screen School
Career	Undergraduate
Credits	20
Academic level	FHEQ Level 6
Grading Schema	40

Teaching Responsibility

LJMU Schools involved in Delivery
LJMU Partner Taught

Partner Teaching Institution

Institution Name
Liverpool Institute for Performing Arts

Learning Methods

Learning Method Type	Hours
Workshop	60

Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
SEP-PAR	PAR	September	28 Weeks

Aims and Outcomes

Aims	The aim of this module is to allow students to develop their creative design process and practical skills to realise a finished professional piece of digital interactive performance work from conception to evaluation.

After completing the module the student should be able to:

Learning Outcomes

Code	Number	Description
MLO1	1	Develop ideas to create a meaningful and informed design in response to independent research and analysis.
MLO2	2	Synthesise appropriate software and tools to create and manipulate sources to produce new digital content and visual sequences.
MLO3	3	Formulate imaginative strategies to create a finished piece of digital interactive performance work.
MLO4	4	Critically evaluate personal development through a process of critical reflection and self-appraisal, presenting and discussing ideas and reasoning processes.

Module Content

Outline Syllabus	This module will invite students to consider the various modes of digitally produced content used in performance as inspiration to develop new independent work to a professional standard. This digital content may be a discrete nonlinear interactive performance piece or content that supports and interacts with a live performance in the form of, for example, digital scenic imagery or scenic elements. Building on learning from previous modules the project could involve a mixture of sourced or live video footage or filmed sequences, hand drawn elements and digitally created art, motion graphics or animation, photographic stills or montage, digital graphical forms and objects or virtual modelling and environments.The student will be supported in their work and study by a series of tutorials and mentoring sessions to guide and develop their project.
Module Overview	
Additional Information	

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Report	Project	70	0	MLO1, MLO2, MLO3
Report	Evaluation	30	0	MLO4

Module Contacts

Module Leader

Contact Name	Applies to all offerings	Offerings

Partner Module Team

Contact Name	Applies to all offerings	Offerings