

## Liverpool John Moores University

Title: Culture, Creativity and Cities Project Module  
Status: Definitive  
Code: **7005MCCC** (120510)  
Version Start Date: 01-08-2015

Owning School/Faculty: Humanities and Social Science  
Teaching School/Faculty: Humanities and Social Science

Team	Leader
Susan Potts	Y

**Academic Level:** FHEQ7      **Credit Value:** 30.00      **Total Delivered Hours:** 20.00  
**Total Learning Hours:** 300      **Private Study:** 280

### Delivery Options

Course typically offered: Runs Twice - S1 & S2

Component	Contact Hours
Lecture	8.000
Workshop	12.000

**Grading Basis:** 40 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	AS2		80.0	
Essay	AS1		20.0	

### Aims

- Equip students with an experience of a cultural/Creative institution that operates in the broad sphere of city based creative practice
- Create opportunities for the students to apply academically-derived models of culture and creativity as drivers for sustainable and successful cities with a in real-world situations
- Ensure that the students are involved with practical projects that are related the wider business of culture and creativity

- *Provide the opportunity for students to think critically about interpreting, communicating and presenting case studies*
- *Encourage students to evaluate cultural business models as a means of reflecting upon their own practical work*

## **Learning Outcomes**

After completing the module the student should be able to:

- 1 Apply secondary and primary research to a specific problem
- 2 Demonstrate a meaningful contribution to a practical issue related to Culture, Creativity and City
- 3 Demonstrate in a report that they have reflected upon their experience, applied academic knowledge to practical tasks, and they have successfully met a project brief and ensure that the resulting report is fully referenced with notes and a bibliography.

## **Learning Outcomes of Assessments**

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

Written Report/Critical Ref	1	3
Project Plan	2	

## **Outline Syllabus**

- *Principles of project management and project planning tools*
- *Project Design, Proposal Writing and Project Development*
- *Exploration of theoretical context*
- *Presentation Skills*
- *Placement within cultural organisation*
- *Report Writing*
- *Understanding Reflective Practice*

## **Learning Activities**

A workshop series will provide students with an understanding of project management, writing research/project proposals; linking cultural business to academic study; working as a consultant or in a consultancy role and report writing skills.

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.

## Notes

Within the Project Module students will have the opportunity to apply learning from core modules by delivering a project for a cultural organisation. The student will be asked to deliver a solution to a genuine issue or challenge faced by the organisation. For example; business planning and development, funding, research around a specific issue; stakeholder analysis. Working in association cultural organisation the student will put their ideas and learning into practice to meet the objectives of the agreed project brief.

Students will be assessed by:

- Strength of project proposal developed in response to the project brief
- Presentation to client and articulation of proposal
- Written report as designated by client
- Reflective essay relating their project to the wider theoretical framework and their practice