

Module Title	Expanded Photographic Practice
Course Title	BA(Hons) Photography
School	<input checked="" type="checkbox"/> ASC <input checked="" type="checkbox"/> ACI <input type="checkbox"/> BEA <input type="checkbox"/> BUS <input type="checkbox"/> ENG <input type="checkbox"/> HSC <input type="checkbox"/> LSS
Division	Film and Media
Parent Course (if applicable)	N/A
Level	4
Module Code (showing level)	
JACS Code (completed by the QA)	
Credit Value	20 credit points
Student Study Hours	Contact hours: 48 Student managed learning hours: 152 Placement hours: N/A
Pre-requisite Learning	No.
Co-requisites	No.
Excluded combinations	No.
Module co-ordinator	Name: Adam Brown Email: brown46@lsbu.ac.uk
Short Description (max. 100 words)	This module introduces students to an expanded range of imaging technologies and practices including new media, digital and non-digital networks, and innovative interactive public presentation methods. Students are encouraged to extend their research skills to include current and innovative methods and processes, experiment with production processes offered by new and emerging technologies, and engage with possible alternatives to or enhancements of the photographic print in their final presentation or output.
Aims	Aims: <ul style="list-style-type: none"> - To introduce students to an expanded range of imaging and presentation technologies - To introduce students to an expanded range of research methods including online and public field research. - To expand students awareness and skills base in image production and presentation in relation to an expanded range of audiences and contexts.
Learning Outcomes (4 to 6 outcomes)	At the end of this module students will be able to:

	<p><i>Knowledge and Understanding:</i></p> <ul style="list-style-type: none"> - demonstrate awareness and curiosity with regard to changes in photographic and media practices, technologies and contexts. <p><i>Intellectual Skills:</i></p> <ul style="list-style-type: none"> - reflect on the production and development of personal work, group activities and the work of peers in critiques, tutorials and research. <p><i>Practical Skills:</i></p> <ul style="list-style-type: none"> - produce a creative and resolved body of work using an expanded range of techniques drawn from current practice in photography and new media. <p><i>Transferable Skills:</i></p> <ul style="list-style-type: none"> - engage in visual research, creative testing and development in the production of a body of work responding to changes in photographic and imaging technologies, practices and contexts. 								
<p>Employability</p>	<p>This module will expand students awareness and experience of current imaging technologies and equip them to engage with production and research methods involving new media networks and formats. As artistic and commercial practices evolve, students need to be able to understand, use and critically evaluate innovative practices across a range of destinations and working contexts. The module is intended to equip them for change.</p>								
<p>Teaching and learning pattern</p>	<p>Contact hours includes the following: (please click on the checkboxes as appropriate)</p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> Lectures</td> <td><input type="checkbox"/> Group Work:</td> </tr> <tr> <td><input checked="" type="checkbox"/> Seminars</td> <td><input type="checkbox"/> Tutorial:</td> </tr> <tr> <td><input type="checkbox"/> Laboratory</td> <td><input checked="" type="checkbox"/> Workshops</td> </tr> <tr> <td><input type="checkbox"/> Practical</td> <td><input type="checkbox"/> VLE Activities</td> </tr> </table>	<input checked="" type="checkbox"/> Lectures	<input type="checkbox"/> Group Work:	<input checked="" type="checkbox"/> Seminars	<input type="checkbox"/> Tutorial:	<input type="checkbox"/> Laboratory	<input checked="" type="checkbox"/> Workshops	<input type="checkbox"/> Practical	<input type="checkbox"/> VLE Activities
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<p>Indicative content</p>	<p>Technical and research content to include some, but not all, of the following content:</p> <p>Technical:</p> <ul style="list-style-type: none"> - Digital and analogue projection – in gallery and in public - Panoramic images . - Timelapse - Stop frame animation - Immersive images (for web, online presentation – eg. navigable images, Sketchup, interactive web content (HTML)) - Interactives / physical computing (Arduino, triggers - the Networked Studio) 								

	<ul style="list-style-type: none"> - Socially networked practice (human – field research techniques) - Audio capture. - Basic video capture and editing - Social media: for research and production. - Public intervention and performance. - Augmented reality <p>Research:</p> <ul style="list-style-type: none"> - ethics of fieldwork - ethics of social media and social media research - artistic networked practices - data visualisation. - new media art histories - collaboratively authored work / control - theories of authorship/subjectivity
<p>Assessment method (Please give details – of components, weightings, sequence of components, final component)</p>	<p>Formative Assessment:</p> <ul style="list-style-type: none"> - formative assessment is provided through structured work-in-progress reviews and tutorials. <p>Summative assessment: CW1: Coursework (100%) consisting of:</p> <ul style="list-style-type: none"> - A portfolio of practical work, material or digital. - Research and Supporting material in the form of an online or physical record of development and ideas.
<p>Mode of resit assessment (if applicable)</p>	<p>Summative assessment: CW1: Coursework (100%) as above.</p>
<p>Indicative Sources (Reading lists)</p>	<p>Core materials:</p> <ol style="list-style-type: none"> 1. Modrak, R. and Anthes, B. (2010) <i>Reframing Photography: Theory and Practice</i>. London, Routledge. 2. Igoe, Tom (2017) <i>Making Things Talk</i>, O'Reilly. 3. Dotson, T. <i>Technically Together: reconstructing community in a networked world</i>, Cambridge, MA. MIT Press. 4: Gibbs, M et al (2011) <i>From Social Butterfly to Engaged Citizen</i>, Cambridge MA: MIT Press. 5: Benita Shaw, Debra (2008) <i>Technoculture: The Key Concepts</i>, London, Bloomsbury. <p>Optional reading:</p> <ol style="list-style-type: none"> 1. Banzi, Massimo (2014) <i>Getting Started with Arduino</i>, Maker Media (3rd edition) 2. Parikka, Jussi, (2015) <i>A Geology of Media</i>, University of Minneapolis Press. 3. Crary, Jonathan (2010) <i>Techniques of the Observer</i>. 4: McCandless, D. (2014) <i>Knowledge is Beautiful</i>, William Collins

Other Learning Resources	www.processing.org www.arduino.org http://www.thefunctionalart.com/
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