

Programme Specification



1. Programme title	MA Professional Practice, Creative Industries Professional
2. Awarding institution	Middlesex University
3. Teaching institution	Middlesex University
4. Details of accreditation by professional/statutory/regulatory body	n/a
5. Final qualification	MA Professional Practice, Creative Industries Professional
6. Year of validation	2017-18
Year of amendment	2019-20
7. Language of study	English
8. Mode of study	Distance Education

9. Criteria for admission to the programme

Admission criteria are assessed through the submission of a CV and application materials. Programme Leaders discuss entry requirements with applicants during a pre-entry advisory discussion session. CV and / or pre-entry advisory discussion must evidence that the applicant has an identifiable current professional practice in a recognisable creative industries field. It is expected that a recognisable current professional practice normally takes at least two years to establish after undergraduate graduation or equivalent.

Applicants' CV and application materials, along with the pre-entry discussion indicate the possible prior experiential / accredited learning that can be claimed as Recognition of Prior Learning (RPL) equivalent to 80 credits at Level 7 (at least 50

at Level 7, 30 credits can be at Level 6). RPL is assessed at interview and claimed alongside Module One.

The programme is therefore suitable for a wide range of professionals working across the creative industries in private or public, formal or informal contexts internationally.

Summary of admission criteria:

1. Current established professional practice
2. Capacity to evidence prior experiential learning equivalent to 80 credits at Level 7.

10. Aims of the programme

Programme Aims

1. To foster and enhance the professional practice of the student with direct relevance to context of the wider field of creative industries practice.
2. To offer validation and personal growth through accreditation of prior experiential learning, recognizing the contribution of practice to academic study.
3. To establish techniques for theorizing students' further contribution to the field/s of creative industries practice.
4. To cultivate reflective practice and critical thinking as catalysts for on-going professional development, transformation and contribution to the field/s of creative industries practice.
5. To establish competence with inquiry techniques, particularly qualitative research frameworks and methodologies in practice-based paradigms.
6. To analyse and hypothesize ethical interrogation of professional practice contexts.
7. To foster a vibrant and communicative community of creative industries professionals internationally via online learning and forums.

11. Programme outcomes

A. Critical Thinking (CT)

On completion of the programme the successful student will be able to:

CT 1. Identify and apply knowledge from practices within the field/s of creative industries.

CT 2. Interrogate and apply ethical principles emerging from theory and / or cultures; in synthesis with their professional practice.

CT 3. Critically consider, summarise, and explore themes within a set of narratives or data to identify implications within the wider field.

Teaching/learning methods:

Students gain knowledge and understanding through readings, online e-learning resources, monthly on-line real-time discussion groups (such as via Skype), peer discussion using blogs and other tools, and tutorial support.

Feedback and assessment methods:

Students' comprehension and evaluation is assessed by their active engagement with online learning, communication through blogs, and commitment to sharing theory through professional practice in the wider community. Students demonstrate their skills in Critical Thinking through the work they submit for grading at the end of each module with supporting evidence of discussion through related on-line activity such as blog posting and comments.

B. Reflexivity (R)

On completion of the programme the successful student will be able to:

R 1. Analyse and evaluate practice-based information, and concepts within the context of their own professional practice and that of others.

R 2. Evaluate existing theory through identification of its significance and value in the formation of creative and cultural frameworks. Alongside considering the potential for transformation within their own professional practice and that of others.

Teaching/learning methods:

Students evaluate and apply a reflexivity as an approach to synthesis their own practice-based knowledge with wider knowledge and contexts introduced in the Handbooks. These are explored through engaging in reflective practice tasks (including keeping a reflective journal), reading theory on reflection and reflexivity, and group and one-to-one tutorial discussion and support.

Feedback and assessment methods:

Reflexivity is assessed by students' depth and level of engagement with the theory and activity introduced through the course materials and suggested independent research. Students demonstrate their use of Reflexivity through the work they submit for grading at the end of each module with

	supporting evidence of discussion through related on-line activity
<p>C. Practical Skills (PS)</p> <p>On completion of the programme the successful student will be able to:</p> <p>PS 1. Professionally network and collaborate including communicating and constructing across artistic cultures and academic settings.</p> <p>PS 2. Manage and contextualise information particularly in order to design, develop, and articulate a practice-based inquiry.</p> <p>PS 3. Carry out a practice-informed inquiry project and articulate any findings or questions that emerge from inquiry through a number of formats.</p>	<p>Teaching/learning methods: Students learn practical skills through suggested tasks and readings outlined in the Module Handbooks, online discussion groups, independent research, with tutorial support, discussion groups. Practical skills are further developed through practical use of theory and experiences in the student's wider community of practice.</p> <p>Feedback and assessment methods: Students demonstrate the application of their practical skills through the work they submit at the end of the module and through the organisation and application of research that has facilitated and informed the work they submit with supporting evidence of discussion through related on-line activity such as blog posting and comments.</p>
<p>D. Graduate Level Capabilities (GC)</p> <p>On completion of the programme the successful student will be able to:</p> <p>GC 1. Take responsibility for contextualising their own practice within creative industries/arts-based theoretical frameworks and methodologies.</p> <p>GC 2. Critically review literature & archived materials in their field.</p> <p>GC 3. Self-direct their professional development including action planning and problem solving responding to inquiry / research based techniques.</p>	<p>Teaching/learning methods: Students develop graduate skills through suggested tasks and readings outlined in the Module Handbooks, online discussion groups, independent research, and tutorial support, discussion groups and exploring theory through professional practice in the wider community.</p> <p>Feedback and assessment methods: Students' graduate level capabilities are assessed through their engagement with critical reflection on and evidenced understanding of their wider professional context particularly through the dissemination of their inquiry project via academic artefact (essay), professional artefact and viva with supporting evidence of discussion through related on-line activity such as blog posting and comments.</p>

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

12. 1 Overall structure of the programme

TERM 1 –

DAN4510 - Review of Professional Practice: *Life learning, professional learner.*
(10 credits)

Recognition of Prior Learning (RPL) is undertaken alongside DAN4510.

The claim for 80 credits of prior learning is established from one of, or a combination of the following:

- prior experiential learning from the establishment of the student's professional practice (this is learning from professional experience that is NOT already credit-bearing and assessed to be at Level 7 via the compilation of a portfolio of claims for academic credit)
- accredited CPD and short courses at Level 7
- prior Accredited Learning

TERM 2 –

DAN4630 – Advanced Practitioner Inquiry: *Meaning making in action*

(30 credits)

TERM 3 -

DAN4760 - Independent Professional Practice Project: *Cultivating questions through inquiry*

(60 credits)

13. Curriculum map

See below

14. Information about assessment regulations

Exit Award: Those who achieve the requisite credit and exit prior to full MA will receive a PgCert (60 credits) or PgDip (120 credits).

See individual Module Handbooks

This programme sits within the Faculty of Arts and the Creative Industries (ACI) and operates within Middlesex University Assessment Regulations.

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

Not applicable, this is a Distance Education professional practice programme.

16. Future careers (if applicable)

Access to higher level teaching, further development of independent teaching and contribution to the professional sector:

- Further study via PhD or DProf routes.
- Graduates enjoy greater credibility of their practice within the work place, leading to opportunities for promotion or to a change in career direction.
- Graduates continue with their chosen field of research, becoming more recognised for this work within the wider professional environment.
- Increasing funding opportunities available on completion to travel for research, further national and international mentoring schemes.
- Graduates contribute to subject scholarship through publication in peer reviewed journals and other media.

17. Particular support for learning (if applicable)

Online web 2.0 resources, such as use of professional blogs, group skype discussions, Linked-In networking groups, personal Supervisors, extended professional practice networking group facilitated by MAPP alumni.

18. JACS code (or other relevant coding system)

005W508

19. Relevant QAA subject benchmark group(s).

The MAPP suite of programmes are informed by QAA Quality Code and subject benchmarks (Music, Dance, Theatre, Arts Management), reference has also been made to the Masters Degree Characteristics Statement.

20. Reference points

Programmes developed through consultation with arts and cultural organisations.

21. Other information

See individual Module Handbooks (i.e. for DAN4510, DAN4630 and DAN4760)

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.

Programme outcomes										
A1	A2	A3	B1	B2	C1	C2	C3	D1	D2	D3
Highest level achieved by all graduates										
7	7	7	7	7	7	7	7	7	7	7

Module Title	Module Code by Level	Programme outcomes										
		A1	A2	A3	B1	B2	C1	C2	C3	D1	D2	D3
Review of Professional Practice: Life learning, professional learner	DAN4510	X			X		X			X		
Advanced Practitioner Inquiry: Meaning making in action	DAN4630		X		X	X		X			X	
Independent Professional Practice Project: Cultivating questions through inquiry	DAN4760			X		X			X			X