Programme Specification

BA (Hons) Art and Design (with Foundation)

Awarding Institution:	The University of Bolton		
Teaching Institution:	The University of Bolton		
Division and/or Faculty/Institute:	Arts and Media Technologies		
Professional accreditation	Professional body	Professional body URL	Status of graduates
	N/A	N/A	N/A
Final award(s):	BA (Hons)		
Interim award(s)	N/A		
Exit or Fallback award(s)	Certificate of Higher Education in Art and Design Diploma of Higher Education in Art and Design		
Programme title(s)	Art and Design		
UCAS Code	WW50		
JACS Code	W990		
University Course Code(s)	ART0030 ART5031		
QAA Benchmark Statement(s)	Art and Design		
Other internal and external reference points	QAA Academic Infrastructure, including the Framework for Higher Education Qualifications and the Code of Practice UK Quality Code for Higher Education University of Bolton awards framework Arts Council		
Language of study	English		
Mode of study and normal period of study	Full-time 4 years Part-time 6 years		

Admissions criteria
Standard Requirements: Applicants for the programme will normally have:
- A/AS/Vocational A Levels or equivalent in a relevant subject area(s) plus five GCSE passes at Grade C or above including maths, English
- an interview with a member of the programme team;
- a portfolio of visual/creative work.

Non-Standard Entry: The University may admit applicants who do not have the Level 3 qualification in an appropriate area but who hold alternative qualifications and/or experience demonstrating appropriate knowledge and skills at Level 3. Candidates with strong portfolios of visual/creative work are encouraged to apply.

Overseas candidates from a country where the language of instruction is not English must have English Language proficiency of IELTS 6.0 or equivalent in addition to entry criteria stated above.

Additional admissions matters
Applicants will be interviewed face-to-face or via Skype. The portfolio is an important part of the selection process.

Fitness to practise declaration
Not applicable

Principle aims of the programme

The principal aims of the programme are to:

- provide opportunities for you to explore areas of Art and Design and develop a sound portfolio of creative work;
- provide you with a stimulating, comprehensive and progressive programme of study;
- provide you with the ability to develop a range of subject-specific practical skills and to recognise those transferable skills, useful for subsequent employment, self-employment and/or professional development;
- equip you with the professional and critical skills to pursue an informed and articulate art and design practice as a preparation for a successful career in, or as professional development within, the creative industries;
- provide you with opportunities to evaluate evidence, arguments and assumptions, to reach sound judgements, and to communicate effectively;
- enable you to develop generic graduate skills required for employment in situations requiring the exercise of personal responsibility, as well as academic and research skills to help prepare you for postgraduate study;
- develop your appreciation and understanding of the aesthetic, social, moral, ethical, environmental, economic and global issues and contexts which affect decision-making within an art and design context.

Distinctive features of the programme

The Foundation element of the programme provides an opportunity for you to explore areas of Art and Design and develop a sound portfolio of creative work. It will also help you make choices regarding progression routes to take during the remainder of the programme

Following the Foundation element of the programme, you can study two specialisms side by side. This creates a learning environment that supports you as multi-skilled practitioner and offers you a distinctive and unique combination of specialisms and modules. Throughout the programme you can remain as a multi-skilled practitioner or you may specialise in one area in year four. This unique approach makes the programme particularly attractive to those who wish to teach due to the possibility of acquiring a broad skill base that translates well into the classroom environment. The programme has the capacity to offer combinations that are robust and exciting delivering the relevance of new technologies alongside the richness of traditional craft-based practice.

While you are on this programme you have access to a broad range of live project briefs that are available across the modules as well as a rich visiting speaker programme. Art and Design students have access to specialist tutors, workshops, studios and technical support. In addition to the technical and practical elements, the programme addresses broad-based issues such as internationalism, globalisation and sustainability, and ethical issues appropriate to your specialisms. You will also be offered the opportunity to join study visits both national and international - please note trips and study visits are optional, vary from year to year, and are charged to the student.

K. Knowledge and understanding
On successful completion of the programme you will be able to demonstrate systematic knowledge and understanding of:
1. careers in an art and design context;
2. the importance of the research process in art and design;
3. properties of materials and media;
4. the nature of different disciplines in art and design;
5. generating ideas, concepts, proposals, solutions or arguments independently and collaboratively in response to set briefs and as self-initiated activity;
6. the relationship of artists and designers with their relationship with audiences, clients, markets, users, consumers, participants, co-workers and co-creators;
7. how to analyse contemporary art and design practice and to make theoretically informed and critical judgements;
8. the development of ideas through to visual outcomes, for example images, design artwork, artefacts, environments, products or texts;
9. your selected areas of art and design practice with reference to aesthetic, moral, ethical, professional, social and global contexts;
10. the critical, contextual, historical and conceptual dimensions of art and design practice.
C. Cognitive, intellectual or thinking skills
On successful completion of the programme you will be able to demonstrate the ability to:
1. learn how to make informed judgements and decisions based on research and analysis of evidence;
2. apply an introductory level of research within your practice;
3. learn how to evaluate your own work and the work of others (e.g., peers, designers and artists);
4. use convergent and divergent thinking in observing, investigating, enquiring, visualising and making, and to develop ideas into material outcomes;
5. analyse information and experiences, formulate independent judgements, and articulate reasoned arguments through reflection, review and evaluation;
6. source, navigate, select, retrieve, analyse, evaluate, manipulate and manage information and research data;
7. manage the interaction between intention, process, outcome, context and dissemination.

P. Practical, professional or subject-specific skills On successful completion of the programme you will be able to demonstrate the ability to:
1. make creative use a range of media and materials;
2. experiment with, and develop, introductory skills in using a range of materials, techniques and processes within art and design;
3. produce creative outcomes in response to briefs;
4. develop a professional portfolio that showcases your specialist skills in art and design to aid your progression from the broad foundation level of your programme to the more specialist levels;
5. employ materials, media, techniques, methods, technologies and tools with skill and imagination whilst observing good working practices;
6. communicate ideas orally, visually and in written form to others in a clear, effective and skilled manner;
7. present ideas and work to audiences in a range of situations in an effective manner;
8. select and employ communication and information technologies effectively.
T. Transferable, key or personal skills On successful completion of the programme you will be able to demonstrate the ability to:
1. learn how to communicate and present information effectively;
2. correctly use a variety of ICT applications and hardware;
3. develop note-taking and essay writing skills;
4. implement safe working practices;
5. use numeracy skills correctly;
6. apply resourcefulness and entrepreneurial skills to your own practice or to that of others;
7. study independently, set goals, manage your own workloads and meet deadlines;
8. interact effectively with others through collaboration, collective endeavour and negotiation;
9. anticipate and accommodate change, and handle ambiguity, uncertainty and unfamiliarity;
10. identify personal strengths and needs.

Programme structure

The programme is made up of 120 credits at level FE3 (Foundation element), 120 credits at level HE4, 120 credits at level HE5 and 120 credits at level HE6, making 480 credits in total.

All students take the foundation element which is comprised of the following five core modules: Introduction to Art and Design Practice and Study; Media and Materiality in Art and Design; 2D Art and Design; 3D Art and Design; and Specialist Art and Design Project.

Following this, all students take six core modules and eleven specialist option modules. The six core modules are: Scholarship; Applied Creativity; Employability and Enterprise; Research; Professional Practice and Self-Promotion; and Major Project. There are several pathways on the Art and Design programme – each pathway provides a combination of two of the following five subject areas: Animation and Illustration; Graphic Design; Fine Art; Photography; and Textiles and Surface Design. Specialist option modules taken will depend on the pathway selected. Tutors will be able to guide students with their choices of pathway. The full range of specialist option modules available are listed below.

Module Code	Module title	Core/ Option/ Elective (C/O/E)	Credits	Length (1, 2 or 3 periods)
AAD3001	Introduction to Art and Design Practice and Study	**C**	20	1
AAD3002	Media and Materiality in Art and Design	**C**	20	1
AAD3003	2D Art and Design	**C**	20	1
AAD3004	3D Art and Design	**C**	20	1
AAD3005	Specialist Art and Design Project	**C**	40	1

Module Code	Module title	Core/ Option/ Elective (C/O/E)	Credits	Length (1, 2 or 3 periods)
AAD4000	Scholarship	**C**	20	1
AAD4004	Applied Creativity	**C**	20	1
AAD5000	Employability and Enterprise	**C**	20	1
AAD6000	Research	**C**	20	1
AAD6002	Professional Practice and Self-Promotion	**C**	20	1
AAD6001	Major Project	**C**	40	1
GRD6000	Advanced Design Practice	**O**	20	1
PTO6001	Advanced Photography Practice: Portfolio for Exhibition	**O**	20	1
PTO6000	Advanced Photography Practice: Research, Presentation and Exhibition	**O**	20	1
FIA6000	Advanced Practice and Theories in Context	**O**	20	1
TSD6000	Advanced Textile and Studio Practice	**O**	20	1
TSD6001	Advanced Techniques and Processes	**O**	20	1
AAD5002	Advanced 3D Physical Processes	**O**	20	1
TSD4001	Applied Design for Fashion and Interiors	**O**	20	1
PTO5022	Applied Techniques into Practice	**O**	20	1
GRD5000	Craft and Digital Production	**O**	20	1
GRD5001	Design Practice	**O**	20	1
GRD5003	Design for Emerging Technologies	**O**	20	1
ANI4000	Digital Animation and Illustration	**O**	20	1

AAD4003	Digital Creativity	**O**	20	1
FIA5022	Fine Art: Promotion and Exhibition	**O**	20	1
FIA5020	Fine Art: Themes, Theories and Practice	**O**	20	1
FIA 4020	Fundamentals and Theories of Studio Practice	**O**	20	1
AAD4001	Ideas into Reality	**O**	20	1
ANI4001	Narrative Illustration	**O**	20	1
ANI5002	Open Study	**O**	20	1
AAD5001	Past, Present and Futures: Theory in Context	**O**	20	1
PTO4020	Photographic Techniques (Digital)	**O**	20	1
PTO4021	Photographic Techniques (Wet)	**O**	20	1
ANI5000	Principles of Animation	**O**	20	1
GRD4001	Principles of Design	**O**	20	1
ANI5001	Principles of Illustration	**O**	20	1
FIA6001	Public Art in Contemporary Practice	**O**	20	1
PTO5020	Studio: Techniques into Practice	**O**	20	1
FIA 4021	2D Art: Principles and Processes	**O**	20	1
AAD4006	3D Physical Processes	**O**	20	1
AAD4002	Visual Literacy	**O**	20	1
ANI6000	Visual Style	**O**	20	1
TSD5001	The Designer Maker: Research and Ideas Development	**O**	20	1
TSD5003	The Designer Maker: Making for Exhibition or Sale	**O**	20	1
TSD5000	The Surface Designer: Digital Textile Design and Print	**O**	20	1
TSD5002	The Surface Designer: Studio and Freelance Practice for 2D and 3D	**O**	20	1

Learning and teaching strategies

Learning and teaching methods apply a blended style which means you will have face-to- face sessions as well as participating in online learning. Active learning is promoted via seminars, lectures and tutorials, practical workshop demonstrations, a visiting speaker programme, critiques, study visits, self-directed study, IT sessions, library and guided study, and online learning (e-learning). Online learning is mostly delivered via the Virtual Learning Environment (VLE) used by the University which is called Moodle. Moodle allows students to access learning materials and study aids either on or off the campus. The use of Moodle is of great benefit as it allows self-directed study to be completed from anywhere at any time. You will also use the internet for research, and to set up blogs and digital portfolios.

Module-based design briefs will give you an insight into the professional environment; this is achieved via simulated design briefs, client-led live briefs, and competition briefs. Students are supported through the process via group tutorial and critiques, one-to-one tutor feedback, and regular feedback from clients and collaborators.

Study visits will take place to sites of importance as appropriate to the combination of subjects you will be studying (i.e., galleries, public art installations, archives, trade fairs, sculpture parks, art centres – London, Manchester, and so on). As previously mentioned, students make additional payments for visits and trips.

Learning activities (KIS entry)

	Course Year			
	1	2	3	4
Scheduled learning and teaching activities	42	46	47	40
Guided independent study	58	54	53	60
Placement/study abroad	0	0	0	0

Assessment strategy

Assessment tasks are linked to the learning outcomes of each module. You will have formative assessment to help you learn and develop your knowledge and skills and summative assessment on which you are graded. Formative assessment will take place throughout the programme via tutorial discussion, peer review, seminar, and group critique at the end of projects. Written and/or oral feedback will be provided at designated intervals from tutorials and peer review as specified in the module specifications. Often this takes place at the mid-point of the module. Summative Assessment usually takes place at the end of the module. Assessment is normally by coursework. There are usually practical outcomes supported by a sketchbook of developmental ideas and a written research journal.

Assessment methods (KIS entry)

	Course Year			
	1	2	3	4
Written exams	0	0	0	0
Coursework	97	100	100	100
Practical exams	3	0	0	0

Assessment regulations

- Assessment Regulations for Undergraduate Modular Programmes

Grade bands and classifications

Grade Description	Mark %	Honours Degree Classification
Work of exceptional quality	70+	i
Work of very good quality	60-69	ii.i
Work of good quality	50-59	ii.ii
Work of satisfactory quality	40-49	iii
Borderline fail	35-39	
Fail	Below 35	

Honours classification

You will normally be awarded the honours classification resulting from the application of either Rule ACM20 or Rule ACM6.

Rule ACM20

A weighted average of the marks from modules worth a total of 200 credits at Levels HE5 and HE6 combined, including the marks from modules worth no more than 80 credits at least at Level HE5 (weighted 30 percent) and marks from modules worth at least 120 credits at Level HE6 (weighted 70 percent), which represent the best marks achieved by you at those Levels.

Where the average falls unequivocally into one of the following bands: 48.00 - 49.99, 58.00 - 59.99, 68.00 - 69.99; and you have achieved marks clearly in an honours classification category higher than their average for modules worth at least 110 credits, then you will be awarded an honours degree in the classification category one higher than that indicated by your average.

Role of external examiners

External examiners are appointed for all programmes of study. They oversee the assessment process and their duties include: approving assessment tasks, reviewing assessment marks, attending assessment boards and reporting to the University on the assessment process.

Support for student learning

The following are examples of support for student learning.

- The programme is managed by a programme leader
- An induction programme introduces students to the University and the programme
- Each student has a personal tutor, responsible for support and guidance
- Personal Development Planning (PDP) is integrated into the programme
- Feedback on formative and summative assessments
- A Student Centre providing a one-stop shop for information and advice
- University support services include housing, counselling, financial advice, careers and a disability
- A Chaplaincy
- Library and IT services
- Student Liaison Officers attached to each Faculty
- The Students' Union advice services
- Faculty and Programme Handbooks which provide information about the programme and University regulations
- The opportunity to develop skills for employment
- English language support for International students
- The VLE used by the University will be used for online learning
- Specialist facilities studios and workshops within fine art, photography, textiles and surface design, animation and illustration and graphics relevant to your combination of subjects
- Academic module tutors provide support during the modules
- Feedback on assignments, workshops and technical assistance
- The university careers service and web pages at http://www.bolton.ac.uk/Careers/Home.aspx

Methods for evaluating and enhancing the quality of learning opportunities

We continually enhance the quality of the programme and the follow are examples of ways in which we do this.

- Programme committees with student representation
- Module evaluations by students
- Students surveys, e.g. National Student Survey (NSS)
- Annual quality monitoring and action planning through Programme Quality Enhancement Plans (PQEPs), Data Analysis Report (DARs) Subject Annual Self Evaluation Report (SASERs), Faculty Quality Enhancement Plans (FQEPs), University Quality Enhancement Plan (UQEP)
- Peer review/observation of teaching
- Professional development programme for staff
- External examiner reports

Other sources of information

Student portal http://www.bolton.ac.uk/Students/Home.aspx
Students Union http://www.ubsu.org.uk/
Faculty Handbook http://www.bolton.ac.uk/students/
Programme Handbook
Student Entitlement Statement
Module database
Moodle
External examiners reports
http://www.bolton.ac.uk/Quality/QAEContents/ExternalExaminersReports/Home.aspx
The university careers service and web pages at
http://www.bolton.ac.uk/Careers/Home.aspx

Document control

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