

Liverpool John Moores University

Title: Reflections on Professional Practice
Status: Definitive
Code: **7008IA** (126756)
Version Start Date: 01-08-2021

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

Team	Leader
Mark Smith	Y
Peter Woodbridge	

Academic Level: FHEQ7 **Credit Value:** 30 **Total Delivered Hours:** 15
Total Learning Hours: 300 **Private Study:** 285

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	6
Tutorial	9

Grading Basis: 50 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	Blog	Portfolio of own work demonstrating technique acquired through production of individual artefacts, critical evaluative and reflective commentary - 6000 words	100	

Aims

1. To investigate the nature of professional media production/creative technology skills and requirements and the effects of changing technology on output.
2. To consider, through reflecting on personal professional experience, how

professional issues shape output

3. To investigate the effects of technology, audience and accessibility on creative media

Learning Outcomes

After completing the module the student should be able to:

- 1 Demonstrate a conceptual understanding to allow a critical evaluation of the creative potential of innovative technologies
- 2 Demonstrate comprehensive understanding of personal technical tool set and potentials for development.
- 3 Demonstrate a sophisticated critical understanding of the effects of audience, context and accessibility factors on creative media output.

Learning Outcomes of Assessments

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

Blog	1	2	3
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Outline Syllabus

Analysing and evaluating your own work and the work of others; reflecting on professional practice.

Learning Activities

Lectures will explain the concept of reflecting on professional practice consolidated by tutorial support

Notes

This module is designed to allow professionals working in the creative media sector, or those with considerable professional media and creative technology experience, to reflect on the production of their own output and the factors through which it is influenced.