

Appendix 1: Programme Specification(s)
Visual Arts Foundation Year



1. Programme title	BA Graphic Design with Foundation Year BA Photography with Foundation Year BA Illustration with Foundation Year BA Animation with Foundation Year BA 3D Animation and Games with Foundation Year BA Fine Art with Foundation Year
2. Awarding institution	Middlesex University
3. Teaching institution	Middlesex University
4. Details of accreditation by professional/statutory/regulatory body	
5. Final qualification (s)	BA Graphic Design BA Photography BA Illustration BA Animation BA 3D Animation and Games BA Fine Art
6. Year of validation Year of amendment	2016/2017
7. Language of study	English
8. Mode of study	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:

- The methods, materials and processes required to deliver an investigative and creative approach to creative outcomes

Teaching/learning methods

Students gain knowledge and understanding through: one-to-one tutorials, group presentations, self-directed study and resource-based learning. Resources include libraries for books, DVD and videos, journal and magazine archives, also exhibitions, galleries, museums and the internet.

<ul style="list-style-type: none"> • Effective communication in a range of contexts including through presentation of work • The cultural, historical, political and socioeconomic context of Visual Arts and related fields of practice • Visual Arts concepts including contemporary practice • The use of English language in subject-specific academic texts • The communication of written argument including the use of appropriate academic referencing • An understanding of the requirements of a Visual Arts project brief. 	<p>Assessment methods</p> <p>Students' knowledge and understanding is assessed by coursework.</p>
<p>B. Cognitive (thinking) skills</p> <p>On completion of this programme the successful student will be able to demonstrate:</p> <ul style="list-style-type: none"> • An appreciation of visual and written information • Approaches to the analysis, evaluation and development of selected information • Ability to reflect upon process and outcomes • Ability to produce a range of creative original work in a visual arts subject. • Ability to read and generally understand subject-specific academic texts • Ability to understand instruction, guidance and subject-specific discussion • Show skills to record and interpret information from a range of research based activities to develop ideas for creative outcomes. 	<p>Teaching/learning methods</p> <p>Students learn cognitive skills through one to one tutorials, group discussion and presentations, self-directed study, resource-based learning through design projects.</p> <p>Assessment methods</p> <p>Students' cognitive skills are assessed by coursework.</p>

<p>C. Practical skills</p> <p>On completion of the programme the successful student will be able to:</p> <ul style="list-style-type: none"> • Demonstrate a broad range of visual arts, drawing, 3D, photographic & digital design skills • Successfully demonstrate strong visual communication skills • Develop competent subject specific process and technical skills to support your creative outcomes. • Demonstrate confident and clear practical presentation skills and ability to create a visual arts subject portfolio • Show skills to record and interpret information from a range of research based activities to develop ideas for creative outcomes • Demonstrate practical presentation skills through the ability to contribute to a visual arts exhibition 	<p>Teaching/learning methods</p> <p>Students learn practical skills through workshops, demonstrations and practice and display the ability to apply skills to creative outcomes.</p> <p>Assessment methods</p> <p>Students' practical skills are assessed by coursework</p> <p>Evidence a range of materials and processes used in visual arts through experimental application.</p> <p>Show and apply an understanding of technical skills to support your creative practice.</p>

12. Programme structure (levels, modules, credits and progression requirements)

12. 1 Overall structure of the programme

The Programme

o/Level 3

Modules:

ART0001 (30 credits)

ART0002 (30 credits)

ART0003 (30 credits)

ART0004 (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
ART0001 ART0002 ART0003 ART0004		Successful completion of all modules

Please note: None of our modules are compensate-able. This is due to the fact that the majority of the teaching learning you will receive is studio/technical based. Without the understanding of these essential skills it is not possible for a student on the Visual Arts Foundation Year to achieve any subsequent learning outcomes.

13. Curriculum map
See p54

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.

18. JACS code (or other relevant coding system)

BA (Hons) Animation with Foundation Year W615
BA (Hons) Graphic Design with Foundation Year W210
BA (Hons) Illustration with Foundation Year W220
BA (Hons) Fine Art with Foundation Year W100
BA (Hons) Photography with Foundation Year W640
BA (Hons) 3D Animation and games with Foundation Year W615

19. Relevant QAA subject benchmark group(s)

Art & Design

20. Reference points

- Relevant University Regulations: <http://mdx.ac.uk/regulations/>
- QAA Subject Benchmark Statement for Art & Design
- The Framework for Higher Education in England, Wales and Northern Ireland
- Student, Staff, External Examiners and Graduate feedback comments
- Learning and Teaching Policy and Strategy

21. Other information

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 programme handbook and the University Regulations.

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APPENDIX 2: CURRICULUM MAP

Curriculum map for Visual Arts Foundation

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.	C7	
Cognitive skills		Graduate Skills N/A	
B1	Demonstrate an appreciation of visual and written information	D1	
B2	Demonstrate approaches to the analysis, evaluation and development of selected information	D2	
B3	Show ability to reflect upon process and outcomes	D3	
B4	Show ability to produce a range of creative original work in a specific visual arts area	D4	
B5	Show ability to read, reflect and generally understand subject-specific academic texts.	D5	
B6	Ability to understand instruction, guidance and subject-specific discussion	D6	
B7	Show skills to record and interpret information from a range of research based activities to develop ideas for creative outcomes.	D7	

Programme outcomes																									
A1	A2	A3	A4	A5	A6	A7	B1	B2	B3	B4	B5	B6	C1	C2	C3	C4	C5	C6	D1	D2	D3	D4	D5	D6	D7
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							

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	C6							
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							