

Liverpool John Moores University

Title: MAJOR PROJECT (PART TIME OPTION)
Status: Definitive
Code: **6505IM** (111201)
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: Standard Year Long

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

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

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

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

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

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

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

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

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

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.