

## Liverpool John Moores University

Title: MAJOR PROJECT  
Status: Definitive  
Code: **6518DVA** (115360)  
Version Start Date: 01-08-2011

Owning School/Faculty: Liverpool School of Art & Design  
Teaching School/Faculty: Stockport College

Team	Leader
Jon Moorhouse	Y

**Academic Level:** FHEQ6  
**Credit Value:** 60.00  
**Total Delivered Hours:** 168.00  
**Total Learning Hours:** 600  
**Private Study:** 432

### Delivery Options

Course typically offered: Semester 2

Component	Contact Hours
Lecture	10.000
Seminar	2.000
Tutorial	6.000
Workshop	150.000

**Grading Basis:** 40 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	AS1	Practical Projects plus PDP File	100.0	

### Aims

*To apply prior knowledge, experience and skills to produce a substantial body of design work.*

*To provide the opportunity for the student to investigate ideas/concepts in depth.*

*To provide the opportunity for the student to display independent thought and innovation.*

*Through engaging with the creative industries the student will situate their own working practice within a real world context and develop appropriate self-promotional*

material.

## Learning Outcomes

After completing the module the student should be able to:

- 1 Interact with relevant areas of the creative industries/professional bodies.
- 2 Use appropriate working methods to research & develop a body of work.
- 3 Discuss and critically evaluate work within a professional context.
- 4 Produce visual solutions that answer the brief to a professional standard.
- 5 Research and produce appropriate self-promotional material.

## Learning Outcomes of Assessments

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

Practical Projects + PDP file	1	2	3	4	5
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## Outline Syllabus

*Having already identified an appropriate individual course of study within the specialism the student will have the opportunity to synthesise and demonstrate the knowledge, experience and skills they have gained from previous modules. Through the personal organisation of a programme of creative visual work the student will provide evidence that they are capable of generating creative responses to problems and issues in a design & visual arts context. They should be capable of applying independent thought and imagination and displaying commitment and responsibility as well as working to professional standards in terms of project management. Alongside the Major Project students will investigate and produce self-promotional material that is relevant and useful to their aspirations.*

## Learning Activities

Students work independently with tutorial guidance and support on a variety of assignments both set externally and self-initiated according to preference and individual need. Group critique enhances the learning experience.

## References

<b>Course Material</b>	Book
<b>Author</b>	Rand, P.
<b>Publishing Year</b>	1985
<b>Title</b>	A Designers Art.
<b>Subtitle</b>	
<b>Edition</b>	

<b>Publisher</b>	USA: Yale University Press.
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Burer, C.
<b>Publishing Year</b>	1994
<b>Title</b>	Kirei - Posters from Japan
<b>Subtitle</b>	1978 - 1993.
<b>Edition</b>	
<b>Publisher</b>	London: Thames and Hudson
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Meggs, PB.
<b>Publishing Year</b>	1997
<b>Title</b>	6 Chapters in Design, (sl).
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	Chronicle.
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Poynor, R.
<b>Publishing Year</b>	2002
<b>Title</b>	Design Without Boundaries
<b>Subtitle</b>	Visual Transition, (sl).
<b>Edition</b>	
<b>Publisher</b>	Booth-Clibborn Editions.
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	O'Reilly, J.
<b>Publishing Year</b>	2002
<b>Title</b>	No Brief
<b>Subtitle</b>	Graphic Designers Personal Projects.
<b>Edition</b>	
<b>Publisher</b>	Switzerland: Rotovision SA.
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Walton, R.
<b>Publishing Year</b>	2002
<b>Title</b>	Big Ideas.
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	New York: HBI.
<b>ISBN</b>	

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<b>Course Material</b>	Book
<b>Author</b>	Smith, S; Taylor, F. & Pellat, A. (eds.)
<b>Publishing Year</b>	1997
<b>Title</b>	Survive
<b>Subtitle</b>	The Illustrators Guide to a Professional Career.
<b>Edition</b>	
<b>Publisher</b>	London: Association of Illustrators.
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Heller, S. & Arrisman, M.
<b>Publishing Year</b>	2000
<b>Title</b>	The Education of an Illustrator, (sl).
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	Allworth Press.
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Goslett, D. & Goodwin, C.
<b>Publishing Year</b>	2004
<b>Title</b>	The Professional Practice of Design, (sl).
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	B.T. Batsford.
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Bolter, DJ. & Grusin, R.
<b>Publishing Year</b>	2000
<b>Title</b>	Remediation
<b>Subtitle</b>	Understanding New Media.
<b>Edition</b>	
<b>Publisher</b>	Massachusetts: The MIT Press.
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	McNamara, A. & Snell, P.
<b>Publishing Year</b>	1994
<b>Title</b>	Design & Practice for Printed Textiles
<b>Subtitle</b>	Australia.
<b>Edition</b>	
<b>Publisher</b>	Oxford: Oxford University Press.
<b>ISBN</b>	

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## **Notes**

Through tutorial negotiation students initiate their own Major Project, which must accord with the module aims and outcomes and be equivalent to the total credit value.

Recommend Documents. Paul Rand: A Designer's Art. Rand's chemical composition program a manual. A Designer's Guide to Built-in Self-Test. A Designer's Guide to Built-in Self-Test FRONTIERS IN ELECTRONIC TESTING Consulting Editor Vishwani D. Agrawal Books Rand. A. S. Byatt: Art, Authorship, Creativity. A.S. Byatt Art, Authorship, Creativity Christien Franken A. S. Byatt This page intentionally left blank A. S. Bya Paul S. Kemp - Sembia 2 - Shadow's Witness. Paul Rand: A Designer's Art. 2000 Â· 103.73 MB Â· 1,725 Downloads Â· English. by Paul Rand.Â· a Drawing Basics and Video Game Art : Classic to Cutting-Edge Art Techniques for Winning Video Game Des The Drawing & Designing Tattoo Art: Creating Masterful Tattoo Art from Start to Finish. 233 Pages Â· 2014 Â· 11.77 MB Â· 24,380 Downloads Â· New! Learn how to create bold, original designs from a master tattoo artist! Tattooing is an art form PaulRand: A Designer's Art. 250 Pages Â· 2000 Â· 26.09 MB Â· 504 Downloads Â· New! See more ideas about Graphic design, Design, History design.Â· A Designer's Art. Collection by Jeff Strangman â€¢ Last updated 9 days ago. 109. Pins. â€¢ 89. Followers. Personificatio propagandas aptorum vis-Ã-vis graphic design. Follow.