

## Liverpool John Moores University

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Title: Advanced Production Skills  
Status: Definitive  
Code: **7002DOC** (125085)  
Version Start Date: 01-08-2021

Owning School/Faculty: Liverpool Screen School  
Teaching School/Faculty: Liverpool Screen School

Team	Leader
Camilla Affleck	Y
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**Academic Level:** FHEQ7      **Credit Value:** 30      **Total Delivered Hours:** 66  
**Total Learning Hours:** 300      **Private Study:** 234

### Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	6
Practical	43
Tutorial	2
Workshop	15

**Grading Basis:** 50 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	Port 1	Online Portfolio demonstrating craft skills acquired by production of individual artefacts	70	
Portfolio	Port 2	Reflective Commentary - 2000 words	30	

### Aims

1. To explore the creative potential of specialised production equipment and digital software
2. To apply techniques for image and video manipulation and audio production.
3. To understand the application of these skills to practical documentary making

## **Learning Outcomes**

After completing the module the student should be able to:

- 1 Explore the creative potential of media software packages
- 2 Successfully develop practical and software skills in particular areas of choice
- 3 Understand the potential of specialised technologies and post production

## **Learning Outcomes of Assessments**

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

Online Portfolio	1	2
Reflective Commentary	3	

## **Outline Syllabus**

*Through a series of workshops and short practical sessions students will gain an understanding of different technologies and current software practice including: Filming with cutting-edge technologies, eg: drones; 360 degree filming/Virtual Reality Image manipulation using software packages, eg: photoshop; After-Effects. Develop skills in the use of advanced technical equipment, eg: Steadicam*

## **Learning Activities**

Through lectures, workshop, practical skills implementation with support and tutorials students will be introduced to a variety of cutting edge technologies, production techniques and digital software packages

## **Notes**

Through engagement with a number of media tools students will develop technical skills in a range of media equipment and software packages  
This is an optional module