

Liverpool John Moores University

Title: Interactive Documentary
Status: Definitive
Code: **7003DOC** (125086)
Version Start Date: 01-08-2021

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

Team	Leader
Dror Dayan	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 2

Component	Contact Hours
Lecture	9
Practical	32
Tutorial	5
Workshop	20

Grading Basis: 50 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Artefacts	Artefact	Artefact - group (of two) or individual project	70	
Portfolio	Portfolio	Reflective Commentary - 2000 words	30	

Aims

1. To provide an opportunity for students to undertake a substantial interactive documentary project
2. To explore the theory and practice of engaging users of an online platform

Learning Outcomes

After completing the module the student should be able to:

- 1 Apply creative solutions to storytelling narratives within an online interactive documentary project
- 2 Enhance existing competencies in online practice
- 3 Demonstrate an understanding of the theoretical and practical skills underpinning an interactive project within different genres of documentary

Learning Outcomes of Assessments

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

Artefact	1	2
Portfolio	3	

Outline Syllabus

Students will explore aspects of multimedia practice and engage in the creation of an interactive documentary artefact

Learning Activities

Through lectures, workshops and practical skills implementation with support students will explore the creation of an immersive and dynamic documentary artefact, thereby understanding the opportunities for storytelling that incorporate online interactive media platforms

Notes

This is an opportunity for students to explore the development of compelling, tangible interfaces with engaging, dynamic content including digital text, images, effects, video and animations to create non-linear interactive documentary.

The module will also introduce the contextual framework within which practitioners use online environments to educate and inform across a variety of documentary genres/themes.

Workshops will reinforce software practice and the accompanying reflective commentary will demonstrate the student's understanding of this particular media platform and it's applications to genres of documentary.

This is an optional module