

Course Specification

Course Summary Information			
1	Course Title		BA (Hons) Art and Design with Foundation Year
2	BCU Course Code	UCAS Code	US0720F W19F
3	Awarding Institution		
4	Teaching Institution(s) (if different from point 3)		
5	Professional Statutory or Regulatory Body (PSRB) accreditation (if applicable)		

6	Course Description
	<p>The Foundation Year The course concludes in a public professional exhibition of your practical work supported by individual websites.</p> <p>This four-year Art and Design degree course with a foundation year has been specifically designed to allow students to who do not initially meet the entry requirements for a three-year degree, to undertake an additional year of study which will build stronger creative footings to ensure successful progression through their chosen degree course.</p> <p>Working in a lively and energetic environment, students will be given the freedom to expand their knowledge of practical skills, creative exploration and conceptual development, underpinned by broad critical understanding, academic writing and emerging theoretical principles.</p> <p>There will be a range of opportunities to work on collaborative projects aimed to develop employability partnerships and to identify the role of developing practitioner. BA teaching staff from across both schools will work closely with students throughout the course to prepare them for progression.</p> <p>After successful completion of the foundation year, students will have the flexibility to change direction onto a related undergraduate degree programme within Birmingham School of Art or the School of Visual Communication.</p> <p>BA Art & Design</p> <p>Our BA (Hons) Art and Design course is a highly flexible interdisciplinary programme of study that encourages you to identify your own individual practices, apply them to a range of real world contexts and facilitate creative responses to a range of issues.</p> <p>After an initial diagnostic period, critical approaches and design methodologies will help your personal development through external facing 'live' projects, collaborative working with both university and other professional organisations, diverse workshop facilities, and a team of academic and technical staff.</p>

What's covered in the course?

This degree covers interdisciplinary approaches to practice in contemporary art, design and craft.

You will work on studio, live and collaborative projects to develop your own independent practice, whether your interest lies in photography, installation, print, digital media, sculpture, illustration, curatorial practice, textiles, drawing, sound, graphic design, public art or three-dimensional design. Working closely with academic and technical staff, you will develop new skills and approaches to projects which help you gain confidence, helping you to uncover your own strengths and interests.

At all levels, contemporary and historical contexts modules are clearly aligned with core practical modules to develop the integration of theory and practice and develop the way critical studies are embedded within the programme.

Students' personal development is enhanced by regular talks and workshops from visiting experts from a range of backgrounds – such as artists, designers, curators, craftspeople, entrepreneurs, educators and project managers alongside representatives from regional and national support agencies for the creative industries. You'll also receive the support of expert academics, like Stuart Whipps, who has recently exhibited his work in the British Art Show.

Students are all also required to engage in an experiential placement in the second year of the programme to develop an understanding their potential role within the relevant professional sector. This provides an opportunity for students to develop a post-graduation roadmap including a visualisation of their ideal future, analysis of their personal capital, barriers and values and a development timeline to identify future aims and objectives.

Students have previously enjoyed experiences, like responding to the architecture of Dudley Zoological Gardens' World Heritage Site and in particular the Zoo's 1930s-listed animal enclosures.

Our graduates have recently showcased their work at Birmingham Museum and Art Gallery, MK Gallery, and also presented a collection of design ideas to Associated Architects, earning a £5,000 prize to further present their work in the West Midlands.

7	Course Awards		
7a	Name of Final Award	Level	Credits Awarded
	Bachelor of Arts with Honours Art and Design	6	480
7b	Exit Awards and Credits Awarded		
	Foundation Certificate Visual Arts and Communication	3	120
	Certificate of Higher Education Art and Design	4	240
	Diploma of Higher Education Art and Design	5	360
	Bachelor of Arts Art and Design	6	420

8	Derogation from the University Regulations
	Not applicable

9	Delivery Patterns		
Mode(s) of Study	Location	Duration of Study	Code
Full Time	City Centre	3 years	US0720F

10	Entry Requirements
	The admission requirements for this course are stated on the course page of the BCU website at https://www.bcu.ac.uk/ , or may be found by searching for the course entry profile located on the UCAS website .

11	Course Learning Outcomes
	Knowledge and Understanding
1	Identify Art & Design disciplines and their boundaries.
2	Apply theory in relationship to practice.
3	Deploy a broad range of working strategies and methodologies and their speculative and appropriate use within practice.
4	Articulate the basic requirements for professional practice and employability.
	Cognitive and Intellectual Skills
5	Critically evaluate knowledge, concepts and ideas in practical, verbal and written forms.
6	Draw conclusions based on a rigorous, analytical and critical approach.
7	Synthesise and evaluate practical solutions in a wider context.
8	Develop techniques for researching, monitoring, reviewing and directing working methods.
	Practical and Professional Skills
9	Critically reflect on personal practice and modify accordingly.
10	Develop intellectual, practical, technical and communication skills appropriate to an informed approach to individual practice.
11	Synthesise and apply creatively what has been learned.
12	Justify ideas and critical positions through visual, written and verbal presentation.
	Key Transferable Skills
13	Develop skills to elicit the co-operation of others and work collaboratively.
14	Deploy a variety of forms of communication and expression and employ them effectively.
15	Integrate skills in the use of information technologies.
16	Self-motivate through organisational skills and effective planning and management.

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12a	<p>Level 3:</p> <p><i>In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):</i></p> <table border="1"> <thead> <tr> <th>Module Code</th> <th>Module Name</th> <th>Credit Value</th> </tr> </thead> <tbody> <tr> <td>VIS</td> <td>Understanding Practice</td> <td>20</td> </tr> <tr> <td>VIS3001</td> <td>Creative Development & Production</td> <td>40</td> </tr> <tr> <td>VIS3002</td> <td>Perspectives on Practice</td> <td>20</td> </tr> <tr> <td>VIS3003</td> <td>Creative Realisation</td> <td>40</td> </tr> </tbody> </table> <p>Level 4:</p> <p><i>In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):</i></p> <table border="1"> <thead> <tr> <th>Module Code</th> <th>Module Name</th> <th>Credit Value</th> </tr> </thead> <tbody> <tr> <td>ART4223</td> <td>Introduction to Art & Design Practice 1: The Workshop</td> <td>20</td> </tr> <tr> <td>ART4224</td> <td>Introduction to Art & Design Practice 2: The Studio</td> <td>40</td> </tr> <tr> <td>ART4225</td> <td>Introduction to Art & Design Practice 3: The World</td> <td>20</td> </tr> <tr> <td>ART4226</td> <td>Introduction to Contemporary & Historical Contexts</td> <td>20</td> </tr> <tr> <td>ADM4002</td> <td>Collaborative Project</td> <td>20</td> </tr> </tbody> </table> <p>Level 5:</p> <p><i>In order to complete this course a student must successfully complete all the following CORE modules (totalling 80 credits):</i></p> <table border="1"> <thead> <tr> <th>Module Code</th> <th>Module Name</th> <th>Credit Value</th> </tr> </thead> <tbody> <tr> <td>ART5135</td> <td>Establishing Art & Design Practice 1</td> <td>40</td> </tr> <tr> <td>ART5137</td> <td>Establishing Contemporary & Historical Contexts</td> <td>20</td> </tr> <tr> <td>ADM5000</td> <td>Work Placement</td> <td>20</td> </tr> </tbody> </table> <p><i>In order to complete this course a student must successfully complete 40 credits from the following list of OPTIONAL modules:</i></p> <table border="1"> <thead> <tr> <th>Module Code</th> <th>Module Name</th> <th>Credit Value</th> </tr> </thead> <tbody> <tr> <td>ART5136</td> <td>Establishing Art & Design Practice 2</td> <td>20</td> </tr> <tr> <td>ART5139</td> <td>Establishing Art & Design Practice 2</td> <td>40</td> </tr> <tr> <td>ADM5001</td> <td>Live Project</td> <td>20</td> </tr> <tr> <td>ADM5006</td> <td>Collaborative Practice</td> <td>20</td> </tr> </tbody> </table>	Module Code	Module Name	Credit Value	VIS	Understanding Practice	20	VIS3001	Creative Development & Production	40	VIS3002	Perspectives on Practice	20	VIS3003	Creative Realisation	40	Module Code	Module Name	Credit Value	ART4223	Introduction to Art & Design Practice 1: The Workshop	20	ART4224	Introduction to Art & Design Practice 2: The Studio	40	ART4225	Introduction to Art & Design Practice 3: The World	20	ART4226	Introduction to Contemporary & Historical Contexts	20	ADM4002	Collaborative Project	20	Module Code	Module Name	Credit Value	ART5135	Establishing Art & Design Practice 1	40	ART5137	Establishing Contemporary & Historical Contexts	20	ADM5000	Work Placement	20	Module Code	Module Name	Credit Value	ART5136	Establishing Art & Design Practice 2	20	ART5139	Establishing Art & Design Practice 2	40	ADM5001	Live Project	20	ADM5006	Collaborative Practice	20
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Level 6:

In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):

Module Code	Module Name	Credit Value
ADM6006	Major Project	60
ART6133	Research in Practice	40
ART6132	Professional Portfolio	20

12b Structure Diagram

Please note list of optional modules is indicative only. Students' choice will not be guaranteed for optional modules but a fair and transparent process will be adopted and shared with students.

BA (Hons) Art & Design		
LEVEL 3 – Full Time		
Semester 1		Semester 2
Understanding Practice (20 Credits – core)	Creative Development & Production (40 credits – core)	Perspective on Practice (20 credits – core)
		Creative Realisation (40 credits – core)

LEVEL 4 – Full Time		
Semester 1		Semester 2
Introduction to Art & Design Practice 1: The Workshop (20 Credits –core)	Introduction to Art & Design Practice 2: The Studio (40 Credits – core)	Introduction to Contemporary & Historical Contexts (20 credits - core)
		Introduction to Art & Design Practice 3: The World (20 credits - core)
		Collaborative Project (20 credit – Core)

LEVEL 5 – Full Time	
Semester 1	Semester 2
Establishing Art & Design Practice 1. (40 credits - core)	Work Placement (20 credits –core)
	'Live Module' (20 credits – option)
	Establishing Art & Design Practice 2 (20 or 40 credits –option)
Establishing Contemporary & Historical Contexts (20 credits - core)	Collaborative Practice (20 credits – option)
	International Exchange (60 credits – option) *replaces 3 modules above.

LEVEL 6 – Full Time	
Semester 1	Semester 2
Major Project (60 credits – core)	
Contemporary & Historical Contexts (40 credits – core)	Professional Portfolio (20 credits – core)

13 Overall Student Workload and Balance of Assessment

Overall student *workload* consists of class contact hours, independent learning and assessment activity, with each credit taken equating to a total study time of around 10 hours. While actual contact hours may depend on the optional modules selected, the following information gives an indication of how much time students will need to allocate to different activities at each level of the course.

- *Scheduled Learning* includes lectures, practical classes and workshops, contact time specified in timetable
- *Directed Learning* includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning
- *Private Study* includes preparation for exams

The *balance of assessment* by mode of assessment (e.g. coursework, exam and in-person) depends to some extent on the optional modules chosen by students. The approximate percentage of the course assessed by coursework, exam and in-person is shown below.

Level 3

Workload

% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	480
Directed Learning	480
Private Study	240
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	100%
Exam	0
In-Person	0%

Level 4

Workload

% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	360
Directed Learning	600
Private Study	240
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	97%
Exam	0
In-Person	3%

Level 5
Workload
% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	250
Directed Learning	710
Private Study	240
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	66%
Exam	0
In-Person	34%

Level 6
Workload
% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	99
Directed Learning	861
Private Study	240
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	84%
Exam	0
In-Person	16%