

Liverpool John Moores University

Title: IMMERSIVE PERFORMANCE PORTFOLIO
Status: Definitive
Code: **7004IT** (129113)
Version Start Date: 01-08-2021

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

Team	Leader
Teri Howson-Griffiths	Y
Sarah Hogarth	
James Frieze	

Academic Level: FHEQ7 **Credit Value:** 30 **Total Delivered Hours:** 60
Total Learning Hours: 300 **Private Study:** 240

Delivery Options

Course typically offered: Semester 2

Component	Contact Hours
Lecture	10
Tutorial	10
Workshop	40

Grading Basis: 50 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	PORTFOLIO	Portfolio content in mixed media appropriate to each project as negotiated between tutors and individual student. Submission formats negotiated by contract from range of options including audio and/or video and/or slide presentation and/or exhibit, 30-40 minutes total performance equivalent.	100	

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.*

Learning Outcomes

After completing the module the student should be able to:

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

Learning Outcomes of Assessments

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

PORTFOLIO	1	2
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Outline Syllabus

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.

Learning Activities

LECTURES, WORKSHOPS, TUTORIALS

Notes

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.