

## Liverpool John Moores University

Title: RESEARCH DEVELOPMENT AND PROPOSAL  
Status: Definitive  
Code: **7008IMEDIA** (110157)  
Version Start Date: 01-08-2011

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

Team	Leader
Mark Smith	Y
Camilla Affleck	
Ian Bradley	
David Sorfa	
Sarah Haynes	
Alex Irving	
Trevor Long	

**Academic Level:** FHEQ7      **Credit Value:** 60.00      **Total Delivered Hours:** 60.00

**Total Learning Hours:** 600      **Private Study:** 540

### Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	10.000
Off Site	10.000
Seminar	20.000
Tutorial	20.000

**Grading Basis:** 40 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Reflection	AS1	Research diary/blogg, reflective research report of 4000 words on work in progress with prototyping if appropriate.	70.0	
Presentation	AS2	Presentation of Research and Proposal: 30 minutes	30.0	

## Aims

- 1. To engage in independent and critical thinking and to apply theoretical concepts in relation to a range of screen and interactive media artefacts and textual materials.*
- 2. To offer the support of a practical and critical environment within which students can research and develop the skills necessary to critically evaluate and respond to such research.*
- 3. To give students the opportunity to begin extended enquiry into the broader context for their chosen area of interest and to develop their creative and critical practice within this setting.*
- 4. To develop the ability to present and defend research findings and their response to such findings, in an appropriate and scholarly manner, whether orally, practically or textually.*
- 5. To inform the process of formulating concepts for all creative endeavour, which will lead to a proposal for the students' final Masters Project.*

## Learning Outcomes

After completing the module the student should be able to:

- 1 Identify the most effective and appropriate means for recording/producing Screen and Interactive Media Research
- 2 Evaluate production, publication and consumption of screen and interactive media in the context of wider critical debates.
- 3 Critically conceptualise (and develop) innovative responses to research in screen and interactive media
- 4 Articulate and communicate ideas; visually, verbally and textually to an advanced level and with a sophisticated level of critical awareness.

## Learning Outcomes of Assessments

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

Reflective research report	1	2	3
Presentation: 30 mins	4		

## Outline Syllabus

*Drawing on a range of artefacts and textual materials along with a variety of theoretical, technological and sociological concepts of communication to apply in a critical analysis of existing screen and interactive media. To test this critical methodology in the development of prototypes where appropriate and develop innovative questions, proposals and possible solutions.*

*The module will culminate in Presentations, a proposal for their final M.Res. Project and a properly structured, scholarly essay, citing the critical, contextual and cultural issues pertinent to their proposal.*

## Learning Activities

As defined by the individual project, students will reflect on their research in the light of other modules, identify an appropriate research methodology and conduct an extended research project leading to a proposal.

A personal blog will be initiated that documents their research.

Tutorial and critical sessions will support the learning.

## References

<b>Course Material</b>	Book
<b>Author</b>	Becker, H.S.
<b>Publishing Year</b>	1998
<b>Title</b>	Tricks of the Trade
<b>Subtitle</b>	How to think about your research while you're doing it
<b>Edition</b>	
<b>Publisher</b>	Chicago, USA: University of Chicago Press
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Berry, R.
<b>Publishing Year</b>	2004
<b>Title</b>	The Research Project
<b>Subtitle</b>	How to Write It
<b>Edition</b>	5th ed
<b>Publisher</b>	London, UK: Routledge
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Booth, W.C., Colomb, G.C. and Williams, J.M. eds
<b>Publishing Year</b>	1995
<b>Title</b>	The Craft of Research
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	Chicago, USA: University of Chicago Press
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Denscombe, M.
<b>Publishing Year</b>	2002
<b>Title</b>	The Good Research Guide
<b>Subtitle</b>	

<b>Edition</b>	
<b>Publisher</b>	London, UK: Open University Press
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Gash, S.
<b>Publishing Year</b>	1999
<b>Title</b>	Effective Literature Searching for Research
<b>Subtitle</b>	
<b>Edition</b>	2nd ed
<b>Publisher</b>	Aldershot, UK: Gower Press
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Gray, C. and Malins, J.
<b>Publishing Year</b>	2004
<b>Title</b>	Visualising Research
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	Aldershot, UK: Ashgate
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Sullivan, G.
<b>Publishing Year</b>	2005
<b>Title</b>	Art Practice as Research
<b>Subtitle</b>	Inquiry in the Visual Arts
<b>Edition</b>	
<b>Publisher</b>	London, UK: Sage Publications
<b>ISBN</b>	

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## Notes

Drawing on the expertise of established researchers in Screen and Interactive Media this module offers the subject-specific tools for an exploration and critical appraisal of theoretical and practice-led research in Screen and Interactive Media. The subject specific elements focus on management, evaluation and dissemination of the research process. It facilitates sustained individual and independent enquiry within a clearly determined creative and intellectual area. It will lead to a developed project proposal that provides the foundation for the module 'Screen and Interactive Media Project' during the summer trimester.