

## Liverpool John Moores University

Title: Creative Communities  
Status: Definitive  
Code: **7004MCCC** (120509)  
Version Start Date: 01-08-2021

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

Team	Leader
Gerwyn Jones	Y

**Academic Level:** FHEQ7  
**Credit Value:** 30  
**Total Delivered Hours:** 48  
**Total Learning Hours:** 300  
**Private Study:** 252

### Delivery Options

Course typically offered: Semester 2

Component	Contact Hours
Lecture	24
Off Site	12
Workshop	12

**Grading Basis:** 50 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Essay	AS1	Essay - case study plan	30	
Essay	AS2	Essay - case study	70	

### Aims

*Provide an appropriate range and depth of theoretical and professional knowledge to enable students to understand the key issues and challenges for creativity and /or cultural led community interventions*

*Critically evaluate the impact of arts and culture on community building, civic participation and enhancing personal well being*

*Present, through a series of case studies, opportunities for critical inquiry into sites of*

*creative action*

*Develop students' ability to evaluate critically established practices, paradigms and/or methodologies and foster the formulation of new critical insights into creative practices*

## **Learning Outcomes**

After completing the module the student should be able to:

- 1 Evaluate the contribution of creative communities to culture led regeneration, social impact and health and well being
- 2 Critically evaluate an impact(s) of a creative community intervention
- 3 Apply case studies as a research design.

## **Learning Outcomes of Assessments**

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

Essay - case study plan	3		
Essay - case study	1	2	3

## **Outline Syllabus**

- 1. Redefining creativity: exploring everyday vernacular culture & creativity*
- 2. Understanding and exploring 'Hidden' Culture*
- 3. Understanding and conceptualizing diverse community economies*
- 4. Field Visit: exploring diverse community economies in action*
- 5. Understanding and conceptualizing community based arts projects*
- 6. Field visit: exploring community engaged arts projects in action*

## **Learning Activities**

Lecture series providing students with an underpinning theoretical knowledge of creative communities, case study research and tools for measuring social and cultural impacts.

Field trips form a central component of this module, where students will visit creative community and socially engaged arts projects, and hear from leaders in this field.

Case studies as a research design.

Students will be expected to conduct independent reading and study to enable them to raise questions at the end of the lectures and to contribute to discussions in seminars/workshops.

Students will gain feedback on their developing skills by using a series of formative

assessments throughout the module. These formative assessments will include short case studies, critical debates and short answer questions.

## **Notes**

The module will explore a series of case studies using differing scales of creative practice and interventions led by or instigated at individual or community level. The case studies will bring students an understanding of complex issues arising from creative communities as a focus of research or study. The module will further explore the theory of social and cultural impact and their measurements within practice. Students will understand how using case studies within research uses specific sites of action to extend or add strength to existing knowledge, the examination of real-life situations for basis of application of ideas. Assessment will be through the critical evaluation of a case study of creative communities in action.