

## Liverpool John Moores University

Title: Research and Proposal  
Status: Definitive  
Code: **7003IA** (126722)  
Version Start Date: 01-08-2021

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

Team	Leader
Mark Smith	Y
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**Academic Level:** FHEQ7      **Credit Value:** 30      **Total Delivered Hours:** 15

**Total Learning Hours:** 300      **Private Study:** 285

### Delivery Options

Course typically offered: Semester 2

Component	Contact Hours
Lecture	6
Tutorial	9

**Grading Basis:** 50 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Essay	Proposal	Detailed treatment of their final Masters project including in-depth contextual research, feasibility and production paperwork (3500 words)	50	
Presentation	Pres	Pitch of project idea to peers, tutors and guests (15-20 minutes)	50	

## **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*

## **Learning Outcomes**

After completing the module the student should be able to:

- 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
- 2 Demonstrate sophisticated contextual and technical research, leading to insight and the development of plans for production.
- 3 Understand how to conduct a successful pitch.

## **Learning Outcomes of Assessments**

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

Proposal	1	2
Presentation	3	

## **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.*

## **Learning Activities**

The module commences with an initial period of lectures outlining important aspects of technical and academic research, eg: copyright law, risk assessment, production paperwork, scope and feasibility. Once projects have been approved by staff, students will work independently with tutorial support and guidance

## **Notes**

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.