

Liverpool John Moores University

Title: Research & Practice 2 (Graphic Design & Illustration)
Status: Definitive
Code: **7004MAGDI** (120171)
Version Start Date: 01-08-2021

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

Team	Leader
David Heathcote	Y
Mike O'Shaughnessy	

Academic Level: FHEQ7 **Credit Value:** 30 **Total Delivered Hours:** 24
Total Learning Hours: 300 **Private Study:** 276

Delivery Options

Course typically offered: Semester 2

Component	Contact Hours
Practical	3
Seminar	6
Tutorial	9
Workshop	6

Grading Basis: 50 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Presentation	Present	Viva of Proposal	20	
Dissertation	Diss	Illustrated and designed written project of 6,000-8,000 words or equivalent	80	

Aims

To produce an illustrated and designed written project of 6-8,000 words (or equivalent) that is related to the student's specific research interests and/or relevant

to a specific area of design

To build on the research and critical skills acquired in other areas of the Programme.

To explore various modes of articulating and presenting ideas within written and visual forms.

Learning Outcomes

After completing the module the student should be able to:

- 1 Articulate effectively in writing by producing a coherent, contextually aware and critically enquiring text related to the student's specific research interests and/or relevant to a specific area of graphic design and illustration.
- 2 Effectively augment a written text with appropriate visual material presented in a designed format.
- 3 Demonstrate the correct use of appropriate referencing systems, and to be aware of copyright procedures and matters relating to research ethics.

Learning Outcomes of Assessments

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

Presentation	1	2	
Dissertation	1	2	3

Outline Syllabus

Proposals are developed via poster presentation.

Students will select subjects relevant to their practice and overall research interests in consultation with tutors.

Introduction to the politic and social context of academic research.

Presentation modes; formal academic writing, and writing and presentation for a variety of media.

Harvard Referencing, image copyright, research ethics

Presentation formats; print and digital publication.

Learning Activities

Staff will introduce a range of learning activities, various modes of writing and appropriate presentation formats.

Students will be required to formulate a proposal via a poster presentation and evaluate its merits through group critique.

The subject and format of the project will be discussed and agreed through tutorials with staff

Modes of writing will be explored through practical writing workshops and seminars.

The development and production of the project will be largely self-directed but supported by regular personal tutorials, practical advice from key academic staff and practical workshop assistance where appropriate.

The final outcome is based around an illustrated and designed written publication of no more than 8,000 words including an abstract and bibliography (in Harvard Referencing format).

Notes

This module requires students to produce an illustrated and designed written project that is related to their specific research interests and/or relevant to a specific area of design. The subject matter for this piece of work will emerge through discussions with the student over the course of study. The outcome could take the form of an exegesis of a body of practical work or the project could critically explore the ethical, philosophical, theoretical, socio-political or professional context of graphic design and/or illustration.

Students will be introduced to the ideas of practice based research and theory during the Research and Practice module culminating in a short research proposal or statement of intent presented to staff and peers. This module enables students to continue to develop their individual practice within a more considered theoretical framework, as well as exploring other aspects of contemporary graphic design and illustration theory and/or practice within a wider social context.

References:

And as defined by proposal.