

Liverpool John Moores University

Title: Creative Technologies
Status: Definitive
Code: **7003CT** (126070)
Version Start Date: 01-08-2021

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

Team	Leader
Mark Smith	Y
Christopher Chadwick	

Academic Level: FHEQ7 **Credit Value:** 30 **Total Delivered Hours:** 35
Total Learning Hours: 300 **Private Study:** 265

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	11
Tutorial	2
Workshop	22

Grading Basis: 50 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	Portfolio	Online Portfolio demonstrating technique acquired by production of individual artefacts	70	
Essay	Blog	Critically evaluative and reflective commentary - 2000 words	30	

Aims

1. To explore the creative potential of specialised hardwares and softwares
2. To apply techniques for audiovisual manipulation and distribution.

3. To understand the creative extent of these technologies in storytelling.

Learning Outcomes

After completing the module the student should be able to:

- 1 Exploit the creative potential of innovative technologies.
- 2 Successfully develop technical skills in particular contexts.
- 3 Demonstrate a critical understanding of the affordances for creative technologies.

Learning Outcomes of Assessments

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

Online Portfolio	1	2
Essay	3	

Outline Syllabus

Students will collaboratively explore creative media technologies, individually evaluate and then selectively apply these findings in the development of engaging audiovisual artefacts. Such artefacts may act as prototypes for a variety of contexts. During this process, students develop an online portfolio/blog demonstrating the skills acquired and a self-managed autonomy. It is anticipated that students will initiate the development of their own voice or style, exploring the particular issues, processes and ideas that interest them.

Learning Activities

Lectures and workshops with tutorial support introduce the students to a variety of creative technologies concerning various production and post-production techniques; exploring interaction with and distribution of, media artefacts within a number of engagement contexts.

Notes

This module allows students to explore, through practice, a number of creative technologies and to assess their efficacy with respect to the student's own developing practice.