Immersive Arts Project

Module Information

2022.01, Approved

Summary Information

Module Code	7005IA
Formal Module Title	Immersive Arts Project
Owning School	Liverpool Screen School
Career	Postgraduate Taught
Credits	60
Academic level	FHEQ Level 7
Grading Schema	50

Teaching Responsibility

LJMU Schools involved in Delivery
Liverpool Screen School

Learning Methods

Learning Method Type	Hours
Tutorial	22

Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
APR-MTP	MTP	April	12 Weeks

Aims and Outcomes

Aims	1. To produce an immersive arts project based on original in-depth research, for delivery on a platform and context of choice2. To demonstrate, through the completion of an extended project, a range of skills and practices in creative invention and in planning and management.3. To demonstrate technical competencies in all practical aspects of production

After completing the module the student should be able to:

Learning Outcomes

Code	Number	Description
MLO1	1	Demonstrate a conceptual understanding to critically examine, evaluate, select and deploy appropriate immersive technologies, to deliver an innovative artefact.
MLO2	2	Demonstrate sophisticated critical evaluation about the aesthetic and communicative properties and content of media artefacts produced.
MLO3	3	Implement an innovative creative artefact which demonstrates a comprehensive understanding of the techniques, processes, methodologies and debates in immersive arts practice.

Module Content

Outline Syllabus	With tutorial support students will produce an innovative and substantial project based upon in-depth original research on a delivery platform and context negotiated with teaching staff.A reflective commentary will demonstrate in-depth understanding of the whole production process, review the research methods employed and evaluate the completed artefact within the context of contemporary immersive technologies and their deployment.
Module Overview	On this final module you will produce a major Immersive Media project based on original in-depth research and practice.
Additional Information	This module is the apogee of a student's study at Masters level and is designed to allow students to demonstrate mastery of concept and technique through the implementation of a substantial project. This might include a variety of media assets, on a variety of media platforms or delivery mechanisms.A reflective commentary detailing the intellectual effort and perspective involved in the production of the final artefact will form the written element to the award.

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Artefacts	Immersive Arts Artefact	70	0	MLO1, MLO2, MLO3
Report	Reflective Commentary	30	0	MLO1, MLO2

Module Contacts

Module Leader

Contact Name	Applies to all offerings	Offerings
Mark Smith	Yes	N/A

Partner Module Team

Contact Name	Applies to all offerings	Offerings