

Liverpool John Moores University

Title: Studio Practice - Art in Science
Status: Definitive
Code: **7004MAAS** (125093)
Version Start Date: 01-08-2021

Owning School/Faculty: Liverpool School of Art & Design
Teaching School/Faculty: Liverpool School of Art & Design

Team	Leader
Mark Roughley	Y
Caroline Wilkinson	

Academic Level: FHEQ7 **Credit Value:** 30 **Total Delivered Hours:** 65
Total Learning Hours: 300 **Private Study:** 235

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	25
Seminar	5
Tutorial	5
Workshop	30

Grading Basis: 50 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	Port	Finished project outcomes, supporting work and written evaluation (1500 words)	80	
Presentation	Pres	Viva	20	

Aims

To explore the boundaries of art and science.

To help students develop and challenge their practice and locate it within contemporary art-science practice.

To develop verbal communication skills in relation to the students' own practice and the broader context of the field of art-science.

Enable students to undertake self-initiated projects that demonstrate a high level of engagement with technical processes and production methods.

To provide students with an opportunity to present work which demonstrates and enhances their practice

Learning Outcomes

After completing the module the student should be able to:

- 1 Evidence a coherent body of work that explores the boundaries of Art & Science
- 2 Communicate with originality, ideas and concepts that acknowledge a defined audience and/or context
- 3 Demonstrate an application of advanced skills and processes relating to their practice

Learning Outcomes of Assessments

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

Portfolio	1	2	3
Presentation	1	2	3

Outline Syllabus

The Studio Practice module focuses on the development of the student's individual practice.

The module's structure fosters an inquisitive approach whereby the focus is on introductory gestures with new knowledge and practical skills, through engagement with current ideas shaped by science and new/existing technologies. Exploration of art-science concepts will challenge preconceived notions of these disciplines.

Students will develop a range of theoretical skills and practical experience through an exploration of challenging, practice-led projects that replicate and simulate real world interactions for making, research and collaborative practice.

The module also equips students with a baseline of theoretical understanding and practical experience in applying ideas that challenge existing knowledge. It ensures that students have the resources to engage with current debates and issues within art science research and practice, and enables them to establish a deep and inquisitive relationship with critical theories and practices within experimental art-

science interactions, the contexts within which they are deployed and the research against which they are evaluated.

Students will explore art-science practice-based research in unexpected and innovative forms, and work collaboratively with practitioners and researchers across art and science disciplines including astrophysics, biological sciences and evolutionary anthropology. We have access to a number of different research centres and cultural institutions to support the learning experience, including the Astrophysics Research Institute, the Research Institute for Sports and Exercise Sciences and the Institute for Public Health.

Learning on the module combines experiential elements with more formal lecture and seminar-based delivery, and students will be introduced to workshops and technical support to develop their practical skills and support their on-going project work.

Learning Activities

Students will be introduced to the various specialist and technical workshop areas within the School and have the opportunity to explore and apply relevant technical processes to their practice.

Students will be required to undertake a self-directed project.

Studio-based tutorials, reading groups, lectures, workshops and group crits will support the development and production of these projects.

Notes

Studio Practice encompasses a broad range of approaches to art making. Students are required to define their existing practice and extend its scope and ambition through a combination of self-initiated and/or set projects defined to challenge their preconceived notions of the disciplines. An emphasis will be placed on students exploring craft, technology and production processes. Students will have access to workshops and technical support to develop their practical skills. Teaching will happen through individual tutorials, studio group crits and workshops, and assessments will take place by portfolio and presentations.