

## Liverpool John Moores University

Title: IMMERSIVE PERFORMANCE PROJECT AND DISSERTATION  
Status: Definitive  
Code: **7006IT** (129074)  
Version Start Date: 01-08-2021

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

Team	Leader
James Frieze	Y
Teri Howson-Griffiths	
Sarah Hogarth	

**Academic Level:** FHEQ7      **Credit Value:** 60      **Total Delivered Hours:** 40  
**Total Learning Hours:** 600      **Private Study:** 560

### Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Seminar	20
Tutorial	20

**Grading Basis:** 50 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Artefacts	Project	Written thesis or combination of written thesis and practical exploration - An independent, practice-as-research project presenting and contextualising an immersive/participatory performance project designed by the student. This thesis project will be assessed either through a 20,000 word dissertation or a combination of practical and written outputs.	100	

## **Aims**

- 1. To design, analyse and evaluate a significant piece of independently created practice-as-research in an advanced critical framework.*
- 2. To demonstrate, through the completion of an extended project, a range of skills and practices in creative, theoretically informed invention and in planning and management.*

## **Learning Outcomes**

After completing the module the student should be able to:

- 1 Demonstrate advanced creative skills in designing, independently, an original, practice-as-research project.
- 2 Apply practically, with mastery, selected aspects of immersive performance theory.
- 3 Demonstrate advanced, subject-specific organisational skills in realising a plan for an immersive performance project.

## **Learning Outcomes of Assessments**

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

Final Project	1	2	3
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## **Outline Syllabus**

*In this final module on the course, students produce an innovative and substantial project based on in-depth research. The thesis is a framing of and critical reflection on a practical idea. The work might include practical exploration of a kind that is appropriate to the nature of the project; it must include critical reflection that applies concepts and methodologies appropriate to the nature of the project.*

*Students negotiate a balance between practical and written elements according to the scale in the Notes section below.*

*There is no specific indicative content for this module as this will be determined by each individual student.*

## **Learning Activities**

Dissertation Group Seminars, Tutorials

## **Notes**

This is the summative module of the degree. It is a practice-as-research project in which students design and theoretically frame a piece of immersive performance.