

#### Summary Information

Module Code	7003IA
Formal Module Title	Research and Proposal
Owning School	Liverpool Screen School
Career	Postgraduate Taught
Credits	30
Academic level	FHEQ Level 7
Grading Schema	50

#### Teaching Responsibility

LJMU Schools involved in Delivery
Liverpool Screen School

#### Learning Methods

Learning Method Type	Hours
Lecture	6
Tutorial	9

#### Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
JAN-MTP	MTP	January	12 Weeks

#### Aims and Outcomes

Aims	1. To provide a concentrated opportunity to originate, research and develop an immersive technology project or dissertation, the practical delivery of which will form the culmination of the student's Masters experience in the following semester.2. To successfully develop and deliver a professional pitch of this original idea
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## After completing the module the student should be able to:

### Learning Outcomes

Code	Number	Description
MLO1	1	Generate a narrative concept that utilises immersive technologies, with a view to developing as a practical project on delivery platforms and contexts of choice
MLO2	2	Demonstrate sophisticated contextual and technical research, leading to insight and the development of plans for production.
MLO3	3	Understand how to conduct a successful pitch.

### Module Content

Outline Syllabus	The emphasis of this module is developing research skills to produce original and in- depth material for a chosen subject area. Students will identify a concept/story they wish to develop that utilises immersive technologies for their final Masters project. Once agreed with tutors, students will research and develop their concept to produce a comprehensive written treatment and deliver a professional pitch of their research proposal. This module is designed to equip students with the research skills required in order to deliver their final masters project.
Module Overview	This module develops students understanding of practice-based and theoretical research methods in Immersive Media, leading to the development of conceptual and critical proposal for an Immersive Media project.
Additional Information	Students will embark on a rigorous contextual and technical research journey in order to produce a comprehensive proposal for their final project. This research will represent concepts and practices at the forefront of immersive technology, though proposals drawn from this research should be feasible, recognize the demands of audience and of commercial practice. The research will culminate in the successful preparation and delivery of a professional pitch of their proposal.

### Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Report	Proposal	50	0	MLO1, MLO2
Presentation	Presentation	50	0	MLO3

### Module Contacts

#### Module Leader

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

#### Partner Module Team

Contact Name	Applies to all offerings	Offerings
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