

Summary Information

Module Code	7003IT
Formal Module Title	Immersive Performance Lab
Owning School	Liverpool Screen School
Career	Postgraduate Taught
Credits	20
Academic level	FHEQ Level 7
Grading Schema	50

Teaching Responsibility

LJMU Schools involved in Delivery
Liverpool Screen School

Learning Methods

Learning Method Type	Hours
Tutorial	20
Workshop	20

Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
SEP-MTP	MTP	September	12 Weeks

Aims and Outcomes

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.
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After completing the module the student should be able to:

Learning Outcomes

Code	Number	Description
MLO1	1	Articulate practical discoveries in writing during a process of experimentation with and evaluation of immersive platforms.
MLO2	2	Reflect orally on a process of exploration drawing summative conclusions.

Module Content

Outline Syllabus	<p>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 Punch-drunk) might explore aspects of promenade storytelling.</p>
Module Overview	
Additional Information	<p>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.</p>

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Report	Online Journal	80	0	MLO1
Presentation	Presentation assessed tutorial	20	0	MLO2

Module Contacts

Module Leader

Contact Name	Applies to all offerings	Offerings
Teri Howson-Griffiths	Yes	N/A

Partner Module Team

Contact Name	Applies to all offerings	Offerings
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