Programme Specifications

BA Design Crafts with Foundation Year

1. Programme title	BA Design Crafts 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	BA Design Crafts
6. Year of validation **Year of amendment**	
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 3D Design and a desire to study in the areas of Interior Design, Interior Architecture or Design Crafts in higher education.

Candidates are expected to submit a portfolio of creative practice based on previous study or personal experience. Any 3D Design 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 3D Design 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 3D Design and related fields of practice.
4. 3D Design 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.

5. The use of English language in subject-specific academic texts. 6. The communication of written argument including the use of appropriate academic referencing. 7. An understanding of the requirements of a 3D Design project brief.	
B. Cognitive (thinking) skills On completion of this programme the successful student will be able to: 1. An appreciation of visual and written information. 2. Approaches to the analysis, evaluation and development of selected information. 3. Ability to reflect upon process and outcomes. 4. Ability to produce a range of creative original work in a 3D Design subject. 5. Ability to read and generally understand subject-specific academic texts. 6. Ability to understand instruction, guidance and subject-specific discussion. 7. Show skills to record and interpret information from a range of research based activities to develop ideas for creative outcomes.	**Teaching/learning methods** Students learn cognitive skills through: • one-to-one tutorials; • group discussion and presentations; • self-directed study; • resource- based learning through design projects. **Assessment methods** Students' cognitive skills are assessed by: • coursework.
C. Practical skills On completion of the programme the successful student will be able to: 1. Demonstrate a broad range of 3D	**Teaching/learning methods** Students learn practical skills through: • workshops; • demonstrations and practice;

Design, drawing, 3D, photographic & digital design skills. 2. Successfully demonstrate strong visual communication skills. 3. Develop competent subject specific process and technical skills to support your creative outcomes. 4. Demonstrate confident and clear practical presentation skills and ability to create a 3D Design subject portfolio. 5. Show skills to record and interpret information from a range of research based activities to develop ideas for creative outcomes. 6. Demonstrate practical presentation skills through the ability to contribute to a 3D Design exhibition.	• display the ability to apply skills to creative outcomes. **Assessment methods** Students' practical skills are assessed by: • coursework; • evidence a range of materials and processes used in 3D Design through experimental application; • show and apply an understanding of technical skills to support your creative practice.

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

12. 1 Overall structure of the programme

The Programme – 0/Level 3

Modules:

- **DES0001** 3D Design: Creative London (*30 credits*)
- **DES0002** 3D Design: Exploration and Diagnostics (*30 credits*)
- **DES0003** 3D Design: Creative Specialism (*30 credits*)
- **DES0004** 3D Design: Major Project, Portfolio and Exhibition (*30 credits*)

All projects on the 3D Design 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 3D Design Foundation Year is a credit bearing foundation equivalent programme designed to support aspiring, talented and driven students who aim to work within the 3D Design 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 3D Design 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 3D Design 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 specialist 3D Design 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 3D Design 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: **DES0001** *30 credits* **DES0002** *30 credits* **DES0003** *30 credits* **DES0004** *30 credits*		Successful completion of all modules.

12.3 Non-compensatable modules (note statement in 12.2 regarding FHEQ levels)	
Module level	**Module code**
Level 3	DES0001

Level 3	DES0002
Level 3	DES0003
Level 3	DES0004

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 3D 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 3D Design study to develop successful careers in Interior Design, Interior Architecture, Interior Communication and Styling (subject to validation) or Design Crafts.

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)	W700
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

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 Design Crafts 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 3D Design, drawing, 3D, photographic & digital design skills through 3D Design 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 3D Design and related fields of practice.	C3	Develop competent subject specific process and technical skills to support your creative outcomes.
A4	A broad awareness of 3D Design concepts including contemporary practice.	C4	Demonstrate confident and clear practical presentation skills and ability to create a 3D Design 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 3D Design exhibition.
A7	An understanding of the requirements of a 3D Design 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 3D Design 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	C6
3D Design: Creative London	DES0001			X		X	X		X	X			X		X						
3D Design: Exploration and Diagnostics	DES0002	X		X	X								X	X		X	X	X		X	
3D Design: Creative Specialism	DES0003	X	X								X	X						X		X	
3D Design: Major Project, Portfolio and Exhibition	DES0004	X	X					X			X								X		X