

Summary Information

Module Code	7006MAGDI
Formal Module Title	Studio Practice (Graphic Design and Illustration)
Owning School	Liverpool School of Art & Design
Career	Postgraduate Taught
Credits	30
Academic level	FHEQ Level 7
Grading Schema	50

Module Contacts

Module Leader

Contact Name	Applies to all offerings	Offerings
Matthew Johnson	Yes	N/A

Module Team Member

Contact Name	Applies to all offerings	Offerings
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Partner Module Team

Contact Name	Applies to all offerings	Offerings
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Teaching Responsibility

LJMU Schools involved in Delivery
Liverpool School of Art & Design

Learning Methods

Learning Method Type	Hours
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Practical	15
Seminar	6
Tutorial	3
Workshop	12

Module Offering(s)

Offering Code	Location	Start Month	Duration
SEP-MTP	MTP	September	28 Weeks

Aims and Outcomes

Aims	To help students develop and challenge their practice and locate it within contemporary graphic design and Illustration practice. Enable students to undertake self initiated and/or set projects that demonstrate a high level of engagement with technical processes and production methods. To provide students with an opportunity to present work which demonstrates and enhances their practice.
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Learning Outcomes

After completing the module the student should be able to:

Code	Description
MLO1	Evidence a coherent body of work that explores the boundaries of graphic design and illustration practice.
MLO2	Communicate with originality ideas and concepts that acknowledge a defined audience and/or context.
MLO3	Demonstrate an application of advanced skills and processes relating to their practice.

Module Content

Outline Syllabus
This module concerns the development of students' individual practice. It ensures students are practically engaged with current debates and issues within contemporary Graphic Design and Illustration practice through a range of self initiated and set projects designed to challenge their preconceived notions of the disciplines. Students will be introduced to the various workshop areas within the School and have the opportunity to explore and apply relevant technical processes to their practice. Studio work will be supported by regular tutorials and seminars.

Module Overview

Studio Practice encompasses a broad range of approaches to producing graphic design and illustration. It aims to:

help you develop and challenge your practice and locate it within contemporary graphic design and illustration practice

enable you to undertake self-initiated or set projects that demonstrate a high level of engagement with technical processes and production methods

provide the opportunity to present work which demonstrates and enhances your practice

Additional Information

Studio Practice encompasses a broad range of approaches to making graphic design and illustration. Students are required to define their existing practice and extend its scope and ambition through a combination of self-initiated and/or set projects defined to challenge their preconceived notions of the disciplines. An emphasis will be placed on students exploring craft, technology and production processes. Students will have access to workshops and technical support to develop their practical skills. Teaching will happen through individual tutorials, studio group crits and workshops, and assessments will take place by portfolio and presentations.

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Learning Outcome Mapping
Portfolio	Portfolio	70	0	MLO1, MLO2, MLO3
Presentation	Presentation	30	0	MLO1, MLO2, MLO3