Liverpool John Moores University

Title:	Creative Technology Project
Status:	Definitive
Code:	**7006CT** (126073)
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	A creative technology artefact implemented for a delivery context of choice (9000 word equivalent)	70	
Portfolio	port	Reflective commentary - 3000 words	30	

Aims

1. To produce a creative technology 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 creative technologies, to deliver an innovative artefact.
2   Demonstrate sophisticated critical evaluation about the aesthetic and communicative properties and content of media artefacts produced.
3   To implement an innovative creative media artefact which demonstrates a comprehensive understanding of the; techniques, processes, methodologies and debates that make up the forefront of creative media production.

Learning Outcomes of Assessments

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

Creative Technology 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 creative 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.