

## Programme Specifications

### ***BA 3D Animation and Games with Foundation Year***



<b>1. Programme title</b>	BA 3D Animation and Games with Foundation Year
<b>2. Awarding institution</b>	Middlesex University
<b>3. Teaching institution</b>	Middlesex University
<b>4. Details of accreditation by professional/statutory/regulatory body</b>	
<b>5. Final qualification</b>	BA 3D Animation and Games
<b>6. Year of validation</b> <b>Year of amendment</b>	
<b>7. Language of study</b>	English
<b>8. Mode of study</b>	Full-time

#### **9. Criteria for admission to the programme**

Applications are welcome from any candidate with a dedicated interest in the visual arts and a desire to study in the areas of fine art, illustration, animation, 3D animation and games, photography or graphic design in higher education.

Candidates are expected to submit a portfolio of creative practice based on previous study or personal experience. Any visual arts experience is relevant. We consider all applications on their individual merit; successful applicants should demonstrate suitability, dedication and fitness for their chosen programme of study. All candidates are asked to submit evidence of previous production and creative practice, normally presented as a portfolio. As far as possible, students are invited to attend for an interview and will be offered the opportunity to view our specialist facilities and meet appropriate staff and students.

Students accepted to study the Foundation Year should have equivalent of 80-200 UCAS entry points in a relevant discipline from creative design and the arts. All candidates should possess at least grade C in GCSE Maths and English language, or

equivalent.

Overseas candidates must have competence in English language to study with us. The minimum requirements you should have are a level C GCSE pass or equivalent in English, or IELTS 6.0 (with minimum 5.5 in all four components).

See the full list of accepted English tests and qualifications. If you don't meet our minimum English language requirements, we offer an intensive Pre-Sessional English course.

## 10. Aims of the programme

The programme aims to:

- produce confident students who become committed, creative, professionals, able to adapt themselves to the specific needs of their chosen career path within further visual arts education and the related creative industries;
- enable exploratory, experimental work that develops an individual style or identity;
- establish the attainment of visual and technical skills and a particular market awareness that relates to their individual aspiration, and is relevant to a professional audience;
- foster and encourage a range of critical research skills;
- develop professionalism, teamwork and self-management skills.

## 11. Programme outcomes

### A. Knowledge and understanding

On completion of this programme the successful student will have knowledge and understanding of :

1. The methods, materials and processes required to deliver an investigative and creative approach to creative outcomes.
2. Effective communication in a range of contexts including through presentation of work.
3. The cultural, historical, political and socioeconomic context of Visual Arts and related fields of practice.
4. Visual Arts concepts including contemporary practice.

### Teaching/learning methods

Students gain knowledge and understanding through:

- one-to-one tutorials;
- group presentations;
- self-directed study;
- resource-based learning (resources include libraries for books, DVD and videos, journal and magazine archives, also exhibitions, galleries, museums and the internet).

### Assessment methods

Students' knowledge and understanding is assessed by:

- coursework.

<ol style="list-style-type: none"> <li>5. The use of English language in subject-specific academic texts.</li> <li>6. The communication of written argument including the use of appropriate academic referencing.</li> <li>7. An understanding of the requirements of a Visual Arts project brief.</li> </ol>	
<p><b>B. Cognitive (thinking) skills</b></p> <p>On completion of this programme the successful student will be able to:</p> <ol style="list-style-type: none"> <li>1. An appreciation of visual and written information.</li> <li>2. Approaches to the analysis, evaluation and development of selected information.</li> <li>3. Ability to reflect upon process and outcomes.</li> <li>4. Ability to produce a range of creative original work in a visual arts subject.</li> <li>5. Ability to read and generally understand subject-specific academic texts.</li> <li>6. Ability to understand instruction, guidance and subject-specific discussion.</li> <li>7. Show skills to record and interpret information from a range of research based activities to develop ideas for creative outcomes.</li> </ol>	<p><b>Teaching/learning methods</b></p> <p>Students learn cognitive skills through:</p> <ul style="list-style-type: none"> <li>• one to one tutorials;</li> <li>• group discussion and presentations;</li> <li>• self-directed study;</li> <li>• resource- based learning through design projects.</li> </ul> <p><b>Assessment methods</b></p> <p>Students' cognitive skills are assessed by:</p> <ul style="list-style-type: none"> <li>• coursework.</li> </ul>
<p><b>C. Practical skills</b></p> <p>On completion of the programme the successful student will be able to:</p> <ol style="list-style-type: none"> <li>1. Demonstrate a broad range of visual arts, drawing, 3D, photographic &amp;</li> </ol>	<p><b>Teaching/learning methods</b></p> <p>Students learn practical skills through:</p> <ul style="list-style-type: none"> <li>• workshops;</li> <li>• demonstrations and practice;</li> <li>• display the ability to apply skills to</li> </ul>

<p>digital design skills.</p> <ol style="list-style-type: none"> <li>2. Successfully demonstrate strong visual communication skills.</li> <li>3. Develop competent subject specific process and technical skills to support your creative outcomes.</li> <li>4. Demonstrate confident and clear practical presentation skills and ability to create a visual arts subject portfolio.</li> <li>5. Show skills to record and interpret information from a range of research based activities to develop ideas for creative outcomes.</li> <li>6. Demonstrate practical presentation skills through the ability to contribute to a visual arts exhibition.</li> </ol>	<p>creative outcomes.</p> <p><b>Assessment methods</b></p> <p>Students' practical skills are assessed by:</p> <ul style="list-style-type: none"> <li>• coursework;</li> <li>• evidence a range of materials and processes used in visual arts through experimental application.</li> <li>• show and apply an understanding of technical skills to support your creative practice.</li> </ul>
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## 12. Programme structure (levels, modules, credits and progression requirements)

### 12. 1 Overall structure of the programme

#### *The Programme – 0/Level 3*

##### **Modules:**

- **ART0001** Visual Arts: Creative London (30 credits)
- **ART0002** Visual Arts: Exploration and Diagnostics (30 credits)
- **ART0003** Visual Arts: Creative Specialism (30 credits)
- **ART0004** Visual Arts: Major Project, Portfolio and Exhibition (30 credits)

All projects on the Visual Arts Foundation Year require visual and academic research and the student will begin to learn to apply an investigative and individual approach to all aspects of their work.

The Visual Arts Foundation Year is a credit bearing foundation equivalent programme designed to support aspiring, talented and driven students who aim to work within the Visual Arts industry as key creative professionals. It comprises four modules delivered over one year that will build the awareness and aptitude of the student in working with discipline specific principles, concepts and practices, making and technical skills, and creative design thinking. This prepares students for degree level study where the student will have a clear understanding of their specialist Visual Arts programme of choice and a

robust grounding on which they can build towards a successful qualification and future career.

The purpose of the programme is to induct students in essential Visual Arts specific skills, develop their visual thinking and design approach, and grow their creative studio habits as independent thinkers and makers. The year will prepare the student for the culture of learning in a specialist Visual Arts areas at HE level in the UK and will develop independent creative enquiry and curiosity.

The programme is primarily dedicated to providing knowledge and experience in a range of Visual Arts activities. Its focus is on improving the self-awareness of each student; by helping them to understand their individual talent, giving them the right tools to make informed decisions about their degree options or other personal and professional development.

12.2 Levels and modules		
Level 3		
COMPULSORY	OPTIONAL	PROGRESSION REQUIREMENTS
Students must take all of the following:  <b>ART0001</b> <i>30 credits</i>  <b>ART0002</b> <i>30 credits</i>  <b>ART0003</b> <i>30 credits</i>  <b>ART0004</b> <i>30 credits</i>		Successful completion of all modules.

12.3 Non-compensatable modules (note statement in 12.2 regarding FHEQ levels)	
Module level	Module code
Level 3	ART0001
Level 3	ART0002
Level 3	ART0003
Level 3	ART0004

### **13. Curriculum map**

See attached.

### **14. Information about assessment regulations**

Please refer to the Middlesex Regulations: <http://www.mdx.ac.uk/regulations/>  
Automatic or Self-deferral is not permitted on any modules within the Visual Arts Design programme. Students wishing to defer must consult with the Assessment and Achievement Officer for Art & Design, and also inform their Year Tutor / Module Leader and Programme Leader.

### **15. Placement opportunities, requirements and support (if applicable)**

N/A

### **16. Future careers (if applicable)**

The programme supports the graduate's future career developments through the activities that students experience and engage with. Students from this Programme will be well equipped to undertake further Visual Arts study to develop successful careers in animation, 3D animation and games, fine art, graphic design, illustration and photography.

### **17. Particular support for learning (if applicable)**

- The staff team have a wide variety of skills and experiences and are actively engaged in personal practice outside the University ensuring awareness of current practice.
- Support for self-directed learning appraisal and analysis through individual and group work.
- Campus support includes workshop availability (with prior arrangement) and relevant Health and Safety inductions by technical staff on all specialist equipment.
- ILRS facilities and resources, including specialist books, journals, videos, DVDs, slides, special collections and computer programmes and subject dedicated librarians.

<b>18. JACS code (or other relevant coding system)</b>	W615
<b>19. Relevant QAA subject benchmark group(s)</b>	Art & Design

<b>20. Reference points</b>
<ul style="list-style-type: none"><li>• Relevant University Regulations: <a href="http://mdx.ac.uk/regulations/">http://mdx.ac.uk/regulations/</a></li><li>• QAA Subject Benchmark Statement for Art &amp; Design</li><li>• The Framework for Higher Education in England, Wales and Northern Ireland</li><li>• Student, Staff, External Examiners and Graduate feedback comments</li><li>• Learning and Teaching Policy and Strategy</li></ul>

Please note programme specifications provide a concise summary of the main features of the programme and the learning outcomes that a typical student might reasonably be expected to achieve if s/he takes full advantage of the learning opportunities that are provided. More detailed information about the programme can be found in the rest of your programme handbook and the university regulations.

## Appendix 2: Curriculum Map

### Curriculum map for BA 3D Animation and Games with Foundation Year

This section shows the highest level at which programme outcomes are to be achieved by all graduates, and maps programme learning outcomes against the modules in which they are assessed.

#### Programme learning outcomes

Knowledge and understanding		Practical skills	
A1	A broad understanding of methods, materials and processes required to deliver an investigative approach to creative outcomes.	C1	Demonstrate a broad range of visual arts, drawing, 3D, photographic & digital design skills through Visual Arts projects.
A2	An appreciation and understanding of effective communication in a range of contexts including through presentation of work.	C2	Successfully demonstrate strong visual communication skills.
A3	A developing awareness of the cultural, historical, political and socioeconomic context of Visual Arts and related fields of practice.	C3	Develop competent subject specific process and technical skills to support your creative outcomes.
A4	A broad awareness of Visual Arts concepts including contemporary practice.	C4	Demonstrate confident and clear practical presentation skills and ability to create a visual arts subject portfolio.
A5	An awareness of the use of English language in subject-specific academic texts.	C5	Show skills to record and interpret information from a range of research based activities to develop ideas for creative outcomes.
A6	A developing understanding of the communication of written argument including the use of appropriate academic referencing.	C6	Demonstrate practical presentation skills through the ability to contribute to a visual arts exhibition.
A7	An understanding of the requirements of a Visual Arts project brief.		
Cognitive skills			
B1	Demonstrate an appreciation of visual and written information.		
B2	Demonstrate approaches to the analysis, evaluation and development of selected information.		
B3	Show ability to reflect upon process and outcomes.		



B4	Show ability to produce a range of creative original work in a specific visual arts area.		
B5	Show ability to read, reflect and generally understand subject-specific academic texts.		
B6	Ability to understand instruction, guidance and subject-specific discussion.		
B7	Show skills to record and interpret information from a range of research based activities to develop ideas for creative outcomes.		

Programme outcomes																			
A1	A2	A3	A4	A5	A6	A7	B1	B2	B3	B4	B5	B6	B7	C1	C2	C3	C4	C5	C6
Highest level achieved by all graduates																			
3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3

Module Title	Module Code by Level	Programme outcomes																		
		A1	A2	A3	A4	A5	A6	A7	B1	B2	B3	B4	B5	B6	B7	C1	C2	C3	C4	C5
Visual Arts: Creative London	ART0001			X		X	X		X	X			X		X					
Visual Arts: Exploration and Diagnostics	ART0002	X		X	X							X	X		X	X	X		X	
Visual Arts: Creative Specialism	ART0003	X	X								X	X					X		X	
Visual Arts: Major Project, Portfolio and Exhibition	ART0004	X	X					X			X							X		X