

Programme Specification 2025-26

1.	Programme title	BA Hons Advertising, Public Relations and Branding
2.	Awarding institution	Middlesex University
3a	Teaching institution	Middlesex University London,
3b	Language of study	English

4a	Valid intake dates and mode of study
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Mode of Study	Cohort	Delivery Location	Duration
Full-time (FT)	Semester 1	Hendon	3 Years
Part-time (PT)	Semester 1	Hendon	6 Years

4c	Delivery method	On Campus/Blended Learning
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5. Professional/Statutory/Regulatory body (if applicable)
N/A

6.	Apprenticeship Standard (if applicable)	N/A
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7. Final qualification(s) available
Target Award Title(s)
BA Hons Advertising, PR and Branding
Exit Award Title(s)
DipHE Advertising, PR and Branding
CertHE Advertising, PR and Branding

8. Academic year effective from	2025-26
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9. Criteria for admission to the programme
<p>The programme accepts students with a wide range of qualifications, including combinations of qualifications.</p> <p>112 UCAS points</p> <ul style="list-style-type: none"> - A Levels: BBC - BTEC: DMM - Access requirements: Overall pass: must include 45 credits at level 3, of which all 45 must be at Merit or higher - Combinations: A combination of A-Level, BTEC and other accepted qualifications that total 112 UCAS Tariff points <p>The programme accepts T Levels for entry onto our undergraduate degree courses</p>

(including our extended courses with a foundation year) with the standard application of science requirements and GCSEs in line with UCAS tariff calculation.

Recognition of Prior Learning (RPL) is permitted. Applications from mature students with non-standard qualifications are welcomed, especially applications by industry practitioners seeking formal HE qualifications. Students whose first language is not English must meet the university's English language entry requirements. Where they do not meet these criteria they should attend and successfully complete a Middlesex University pre-sessional course.

10. Aims of the programme

The programme aims to:

- Equip students with knowledge and understanding of the practices and processes as well as the social and commercial contexts of advertising, PR and branding;
- Enhance graduate employability by combining theory with practice to equip students with practical knowledge and aptitude in the convergent disciplines of advertising, PR and branding;
- Address a need in the emerging technologies for graduates with methodological and technical skills for analysing analogue and digital data and producing actionable insights, and ethical and critical application of those technologies;
- Develop students' communication skills and competency in communicating ideas effectively in multiple media forms and online platforms;
- Enable students to develop a broad range of technical skills necessary for producing multiplatform media content;
- Ensure that students are able to apply creative thinking in a wide range of promotional communications;
- Enable students to develop transferable generic intellectual skills, especially those of analysis, synthesis and evaluation;
- Encourage and develop skills for working independently and collaboratively to produce high-quality / industry-standard work;
- Enable students to develop the skills required to effectively present their work in academic and professional contexts.

11. Programme learning outcomes

Programme - Knowledge and Understanding

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

1. The history, practices and processes of the modern advertising, PR and branding industries (including research, planning, client services and creative) in the context of contemporary media and creative industries
2. How different modes of qualitative and quantitative research inform both the theory and practice of advertising, PR, and branding
3. The way in which promotional strategies and techniques produce cultural meanings and social and political effects
4. The practical and commercial considerations of brand design and management in a variety of industry sectors
5. The key issues and major theoretical perspectives that underpin the academic study of promotional culture.

Programme - Skills

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

6. Engage critically with the major theories and intellectual paradigms relating to the practice and critique of advertising, PR and branding
7. Analyse the meanings of media texts using a range of methods appropriate to the programme (eg: content analysis; data analytics; ethnography)
8. Think creatively, researching and problem-solving in both practical and intellectual contexts
9. Contribute effectively in a team environment through self-awareness and empathetic engagement
10. Adapt to new working practices, emergent technologies and evolving consumer environments
11. Communicate meaning effectively and with an understanding of professional standards in a range of promotional media texts and genres (e.g. advertising copy; press releases; brand design; campaigns)

12. Teaching/learning methods

Students gain knowledge and understanding through:

1. Interactive workshops and seminars;
2. Critical reflection on personal and cultural experience;
3. Group work and presentations;
4. Collaborative digital platforms;
5. Guided and independent study and research;
6. Writing in academic and professional formats;
7. Recorded key concept videos.

Students learn skills through:

1. Practice-based workshops;
2. Developing creative solutions in response to industry briefs;
3. Work experience;
4. Tutor led and small group focused seminar discussions;
5. Research-led essay writing, report writing, case studies, independent and group research project work, oral presentation;
6. Creative project work;
7. Library inductions;
8. Technical inductions.

13. Employability

13a Placement and work experience opportunities (if applicable)

Students will have the opportunity to engage with industry-facing briefs to produce work of professional standards in a range of modules. Level 5 and 6 modules offer employability support such as crafting effective CVs, pitching ideas, performing well at job interviews, in collaboration with the University's employability services, such as MDXWorks (Hendon and online), CES (Dubai), MDX Mauritius Employability Service.

The optional module, Work Placement in the Creative Industries (semester 2), is available to all Level 5 students, by invitation. Once students secure an appropriate internship or placement by commencement of the module, they can enrol to it and benefit from regular tutorials and support throughout its duration.

The Level 6 Professional Identity and Entrepreneurship module is designed to support

students in refining their CVs, enhancing job search strategies, improving interviewing skills, and honing other essential professional competencies. These include time management, teamwork, pitching ideas, and lifelong learning skills, all aimed at preparing our students for various internships, and job opportunities.

Under our supported international mobility schemes, Hendon students can apply for a “Work Placement Abroad” under the new Turing Scheme on level 5 or immediately after graduation.

The Middlesex University Student Union (MDXSU) also offer placements frequently and support students in spotting internal opportunities.

13b Future careers / progression

We see significant numbers of our students graduating into professional APRB-related fields and developing quickly to be managers, working as

- Global Brand Manager
- Social Media Specialist/Manager
- PR manager
- Marketing Specialist
- Account/client services
- Copywriting
- Campaigning
- Creative Advertising
- Press Officer
- PR Executive
- Brand Management
- Digital Marketing
- E-commerce
- Media Executive
- Editorial services
- Events & Exhibitions Production Management
- Social Media Content Management and Promotion
- Social Media Marketing
- Social Media Community Manager
- Social Media Analyst
- Project Management
- Web Content Developer

Some students further pursue their academic studies for doing a master at MDX, other UK and international HE institutions.

We have students who become freelancers and influencers in the advertising, public relation and branding sectors, or develop their own businesses, including an Instagram influencer with 270k followers.

14. Assessment methods

Students' knowledge and understanding is assessed by:

1. Essays;
2. Practice-led project work;

3. Group presentations;
4. Peer-assessment and self-assessment (blogs and participation on other online platforms).
5. Continual formative feedback

Students' skills are assessed by:

1. Personal branding, eg. Portfolio, CV, online profile;
2. Group and individual writing and creative work;
3. Research project and presentations;
4. Campaign design and implementation;
5. Production of promotional media text e.g. brand identity, press release, advertisement, social media content, etc.
6. Critical Reflection and Major Project

15. Programme Structure (level of study, modules, credits and progression requirements)

Please note that Mauritius campus can have an additional February (compressed) level 4 intake that will join level 5 in September. The sequencing of level 4 modules remains the same. This is a campus-wide exception to the academic calendar.

All modules at levels 4, 5 and 6 carry 30 credits. In order to secure a BA Advertising, PR and Branding, students need to achieve 360 credits. In order to secure a DipHE Advertising, PR and Branding, students need to acquire 240 credits at any level (120 at level 4 and 120 at level 5). In order to secure a CertHE Advertising, PR and Branding, students need to acquire 120 credits at any level.

Structure is indicative for Part-time routes.

Students must take all of the compulsory modules and choose following programme requirements from the optional modules.

Non-compensatable modules are noted below.

Full Time

Year 1

Code	Type	Module Title	Credits at FHEQ Level
APB1004	Compulsory	Communication Skills 2025-26	30 at Level 4
APB1007	Compulsory	Creative Media and Cultures 2025-26	30 at Level 4
APB1005	Compulsory	Creative Workshops 2025-26	30 at Level 4

APB1006	Compulsory	Innovative Projects 2025-26	30 at Level 4
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Year 2

Code	Type	Module Title	Credits at FHEQ Level
APB2000	Compulsory	Audience Insight and Engagement 2026-27	30 at Level 5
APB2001	Compulsory	Brand Identity 2026-27	30 at Level 5
APB2002	Compulsory	Campaign Planning 2026-27	30 at Level 5
APB2003	Optional	PR & Content Creation 2026-27	30 at Level 5
APB2004	Optional	Work Placement in the Creative Industries 2026-27	30 at Level 5

Year 3

Code	Type	Module Title	Credits at FHEQ Level
APB3000	Compulsory	AI, Digital Communications and Marketing 2027-28	30 at Level 6
APB3001	Compulsory	Brand Management 2027-28	30 at Level 6
APB3002	Compulsory	Major Project 2027-28	30 at Level 6
APB3003	Compulsory	Professional Identity and Entrepreneurship 2027-28	30 at Level 6

Part Time

Year 1

Code	Type	Module Title	Credits at FHEQ Level
APB1004	Compulsory	Communication Skills 2025-26	30 at Level 4
APB1007	Compulsory	Creative Media and Cultures 2025-26	30 at Level 4

Year 2

Code	Type	Module Title	Credits at FHEQ Level
APB1005	Compulsory	Creative Workshops 2026-27	30 at Level 4
APB1006	Compulsory	Innovative Projects 2026-27	30 at Level 4

Year 3

Code	Type	Module Title	Credits at FHEQ Level
APB2000	Compulsory	Audience Insight and Engagement 2027-28	30 at Level 5
APB2001	Compulsory	Brand Identity 2027-28	30 at Level 5

Year 4

Code	Type	Module Title	Credits at FHEQ Level
APB2002	Compulsory	Campaign Planning 2028-29	30 at Level 5

APB2003	Optional	PR & Content Creation 2028-29	30 at Level 5
APB2004	Optional	Work Placement in the Creative Industries 2028-29	30 at Level 5

Year 5

Code	Type	Module Title	Credits at FHEQ Level
APB3000	Compulsory	AI, Digital Communications and Marketing 2029-30	30 at Level 6
APB3001	Compulsory	Brand Management 2029-30	30 at Level 6

Year 6

Code	Type	Module Title	Credits at FHEQ Level
APB3002	Compulsory	Major Project 2030-31	30 at Level 6
APB3003	Compulsory	Professional Identity and Entrepreneurship 2030-31	30 at Level 6

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

16. Programme-specific support for learning

Digital Media workshops with industry standard software for digital media production;

Specialist equipment for promotional video production;

Academic writing support from the Learner Enhancement Team (LET) is embedded in the curriculum for in at least one module in every year. Learning and teaching in the programme will also be supported by Student Learning Assistants, Subject Librarian, Disability and Dyslexia Support service, Academic Advising (Hendon only), visiting external presenters and collaboration with the University's employability services, such as MDXWorks (Hendon and online), CES (Dubai), MDX Mauritius Employability Service.

These additional support opportunities will ensure that all students enjoy equality of

opportunity during their studies at Middlesex, in an inclusive, supportive and diverse learning context that breaks down any barriers which might prevent students with disabilities from actively participating in student life.

17. HECos codes

100075: Marketing
100444: Media and Communication Studies
100855: Promotion and Advertising

18. Relevant QAA subject benchmark

Communication, Media, Film and Cultural Studies 2024

19. University Regulations

This programme will run in line with general University Regulations: [Policies | Middlesex University](#)

For level 4 modules, students must submit and pass all assignments with a grade 16 or better.

For level 5 and 6 modules, students must submit all assignments / assessment components in a module and will gain a pass for the module overall if the average mark for all components is grade 16 or better.

20. Reference points

2019 Subject Benchmark Statement for Communication, Media, Film and Cultural Studies:
https://www.qaa.ac.uk/docs/qaa/subject-benchmark-statements/subject-benchmark-statement-communication-media-film-and-cultural-studies.pdf?sfvrsn=28e2cb81_4

2023 Subject Benchmark Statement for Languages, Cultures and Societies:
<https://www.qaa.ac.uk/the-quality-code/subject-benchmark-statements/subject-benchmark-statement-languages-cultures-and-societies>

QAA Code of practice

QAA Framework for Higher Education Qualifications (FHEQ)

Middlesex University 2031 Learning Framework

Middlesex University Regulations

21. Other information (if applicable)

None

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 they take 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 BA Advertising, PR and Branding

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

A1	The history, practices and processes of the modern advertising, PR and branding industries (including research, planning, client services and creative) in the context of contemporary media and creative industries
A2	How different modes of qualitative and quantitative research inform both the theory and practice of advertising, PR, and branding;
A3	The way in which promotional strategies and techniques produce cultural meanings and social and political effects;
A4	The practical and commercial considerations of brand design and management in a variety of industry sectors;
A5	The key issues and major theoretical perspectives that underpin the academic study of promotional culture.

Skills

B1	Engage critically with the major theories and intellectual paradigms relating to the practice and critique of advertising, PR and branding;
B2	Analyse the meanings of media texts using a range of methods appropriate to the programme (eg: content analysis; data analytics; ethnography);
B3	Think creatively, researching and problem-solving in both practical and intellectual contexts;
B4	Contribute effectively in a team environment through self-awareness and empathetic engagement;
B5	Adapt to new working practices, emergent technologies and evolving consumer environments.
B6	Communicate meaning effectively and with an understanding of professional standards in a range of promotional media texts and genres (e.g. advertising copy; press releases; brand design; campaigns)

Programme outcomes

A1	A2	A3	A4	A5	B1	B2	B3	B4	B5	B6
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Highest level achieved by all graduates

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Module Code	Module Title	A1	A2	A3	A4	A5	B1	B2	B3	B4	B5	B6
APB1004	Communication Skills	x		x		x	x			x	x	x
APB1005	Creative Workshops		x	x	x		x	x				
APB1006	Innovative Projects	x			x				x		x	x
APB1007	Creative Media & Cultures	x		x		x	x		x			
APB2000	Audience Insight and Engagement		x	x		x		x	x		x	
APB2001	Brand Identity	x	x	x	x		x	x		x	x	x
APB2002	Campaign Planning			x	x				x	x		
APB2003	PR and Content Creation		x	x	x				x	x	x	x
APB2004	Creative Work Placement			x	x	x		x		x	x	
APB3000	AI, Digital Communications and Marketing	x	x		x			x		x	x	
APB3001	Brand Management	x	x		x		x	x	x	x		x
APB3002	Major Project		x	x		x	x	x	x	x	x	x
APB3003	Professional Identity and Entrepreneurship			x	x				x		x	x