

## Liverpool John Moores University

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Title: Digital Media Tools  
Status: Definitive  
Code: **6523DBSDMT** (119632)  
Version Start Date: 01-08-2017  
  
Owning School/Faculty: Academic Portfolio  
Teaching School/Faculty: Dublin Business School

Team	Leader
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**Academic Level:** FHEQ6      **Credit Value:** 24      **Total Delivered Hours:** 75  
**Total Learning Hours:** 240      **Private Study:** 165

### Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	25
Practical	50

**Grading Basis:** 40 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Essay	Project		80	
Presentation	Presentati		20	

### Aims

*This practical hands-on-keyboard module explores how a variety of digital marketing tools are developed, used and assessed by marketers. The 100% assessment reflects the applied nature of the course with students developing and evaluating the digital tools they will design*

## Learning Outcomes

After completing the module the student should be able to:

- 1 Design and develop a selection of the more popular digital marketing tools
- 2 Apply these tools to a variety of typical marketing scenarios
- 3 Explain the procedures involved in this application
- 4 Assess the value of their applied tools to marketing aims and objectives
- 5 Appreciate the difficulties involved in applying digital tools to marketing activities
- 6 Explore the integration of digital tools for a given marketing set of processes

## Learning Outcomes of Assessments

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

Project	1	2	3	4	5	6
Presentation	1	2	3	4	5	6

## Outline Syllabus

### *. Leveraging Social Media Marketing*

- *Digital social media impact on society, business, and marketing*
- *Requirements of social media tools for social media marketing*
- *Integration with traditional marketing practices*
- *The importance of customer-as-partner social integration*
- *Brand building and relationship building*
- *Publicity and promotions*
- *The art of "listening" with the social web*
- *Understanding optimal mixes of social media tools*

### *2. Blogging*

- *Tools for usage: Wordpress, Blogger*
- *Locating, installing and running plug-ins*
- *Public and private blogs*
- *Writing blog content*
- *Blog moderation rules*
- *Blog search tools*
- *Building reputation, relations and awareness*
- *Blog monetising*

### *3. Micro-Blogging*

- *Tools for usage: Twitter, Tumblr*
- *Desktop and mobile support tools e.g. Seesmic, Tweetdeck, Tweetcaster*
- *Setting publicity preferences*

- *Followers and Followings*
- *Economical writing*
- *Learning and following conventions and norms*
- *Using Mentions and hash-tags*
- *Alerting with micro-blogs*
- *Trendings and Promoted tweets*

#### 4. *Social Networks*

- *Tools for usage: Facebook, LinkedIn*
- *Profiles & Pages*
- *Facebook for business:*
  - o *Facebook as an advertising platform*
  - o *Facebook Applications*
  - o *Creating and running Facebook Pages*
  - o *Profile targeting*
- *Social Networks & Privacy Options*
- *Social Networks as Online Communities*

#### 5. *Multimedia Tools*

- *Tools for usage: Youtube, Flickr, itunes, Slideshare*
- *Using your digital camera and phone to create content*
- *Uploading content*
- *Using tags and keywords effectively*
- *Multimedia web formats*
- *Identifying and integrating with online multimedia groups*
- *Understanding and respecting group norms and sanctions*
- *Inter-linking multimedia types*
- *Branding and promoting multimedia content*

#### 6. *Social Bookmarking*

- *Tools for usage: Delicious, Digg, Stumbleupon*
- *Importance of tagging and tag bundles*
- *Editing bookmarks*
- *Syndication feeds*
- *Licencing bookmark RSS feeds*
- *Bookmarklet buttons*
- *Networking bookmarking*
- *Mining bookmarking sites*
- *Facilitating content for social bookmarking*

#### 7. *Online Communities*

- *Special interest groups*
- *Professional B2B vs. Informal B2C communities*
- *Emphasis on interactivity and socialisation*
- *Moderation of online communities*

- *Setting rules & evolving norms*
- *Forums (interactive conversation, tools for usage: boards.ie, phpBB)*
- *Wikis (collaborative document creation, tool for usage: wikispaces)*

#### **8. Email**

- *Building relationships, loyalty and repeat business*
- *Permission marketing*
- *List management and track-to-basket activities*
- *Creating and using email templates*
- *Writing content*
- *Customising content according to segments*
- *Importance of personalisation*
- *Scheduling content dispatch*
- *Avoiding spam*
- *Automated email marketing software*

### **Learning Activities**

Student learning will be assessed by way of active practical project and presentation

### **Notes**

Classes will take place in the computer labs so as to facilitate practical experience and learning with the required software tools.