

## Liverpool John Moores University

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Title: Immersive Arts Project  
Status: Definitive  
Code: **7005IA** (126723)  
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	

**Academic Level:** FHEQ7      **Credit Value:** 60      **Total Delivered Hours:** 22  
**Total Learning Hours:** 600      **Private Study:** 578

### Delivery Options

Course typically offered: Summer

Component	Contact Hours
Tutorial	22

**Grading Basis:** 50 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Artefacts	Art	An Immersive Arts artefact implemented for a delivery context of choice (9000 word equivalent)	70	
Portfolio	Port	Reflective commentary - 3000 words	30	

### Aims

1. To produce an immersive arts project based on original in-depth research, for delivery on a platform and context of choice

2. *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*

## **Learning Outcomes**

After completing the module the student should be able to:

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

## **Learning Outcomes of Assessments**

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

Immersive Arts Artefact	1	2	3
Reflective Commentary	1	2	

## **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.*

## **Learning Activities**

Tutorials, including interim reviews

## **Notes**

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.