

Liverpool John Moores University

Title: Studio Practice (Graphic Design & Illustration)
Status: Definitive
Code: **7002MAGDI** (120169)
Version Start Date: 01-08-2021

Owning School/Faculty: Liverpool School of Art & Design
Teaching School/Faculty: Liverpool School of Art & Design

Team	Leader
Mike O'Shaughnessy	Y

Academic Level: FHEQ7
Credit Value: 30
Total Delivered Hours: 36
Total Learning Hours: 300
Private Study: 264

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Practical	15
Seminar	6
Tutorial	3
Workshop	12

Grading Basis: 50 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	Portfolio	Finished project outcomes, supporting work and written evaluation 1500 words	70	
Presentation	Present	Viva	30	

Aims

*To help students develop and challenge their practice and locate it within contemporary graphic design and illustration practice.
Enable students to undertake self initiated and/or set 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.*

Learning Outcomes

After completing the module the student should be able to:

- 1 Evidence a coherent body of work that explores the boundaries of graphic design and illustration practice.
- 2 Communicate with originality ideas and concepts that acknowledge a defined audience and/or context.
- 3 Demonstrate an application of advanced skills and processes relating to their practice.

Learning Outcomes of Assessments

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

Portfolio	1	2	3
Presentation	1	2	3

Outline Syllabus

*This module concerns the development of students' individual practice.
It ensures students are practically engaged with current debates and issues within contemporary Graphic Design and Illustration practice through a range of self initiated and set projects designed to challenge their preconceived notions of the disciplines.*

Students will be introduced to the various workshop areas within the School and have the opportunity to explore and apply relevant technical processes to their practice.

Studio work will be supported by regular tutorials and seminars.

Learning Activities

Students will be required to undertake self-directed and/or set projects. Studio based tutorials, seminars, workshops and group crits will support the development and production of these projects.

Notes

Studio Practice encompasses a broad range of approaches to making graphic design and illustration. 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.