

Liverpool John Moores University

Warning: An incomplete or missing proforma may have resulted from system verification processing

Title: Research and Proposal
Status: Definitive
Code: **7005CT** (126072)
Version Start Date: 01-08-2021

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

Team	Leader
Mark Smith	Y
Christopher Chadwick	
Sarah Haynes	

Academic Level: FHEQ7 **Credit Value:** 30 **Total Delivered Hours:** 15

Total Learning Hours: 300 **Private Study:** 285

Delivery Options

Course typically offered: Semester 2

Component	Contact Hours
Lecture	6
Tutorial	9

Grading Basis: 50 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Essay	Proposal	Detailed treatment of their final Masters project including in-depth contextual research, feasibility and production paperwork (3500 words)	50	
Presentation	Pres	Pitch of project idea to peers, tutors and guests (15-20 minutes)	50	

Aims

- 1. To provide a concentrated opportunity to originate, research and develop a creative technology project or dissertation, the practical delivery of which will form the culmination of the student's Masters experience in the following semester.*
- 2. To successfully develop and deliver a professional pitch of this original idea*

Learning Outcomes

After completing the module the student should be able to:

- 1 Generate a narrative concept that utilises creative technologies, with a view to developing as a practical project on delivery platforms and contexts of choice
- 2 Demonstrate sophisticated contextual and technical research, leading to insight and the development of plans for production.
- 3 Understand how to conduct a successful pitch.

Learning Outcomes of Assessments

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

Proposal	1	2
Presentation	3	

Outline Syllabus

The emphasis of this module is developing research skills to produce original and in-depth material for a chosen subject area. Students will identify a concept/story they wish to develop that utilises creative technologies for their final Masters project. Once agreed with tutors, students will research and develop their concept to produce a comprehensive written treatment and deliver a professional pitch of their research proposal. This module is designed to equip students with the research skills required in order to deliver their final masters project.

Learning Activities

The module commences with an initial period of lectures outlining important aspects of technical and academic research, eg: copyright law, risk assessment, production paperwork, scope and feasibility. Once projects have been approved by staff, students will work independently with tutorial support and guidance

Notes

Students will embark on a rigorous contextual and technical research journey in order to produce a comprehensive proposal for their final project. This research will represent concepts and practices at the forefront of creative technology, though

proposals drawn from this research should be feasible, recognize the demands of audience and of commercial practice. The research will culminate in the successful preparation and delivery of a professional pitch of their proposal.