

#### Summary Information

Module Code	7001MAAS
Formal Module Title	Studio Practice - Art in Science
Owning School	Liverpool School of Art & Design
Career	Postgraduate Taught
Credits	30
Academic level	FHEQ Level 7
Grading Schema	50

#### Teaching Responsibility

LJMU Schools involved in Delivery
Liverpool School of Art & Design

#### Learning Methods

Learning Method Type	Hours
Lecture	25
Seminar	5
Tutorial	5
Workshop	30

#### Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
SEP-MTP	MTP	September	12 Weeks

#### Aims and Outcomes

Aims	To explore the boundaries of art and science. To help students develop and challenge their practice and locate it within contemporary art-science practice. To develop verbal communication skills in relation to the student's own practice and the broader context of the field of art-science. Enable students to undertake self-initiated projects that demonstrate a high level of engagement with technical processes and production methods. To provide students with an opportunity to present work which demonstrates and enhances their practice.
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**After completing the module the student should be able to:**

### Learning Outcomes

Code	Number	Description
MLO1	1	Evidence a coherent body of work that explores the boundaries of Art & Science
MLO2	2	Communicate with originality, ideas and concepts that acknowledge a defined audience and/or context
MLO3	3	Demonstrate an application of advanced skills and processes relating to their practice

### Module Content

Outline Syllabus	The Studio Practice module focuses on the development of the student's individual practice. The module's structure fosters an inquisitive approach whereby the focus is on introductory gestures with new knowledge and practical skills, through engagement with current ideas shaped by science and new/existing technologies. Exploration of art-science concepts will challenge preconceived notions of these disciplines. Students will develop a range of theoretical skills and practical experience through an exploration of challenging, practice-led projects that replicate and simulate real world interactions for making, research and collaborative practice. The module also equips students with a baseline of theoretical understanding and practical experience in applying ideas that challenge existing knowledge. It ensures that students have the resources to engage with current debates and issues within art science research and practice, and enables them to establish a deep and inquisitive relationship with critical theories and practices within experimental art-science interactions, the contexts within which they are deployed and the research against which they are evaluated. Students will explore art-science practice-based research in unexpected and innovative forms, and work collaboratively with practitioners and researchers across art and science disciplines including astrophysics, biological sciences and evolutionary anthropology. We have access to a number of different research centres and cultural institutions to support the learning experience, including the Astrophysics Research Institute, the Research Institute for Sports and Exercise Sciences and the Institute for Public Health. Learning on the module combines experiential elements with more formal lecture and seminar-based delivery, and students will be introduced to workshops and technical support to develop their practical skills and support their on-going project work.
Module Overview	The Studio Practice module concerns the development of your individual practice. The module's structure fosters an inquisitive approach whereby the focus is on introductory gestures with new or existing practical skills, or engagement with current ideas opened up by new technology and science. This is achieved through exploration of art-science projects designed to challenge preconceived notions of the disciplines. You will get challenging practical experience through an exploration of practice led projects proposed by scientific and cultural partners that replicate and simulate real world interactions for making, research and collaborative practice. The module also equips you with a baseline of theoretical understanding and practical experience in applying ideas that challenge existing knowledge.
Additional Information	Studio Practice encompasses a broad range of approaches to art making. Students are required to define their existing practice and extend its scope and ambition through a combination of self-initiated and/or set projects defined to challenge their preconceived notions of the disciplines. An emphasis will be placed on students exploring craft, technology and production processes. Students will have access to workshops and technical support to develop their practical skills. Teaching will happen through individual tutorials, studio group crits and workshops, and assessments will take place by portfolio and presentations.

## Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Presentation	Portfolio	80	0	MLO1, MLO2, MLO3
Presentation	Presentation	20	0	MLO1, MLO2, MLO3

## Module Contacts

### Module Leader

Contact Name	Applies to all offerings	Offerings
Mark Roughley	Yes	N/A

### Partner Module Team

Contact Name	Applies to all offerings	Offerings
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