

Liverpool John Moores University

Title: IMMERSIVE PERFORMANCE LAB
Status: Definitive
Code: **7003IT** (129073)
Version Start Date: 01-08-2021

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

Team	Leader
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Academic Level: FHEQ7 **Credit Value:** 20 **Total Delivered Hours:** 40

Total Learning Hours: 200 **Private Study:** 160

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Tutorial	20
Workshop	20

Grading Basis: 50 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Artefacts	Journal	Five, fortnightly journal entries of 400 words each documenting a process of practical exploration.	80	
Presentation	Pres	20-minute presentation in tutorial context consisting of: prepared response to tutors' feedback on journal entries and discussion of this response.	20	

Aims

1. *To acquire knowledge of and explore platforms for the making of immersive performance work.*
2. *To articulate the process of practical experimentation in the context of immersive performance platforms.*

Learning Outcomes

After completing the module the student should be able to:

- 1 Articulate practical discoveries in writing during a process of experimentation with and evaluation of immersive platforms.
- 2 Reflect orally on a process of exploration drawing summative conclusions.

Learning Outcomes of Assessments

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

Online Journal	1
Presentation assessed tutorial	2

Outline Syllabus

Exploration on this module will be in the form of play, improvisation and experiment, testing and generating ideas through these open and dynamic kinds of activity. The assessment on the module—a 2,000 word journal written as an ongoing reflection of process and a summative viva as a culmination of discussion in tutorial context—emphasises experiential learning, practical exploration.

Through research and play, students will explore the logistics and relative affordances of particular technologies and modes for the making of immersive performance. Their This exploration is supported by tutorials and workshops. This might include input from guest tutors with special expertise. The nature of the assessment on the module (i.e. the emphasis on process and thoughtful play) is designed to encourage students to go down unfamiliar avenues without the pressure to produce a finished piece of performance work. Those with less experience of high-tech platforms might be encouraged to broaden their repertoire by exploring new technologies appropriate to their interests. Conversely, a student who is, for example, well versed in VR/XR/AR but less familiar with storytelling structures of the promenade tradition (from the medieval pageant play through to the site-responsive work of companies such as Punchdrunk) might explore aspects of promenade storytelling.

Learning Activities

Tutorials, Workshops

Notes

Complementing the survey of various kinds of immersive performance and research methodologies in other Semester One modules, Immersive Performance Lab provides a space in which to play with technologies or modes the student may be less familiar with or wish to explore further before they flesh out their own project ideas. The student's experimental exploration will be assessed through a fortnightly journal and a summative oral reflection.