

Summary Information

Module Code	7004IT
Formal Module Title	Immersive Performance Portfolio
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	10
Tutorial	10
Workshop	40

Module Offering(s)

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

Aims and Outcomes

Aims	1. To develop understanding of the relationship between the making and the documentation of immersive performance.2. To consider the application of different media in the context of immersive performance creation and documentation.
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After completing the module the student should be able to:

Learning Outcomes

Code	Number	Description
MLO1	1	Articulate comprehensive understanding of various platforms for presentation and of how these have been used as tools within the field of immersive performance.
MLO2	2	Demonstrate ability to apply selected media with informed originality to create and document an immersive performance project.

Module Content

Outline Syllabus	<p>This module focusses on the deployment of various kinds of media in the process of making and documenting performance. Lectures will frame ways in which particular kinds of media—examples might include audio recording, video recording, physical installation and social media platforms — have been used in the making and documentation of immersive performance. Following the lectures, each student will choose a theme around which to build their portfolio. This theme might be a social issue or an idea about a cultural phenomenon. It may be something arising from their proposal on Research Methodologies and Proposal or anything else they have encountered in Semester One or elsewhere. They will workshop (outline/sketch/storyboard/mock up) the different ways in which different formats might be used to explore this theme. Following feedback from tutors and other students, and perhaps from invited guests, the student will plan/script their creative response to the chosen theme. The format of materials submitted for assessment will be negotiated by contract, to be finalised by a class deadline date a couple of weeks after the workshop sessions. Each student must use at least two formats, and each format used must be deployed both in the creative treatment of the idea and the documentation of that treatment. For instance, a portfolio might include a 15-minute audio drama, a 10-minute oral (audio recorded) reflective analysis, and an installation including both process and product elements (such as a physical assemblage of objects and photographs of the process of assembly with annotatory text); another student's portfolio might include a 10-minute film and a 20-minute video diary documenting the process at key stages of the film's development.</p>
Module Overview	
Additional Information	<p>Portfolio submission will present, and document the making of, a creative response to the student's chosen theme. 'Informed originality' (Learning Outcome 2) will be fostered on this module: informed originality means, here, acquiring knowledge of platforms and applying that knowledge innovatively and effectively ways in one's own project. Learning about the capacities of digital and other, innovative platforms is designed to equip the student with work-related skills that they can apply in subsequent modules and which will enhance employability.</p>

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Portfolio	Portfolio	100	0	MLO1, MLO2

Module Contacts

Module Leader

Contact Name	Applies to all offerings	Offerings
James Frieze	Yes	N/A

Partner Module Team

Contact Name	Applies to all offerings	Offerings
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