

MA Children's Book Illustration and Graphic Novels  
 Programme Specification



<b>1. Programme title</b>	MA Children's Book Illustration and Graphic Novels
<b>2. Awarding institution</b>	Middlesex University
<b>3a. Teaching institution</b>	Middlesex University
<b>3b. Language of study</b>	English
<b>4a. Valid intake dates</b> <b>4b. Mode of study</b> <b>4c. Delivery method</b>	<i>Sept</i> <i>FT/PT</i> <input checked="" type="checkbox"/> On-campus/Blended <input type="checkbox"/> Distance Education
<b>5. Professional/Statutory/Regulatory body</b>	NA
<b>6. Apprenticeship Standard</b>	NA
<b>7. Final qualification(s) available</b>	<b>MA</b> Children's Book Illustration and Graphic Novels <b>PG Dip</b> Children's Book Illustration and Graphic Novels <b>PG Cert</b> Children's Book Illustration and Graphic Novels
<b>8. Year effective from</b>	<b>2022</b>

## 9. Criteria for admission to the programme

- **Appropriate qualifications or experience:**

a) A good honours degree (2:2) in Illustration or a relevant art and design subject, or a recognised equivalent professional qualification.

b) Applicants with a good honours degree in a non-art and design subject and substantial experience working within the field, or able to demonstrate an aptitude for working in art and design at this level, may be considered.

c) Applicants without the normal qualifications but who have extensive and substantial work experience in appropriate areas may be considered through accreditation of prior learning (RPL).

**In all cases, admission is dependent on:**

- Evidence of subject-related skills (through submission of a portfolio of work or equivalent, as hard copy and/or PDF or PowerPoint files).
- Sufficient command of the English language – those applicants for whom English is not the first language must demonstrate evidence of attainment by an IELTS overall score of 6.5 or higher (with no component achieving less than 6), or equivalent. Applicants with less than six in any component score are strongly recommended to undertake the University's pre-sessional English Language Course.
- Supportive academic/professional references.
- An appropriate personal statement which outlines in general terms an area of interest that would provide the focus of study and with reference to the following guideline headings:
  - a) an area of interest or a provisional title.
  - b) background experience directly or indirectly relevant to the proposed area of study.
  - c) consideration about how the research might be done (even though this may change later) and any possible outcome(s).
  - d) an indication of the resources considered necessary to undertake a successful investigation.
  - e) evidence of an initial exploration in the area of the project and reference to research and practice that has already been carried out by the applicant and/or others.

## 10. Aims of the programme

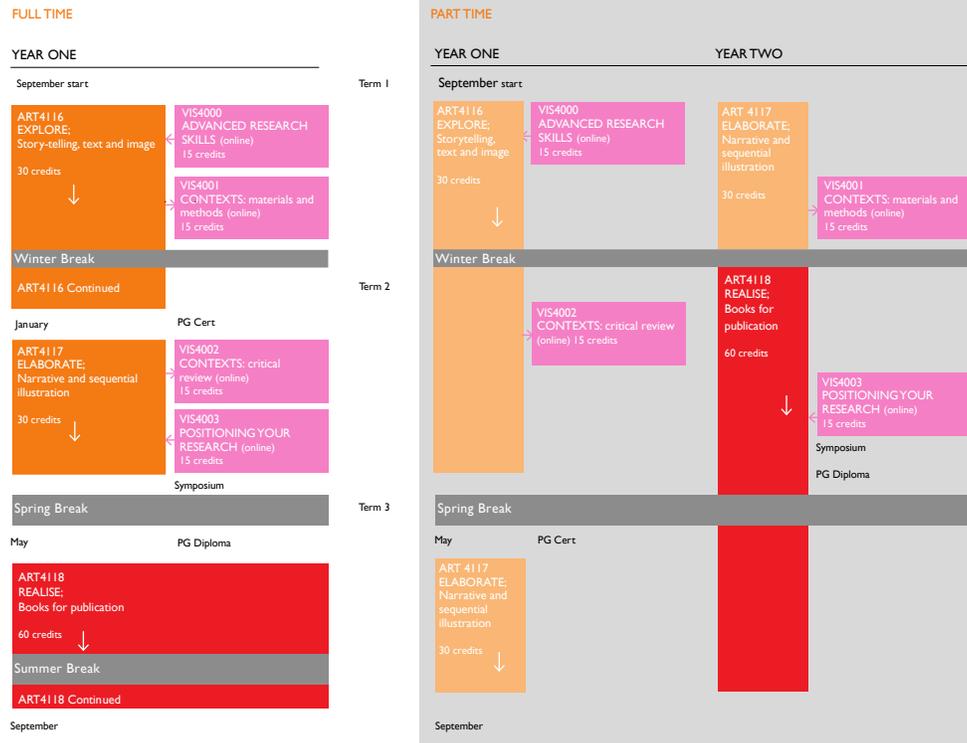
### The programmes aims to:

- Provide an advanced academic environment that encourages and promotes a reflective approach to Masters level narrative illustration practice and research.
- Enable students to produce an advanced, articulate and coherent body of work that will include a publishing dummy completed to professional presentation standards through three practical modules, Explore, Elaborate and Realise.
- Establish a systematic investigative approach to creative practice, research and methodologies, and one that explores the critical interrelationship between theory and practice in Narrative Illustration.
- Provide students with the skills to examine, critically evaluate and develop the language(s) used to articulate research in the field of Narrative Illustration.
- Provide students with knowledge regarding the implementation of particular strategies for learning central to the foundation of scholarship in practice, research and professional capacity in Narrative Illustration.

<b>11. Programme outcomes</b>	
<p><b>A. Knowledge and understanding</b> On completion of this programme the successful student will have advanced knowledge and understanding of:</p> <ol style="list-style-type: none"> <li>1. Key concepts and ideas in creative thinking and narrative illustration research methodologies.</li> <li>2. The range, social significance and history of contemporary narrative and sequential illustration and the social role of the creative practitioner.</li> <li>3. Current, individually related practice at the forefront of the contemporary narrative and sequential illustration and the interrelationship between theory and practice.</li> <li>4. The processes of individually relevant creativity and their role in investigating and testing the validity of supposition.</li> </ol>	<p><b>Teaching/learning methods</b> Students gain knowledge and understanding through workshops, lectures, seminars, tutorials and self-directed study.</p> <p><b>Assessment methods</b> Students' knowledge and understanding is assessed by coursework, including reports, presentation dummies and dissertation.</p>
<p><b>B. Skills</b> On completion of this programme the successful student will evidence advanced ability to:</p> <ol style="list-style-type: none"> <li>1. Demonstrate a capacity for critical reflection, identifying appropriate narrative illustration research needs and considering the means and methodologies for meeting them.</li> <li>2. Synthesise and implement advanced knowledge regarding the utilisation of particular strategies for learning when developing their own practice.</li> <li>3. Manage (plan, organise, monitor, progress and complete) a complex creative or research project.</li> <li>4. Apply dedicated conceptual and technical skills necessary in producing a finished publishing dummy at an advanced professional level.</li> </ol>	<p><b>Teaching/learning methods</b> Students learn skills through workshops, weekly seminars, presentations, coursework and self-directed study.</p> <p><b>Assessment methods</b> Students' skills are assessed by coursework, including participation in weekly seminars, project work, reports and dissertation.</p>

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

### 12. 1 Overall structure of the programme



The MA Children’s Book Illustration and Graphic Novels programme is undertaken full-time in one calendar year (September to September) of three consecutive 12-week stages, taught on two days a week, the part-time route is over two years. There is a single entry point in September.

Each 30-credit module requires a total of 18 hours of study per week (comprising taught sessions, independent study, the use of studios, workshops and the print room, as well as presentations by visiting professional practitioners). Full-time students undertaking 60 credits per stage should expect to commit 36 hours per week to their studies, while the study time of part-time students is pro-rata to the amount of credits taken at each stage. (Please see programme diagram)

Students take two 30-credit modules, four 15-credit modules and one 60-credit module all at Level 7. For full time students there is an exit award of Postgraduate Certificate following the completion of 60 credits made up of ART4116, VIS4000 and VIS4001. An exit award of Postgraduate Diploma Children’s Book Illustration and Graphic Novels after 120 credits made up of a further three modules; ART4117, VIS4002 and VIS4003.

On completion of the PgDip stage, students then take one 60-credit module (ART4118), making a total of 180 credits for their final award. For part time students there is an exit award of Postgraduate Certificate following the completion of 60 credits made up of ART4116, VIS4000 and VIS4002. An exit award of Postgraduate Diploma Children's Book Illustration and Graphic Novels after 120 credits made up of a further three modules; ART4117, VIS4001 and VIS4003. On completion of the PgDip stage, students then take one 60-credit module (ART4118), making a total of 180 credits for their final award.

The 15 credit modules (VIS4000 Advanced research skills, VIS4001 Contexts: Materials and methods, VIS4002 Contexts: Critical review and VIS4003 Positioning your research), are taken by all cohorts, assisting in the development of an active and engaged postgraduate culture and community. The modules provide students with the skills, knowledge and critical approaches necessary for the initiation and development of their own self-directed narrative project. These modules consist of regular subject seminars, tutorials and workshops.

The two modules, Explore; Storytelling, text and image (30-credits) and Elaborate; Narrative and sequential illustration (30 credits), are taken by the MA Children's Book Illustration and Graphic Novels cohort only and concentrate on furthering a specific narrative illustration project. The Realise; Books for publication (60 credits) module allows for a major in-depth narrative project.

Contact teaching is front-loaded in the first two terms, progressing towards an increasingly self-directed mode of study through periodic individual and group supervision. Students attend a series of illustrated lectures and moving image presentations from visiting professionals.

The final submission for the MA Children's Book Illustration and Graphic Novels programme, module ART4118 Major project, is a substantial narrative project, that may take any format, but is completed to a professional publishing pitch standard.

12.2 Levels and modules	
Level 7	
COMPULSORY	OPTIONAL*
<p><b>Full time students must take all of the following:</b></p> <p><b>Term 1</b> ART4116 (30 Credits) VIS4000 (15 Credits) VIS4001 (15 Credits)</p> <p><b>Term 2</b> ART4117 (30 Credits) VIS4002 (15 Credits) VIS4003 (15 Credits)</p> <p><b>Term 3</b> ART4008 (60 Credits)</p> <p><b>Part time students must take all of the following:</b></p> <p><b>Term 1 &amp; 2</b> ART4116 (30 Credits)</p> <p><b>Term 1</b> VIS4000 (15 Credits)</p> <p><b>Term 2</b> VIS4002 (15 Credits)</p> <p><b>Term 3 &amp; 4</b> ART4117 (30 Credits)</p> <p><b>Term 4</b> VIS4001 (15 Credits)</p> <p><b>Term 5</b> VIS4003 (15 Credits)</p> <p><b>Term 5 &amp; 6</b> ART4118 (60 credits)</p>	NA

\*Please refer to your programme page on the website re availability of option modules

<b>12.3 Non-compensatable modules</b>	
<b>Module level</b>	<b>Module code</b>
7	ART4116
7	VIS4000
7	VIS4001
7	ART4117
7	VIS4002
7	VIS4003
7	ART4118

### **13. Information about assessment regulations**

The programme assessment scheme complies with the regulations set out in the University Regulations at <http://www.mdx.ac.uk/>. Further information on assessment is also available on the Your Study pages of UniHub at <http://www.unihub.mdx.ac.uk> Attendance is a requirement throughout, for all modules. All 15 and 30 credit modules are pass/fail. The final 60 credit module is graded on the University 1–20 Marking Scale, which determines the level of the MA Award (Pass, Merit or Distinction).

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

NA

### **15. Future careers / progression**

The MA Children’s Book Illustration and Graphic Novels programme offers the opportunity to work in depth on a major self-directed project that could lead to publication or to commissioned work. Students will leave with a good understanding of all main book formats and their relevance to the publishing industry allowing students to offer their books for publication with informed confidence. In addition the programme provides an insight into the benefits of reflective practice, aiding postgraduates to develop as autonomous learners. The nature of the programme, also offers a fundamental skill at an advanced level for progression to a higher academic qualification such as doctoral research.

Students also have access to MDXworks: Careers & Employability Service, which supports students in developing employability skills.

## 16. Particular support for learning (if applicable)

- Dedicated studio (with access for disabled students) and computer facilities.
- Dedicated online learning support platform containing a full complement of assessment and communication tools and links to key student resources.
- A range of workshops, technical staff and facilities provide the technical input for the realisation of any studio-based materials required for the research projects.
- Extensive Print room facilities covering all usual printing processes
- Access to Life drawing with free drop in life class availability.
- Loan store with an extensive range of equipment: film cameras from 35mm through medium format (645, 67) to large format (5x4), full frame digital cameras with a wide range of lenses, flashguns, location lighting kits, light modifiers etc. This is a free service.
- Library facilities and resources, including specialist books, journals, videos, DVDs, slides, special collections, and computer programmes. There is a fine collection of picture books, graphic novels, journals and videos/DVDs of recorded programmes on the work of illustrators and writers.
- Access to the Learning Enhancement Team (LET) which provides support with academic writing (essay writing, referencing and presentation of work), numeracy skills and support on a one to one or group basis.

## 17. HECos code(s)

100046, 100062, 100306

## 18. Relevant QAA subject benchmark(s)

Master's Degree, Feb 2020 (QAA Characteristics Statement)

History of Art, Architecture and Design, Dec 2019 (QAA)

Art and Design Dec 2019 (QAA)

## 19. Reference points

The UK Quality Code for Higher Education - [Frameworks for Higher Education Qualifications of UK Degree Awarding Bodies \(FHEQ\), October 2014](#): Level 7  
[QAA Qualification Characteristics Statement, 2020](#)  
[Knowledge into Action, Middlesex University Strategy 2031](#)

Middlesex University Centre for Academic Practice Enhancement (CAPE) guidance and [Academic Planning Framework 2020-21](#)  
[Middlesex University Regulations 2020-21](#)  
[Middlesex Learning and Quality Enhancement Handbook \(LQEH\)](#)

## 20. Other information

**NA**

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.

## 21. Curriculum map for MA Children's Book Illustration and Graphic Novels

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

<b>Knowledge and understanding</b>	
A1	Key concepts and ideas in creative thinking and different art and illustrative research methodologies.
A2	The range, social significance and history of contemporary narrative illustration practice and the social role of the creative practitioner.
A3	Current, individually related practice at the forefront of the contemporary narrative illustration field and the interrelationship between theory and practice.
A4	The processes of individually relevant creativity and their role in investigating and testing the validity of supposition.
<b>Skills</b>	
B1	Demonstrate a capacity for critical reflection, identifying appropriate narrative illustration research needs and considering the means and methodologies for meeting them.
B2	Synthesise and implement advanced knowledge regarding the utilisation of particular strategies for learning when developing their own practice.
B3	Manage (plan, organise, monitor, progress and complete) a complex creative or research project.
B4	Apply dedicated conceptual and technical skills necessary in producing a finished publishing dummy at an advanced professional level.

Programme outcomes							
A1	A2	A3	A4	B1	B2	B3	B4
Highest level achieved by all graduates							
7	7	7	7	7	7	7	7

Module Title	Module Code by Level								
		A1	A2	A3	A4	B1	B2	B3	B4
Explore; Storytelling text and image	ART4116	x		x	x				
Advance Research Skills	VIS4000	x	x	x					x
Contexts: Materials and Methods	VIS4001	x	x	x		x			
Elaborate; Narrative and sequential Illustration	ART4117	x	x			x			x
Contexts: Critical Review	VIS4002	x	x	x				x	
Positioning your research	VIS4003	x	x	x					x
Realise; Books for publication	ART4118	x	x		x		x	x	x