

Course Specification

Course Summary Information		
1	Course Title	BA (Hons) Art and Design with Creative Technologies with Foundation
2	Course Code	US1205F-02 - BA (Hons) Art and Design with Creative Technologies
3	Awarding Institution	Birmingham City University
4	Teaching Institution(s) (if different from point 3)	
5	Professional Statutory or Regulatory Body (PSRB) accreditation (if applicable)	N/A

6	Course Description (Marketing text for website)
	<p>The Foundation Year</p> <p>This four-year Art and Design degree course with a foundation year has been specifically designed to allow students 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 Birmingham Institute of Creative Arts (BICA) will work closely with students throughout the year 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, the School of Visual Communication or the School of Games, Film and Animation.</p> <p>BA (Hons) Art and Design with Creative Technologies Maker? Thinker? Futurist? Coder? Performer? Technologist? Conservationist? Designer? Interested? Our new hybrid BA (Hons) is a course for the future, where you will explore the intersection of art and design to create your career in the evolving creative industries.</p> <p>Many innovative creative studios now define themselves as interdisciplinary, a word which defines the fluid movement across the fields of art, design and technology. Rather</p>

than specialising in a particular creative discipline, our cutting-edge course reflects how these studios practice by exploring the intersection between art and design, with the implementation of new creative digital technologies.

Our course will prepare you to be ready for employment within the creative industries by providing you with long-term creative skills to map out your creative future. With you at the centre, we will explore the intersections of art and design, providing a space where you can understand, develop and create a career in the evolving creative industries. You will develop the necessary self-awareness to question, make, play and create with others. The versatility of our experimental studio environment will enable you to explore the necessary collisions that innovative ideas creation now requires, while enhancing a range of core skills including design thinking, creative problem-solving, collaboration, communication, and making. Whether you choose to combine creative coding with foraging for natural materials, photography with artificial intelligence, or welding with audio performance, you will respond to live briefs set by real-life clients. The flexible, student-centred approach to the curriculum, informed by professional practitioners, will enable you to be imaginative, confident and convincing in designing and shaping your role in tomorrow's free flowing, boundary free creative industries.

Creative Technologies Pathway

All students will be introduced to the fundamentals of interdisciplinary art and design practice with a focus on new creative technologies, which forms the core ethos of this course. In line with the development of our digital futures we are introducing an optional pathway in Creative Technologies which will give you the opportunity to focus specifically on further developing your digital skills through a breadth of technological approaches.

If you choose the Creative Technologies pathway you will cover the same curriculum, but will opt for technology-based outcomes. You will be assessed in relation to your exploration, questioning and use of a range of contemporary digital technologies and your creative applications in relation to the module theme. Work may still embrace a sense of physicality but the focus will retain an element of Creative Technologies. You can either choose the Creative Technologies pathway at the start of your studies, or transfer over to the Creative Technologies pathway at the end of each academic year. At the end of each year, during feedback with tutors, you can transfer over to the Creative Technologies pathway, but you will be required to evidence 80% engagement with the weekly Creative Technologies workshops, which you will document on a digital platform 'Workshop Log'. If you have not engaged in workshops to 80%, you will need to evidence sufficient engagement over the summer.

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

8	Derogation from the University Regulations		
	N/A		

9	Delivery Patterns			
	Mode(s) of Study	Location(s) of Study	Duration of Study	Code(s)
	Full Time with a Foundation Year	Margaret Street	4 years	US1205F-02
	Full Time with Professional Placement Year with Foundation Year	Margaret Street	5 years	US1207F-02

10	Entry Requirements	
	Home:	The admissions requirements for this course are stated on the course page of the BCU website at https://www.bcu.ac.uk
	EU:	IELTS 6.0 with 6.0 in writing and no less than 5.5 in the remaining three skills
	International:	IELTS 6.0 with 6.0 in writing and no less than 5.5 in the remaining three skills
	Access:	

11	Course Aims	
	<p>The aims of the course are to:</p> <ul style="list-style-type: none"> Place students at the heart of the curriculum to enable them to develop a greater self-awareness to manage their own learning and potential as interdisciplinary practitioners. 	

	<ul style="list-style-type: none"> • Enable students to become more thoughtful and resourceful than those trained in a single specialism. • Raise student awareness of the barriers between the university and the world by removing traditional disciplinary siloes. • Provide students with a multi-tooled approach to thinking, making, doing and feeling. • Provide a flexible curriculum structure that will enable the course to keep adapting as the world is adapting. • Support students to become sustainable artists, designers and thinkers, able to contribute better to the fast-changing world we all live in. • Enable students to develop professional attributes both within and outside the curriculum through live briefs, employability events, specialist workshops, guest speakers and a work placement opportunity. • Provide students with a broad understanding of the evolving creative industries, and how business models, relationships and working patterns are changing, through the exploration of digital technologies, reflective problem solving, collaboration and team work. • Provide students with a futures-approach to art and design, with long-term skills and employability, to enable graduates to take up and even shaping their future roles as creative leaders and practitioners of change.
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12	Course Learning Outcomes
	Knowledge and understanding
	Relate to the needs of an identified client, user, community or audience in an empathetic, human-centred way and planet-centred way.
	Critically evaluate the appropriateness of different art and design methodologies and making approaches through review, discussion and critique, to propose solutions.
	Construct a position for yourself locally, nationally or globally, in relation to a professional career within the creative industries.
	Critically evaluate the contextual, historical, conceptual, economic, social, environmental, and ethical dimensions of interdisciplinary art and design practice.
	Investigate the creative practitioner's relationship with audience, clients, markets, environments, users, consumers, participants, co-workers and co-creators within the professional environment.
	Critically evaluate the implications and potential for current and emerging creative digital technologies, in relation to interdisciplinary art and design practice.
	Skills and Attributes
	Engage with real-life problems relevant to sustainable development in different local, national and global communities and circumstances.

	Be flexible, resourceful and resilient, and adapt a problem-solving mindset to fit changing or unforeseen circumstances.
	Work collaboratively as part of an effective team, including confidence, critical self-awareness, listening, teamwork, decision making, negotiation and evaluation.
	Communicate verbally and visually and present complex ideas clearly and succinctly, to both specialist and non-specialist audiences.
	Take risks and learn from constructive failure.
	Construct complex problem-solving skills and processes using research, experimentation and reflection to identify relevant opportunities, purposes and solutions through the use of creative digital technologies.

13	Level Learning Outcomes
	<i>Upon completion of Level 4 / the Certificate of Higher Education, students will be able to:</i>
	Knowledge and understanding
	Identify the needs of a client, user, community or audience, and the needs of the planet.
	Discuss the critical, contextual, historical, conceptual, economic, social, environmental, and ethical dimensions of interdisciplinary art and design practice.
	Communicate the appropriateness of different art and design methodologies and making approaches.
	Evaluate the role of interdisciplinary art and design practitioners within the evolving creative industries, in relation to creative digital technologies.
	Skills and Attributes
	Work collaboratively as part of an effective team.
	Verbally and visually communicate.
	Question and critique yourself and others.
	Engage in interdisciplinary discussion to inform thinking about sustainable futures in relation to creative digital technologies.
	<i>Upon completion of Level 5 / the Diploma of Higher Education, students will be able to:</i>
	Knowledge and understanding
	Relate to the needs of an identified client, user, community or audience, and the needs of the planet.

	Apply appropriate art and design methodologies and making approaches through review, discussion and critique, to propose solutions.
	Critically analyse a position for yourself locally, nationally or globally.
	Critically analyse the role of interdisciplinary art and design practitioners within the evolving creative industries, in relation to creative digital technologies.
	Skills and Attributes
	Engage with real-life problems relevant to sustainable development in different local, national and global communities and circumstances.
	Work collaboratively as part of an effective team, including confidence, critical self-awareness, listening, teamwork, decision making, negotiation and evaluation.
	Communicate verbally and visually, and present ideas clearly and succinctly.
	Apply problem-solving skills and processes using research, experimentation and reflection to identify relevant opportunities, purposes and solutions through the use of creative digital technologies.
	<i>Upon completion of 60 credits at Level 6 / the Bachelors Degree, students will be able to:</i>
	Knowledge and understanding
	Relate to the needs of an identified client, user, community or audience in an empathetic, human-centred and planet-centred way.
	Critically evaluate the appropriateness of different art and design methodologies and making approaches through review, discussion and critique, to propose solutions.
	Critically evaluate the contextual, historical, conceptual, economic, social, environmental, and ethical dimensions of interdisciplinary art and design practice.
	Critically evaluate the implications and potential for current and emerging creative digital technologies, in relation to interdisciplinary art and design practice.
	Skills and Attributes
	Be flexible, resourceful and resilient, and adapt a problem-solving mindset to fit changing or unforeseen circumstances.
	Work collaboratively as part of an effective team, including confidence, critical self-awareness, listening, teamwork, decision making, negotiation and evaluation.
	Communicate verbally and visually and present complex ideas clearly and succinctly, to both specialist and non-specialist audiences.

Construct complex problem-solving skills and processes using research, experimentation and reflection to identify relevant opportunities, purposes and solutions through the use of creative digital technologies.

14 Course Learning, Teaching and Assessment Strategy

Learning and Teaching

Using methods of learning and teaching that are student-centred and inclusive, with a focus on self-awareness from the very beginning of your student journey from 'I' to 'We', the course will ensure that regardless of background, race, gender, religion, age, sexual orientation or disability, you will be provided with the same opportunities and appropriate levels of support to engage and develop your learning. This flexible, impactful, student-centred curriculum is stimulating and challenging, offering impactful methods of learning and teaching that will ensure you are actively responsive and acquire the necessary self-awareness and practical and intellectual skills for personal excellence, graduate level employment and postgraduate and further study.

The course represents the principle of practice-led teaching and learning. You will engage with real and authentic challenges which will allow you to apply knowledge, probe problems, and find purpose for and solutions to the multi-faceted complex problems faced by the creative industries profession. The course applies the Threshold Concept, giving you ownership, and just enough to be able to learn for yourself, and also applies STEAM thinking which is naturally iterative. Therefore, this course will be iterative. The course will offer provision of relevant professional, practical and technical resources, including research-active academic and technical support staff, libraries, workshops, studios, media suits, IT suits, exhibition spaces and lecture rooms.

The delivery of the BA (Hons) Art and Design course will consist of: lectures; seminars; skills-based workshops; supervised group work; field trips; individual and group presentations; supported tutorials; directed learning; independent learning; and private study. The course will also offer extra-curricular activities, including reading groups and digital literacy technical workshops. The course is taught through the exploration of the 'Labs' providing the fundamentals of interdisciplinary design practice, and through a series of core external facing live projects with local, national and global industry and academic partners. A scaffolded, structured approach is used in level 4 and 5 modules, particularly around fundamental academic skills as well as design-specific. This will prepare you for more autonomy at level 6.

Key employability skills will be acquired through both working independently and interacting and collaborating effectively in teams. Guided learning will be used to support you through tasks designed to develop transferable skills and understanding and to promote communication, responsibility and appropriate decision-making processes. The course will be taught by an interdisciplinary team of staff working across departments, collaborating in the sharing of ideas, approaches, and best practice in a quest to continually improve the course, and will be supported by Artists in Residence.

The teaching, learning and assessment methods of the course will include classroom-based modules where you will learn essential thinking, communicating, collaborating, making, and presenting skills to ensure you are able to manage all aspects of your

creative professional development. You will produce reflective written reports, case studies, audio-visual outcomes, professional artefacts and oral presentations. You will create **'Process Logs'** (digital blog/Padlet format) to record your work and demonstrate engagement and understanding of the creative industries. Throughout the course, skills-based workshops will be offered to build both physical and digital skills. You will create **'Workshop Logs'** (digital blog/Padlet format) to record your work and demonstrate engagement. A Personal Tutor will help you reflect on your employability, and support will also be provided with the Placement Officer and BCU's Faculty-aligned Careers Advisors and Graduate Plus Teams. In line with the School of Art student contract, we will equip you to succeed as long as you engage with everything that is made available to you, by signing up for all recommended inductions and workshops.

Assessment

Our assessment strategy is to use **formative** assessment, **summative** assessment, and **self-assessment** structures in each module. Informal formative sessions will also be held on a weekly basis with communal round-ups and sharing in the Thought Lab – with the cohort, others levels, students and staff from other courses and external partners. The aim is to build confidence in presenting ideas and to critique yourself and others from the start. Submissions will be both physical and on-line course work, and individual and group presentations. As developing self-awareness is a priority for the course, a self-reflexive approach to assessment is critical. Therefore, a self-assessment model is also embedded throughout the course, to develop assessment literacy and promote academic integrity. This self-assessment model will support high levels of course progression and retention as it will guide your expectations and achievement in clear, accessible and personal way, and will also demonstrate that the course values your voice.

15 Course Requirements

15a

Level 3:

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
VIS3004	Understanding Practice	20
VIS3001	Creative Development and Production	40
VIS3002	Perspectives on Practice	20
VIS3003	Creative Realisation	40

Level 4:

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
ART4236	Thought Lab	20
ART4241	Materials Lab	20
ART4240	Digital Lab	20
ART4238	Performance Lab	20
ART4239	Nature Lab	20
ART4237	Speculative Lab	20

Level 5:

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
ADM5001	Live Project: Local (Faculty module)	20
ART5145	Live Project: National	40
ART5146	Live Project: Global	40

In order to complete this course a student must successfully complete at least 20 credits from the following indicative list of OPTIONAL modules.

Module Code	Module Name	Credit Value
ADM5000	Work Placement	20
ADM5006	Collaborative Practice	20

Level 5:

In order to qualify for the awards with Professional Placement, a student must successfully complete all of the modules listed above as well as the following Level 5 module (totalling 120 credits):

Module Code	Module Name	Credit Value
PPY5003	Professional Placement	120

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
ART6146	Major Project Art and Design	40

	ART6143	Futures Lab	20
	ART6144	Creation Lab: Creative Technologies	60

15b Structure Diagram
Level 3

SEMESTER ONE		SEMESTER TWO
Understanding Practice (20 Credits – core)	Creative Development & Production (40 credits – core)	Perspective on Practice (20 credits – core)
		Creative Realisation (40 credits – core)

Level 4

SEMESTER ONE	SEMESTER TWO	
Thought Lab (20 Credits – core)	Performance Lab (20 Credits – core)	Speculative Lab (20 Credits – core)
Materials Lab (20 Credits – core)		
Digital Lab (20 Credits – core)	Nature Lab (20 Credits – core)	

Level 5

Live Project: Local (20 Credits – core) (Faculty Module)	Live Project: National (40 Credits – core)	Work Placement (20 Credits – optional) (Faculty Module)	Live Project: Global (40 Credits – core)
		Collaborative Practice (20 Credits – optional) (Faculty Module)	
		International Exchange (60 Credits – optional) (Faculty Module)	

Level 5 – Professional Placement (optional)

<i>Semester 1</i>	<i>Semester 2</i>
Professional Placement (120 Credits)	

Level 6

Major Project Art and Design (40 Credits – core)	Creation Lab: Creative Technologies (60 Credits – core)
Futures Lab (20 Credits – core)	

16 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	
In-Person	

Level 4

Workload

% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	230
Directed Learning	730
Private Study	240
Total Hours	1200

Balance of Assessment

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

Level 5

Workload

% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	178
Directed Learning	782
Private Study	240
Total Hours	1200

Balance of Assessment

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

Level 6

Workload

% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	102
Directed Learning	858
Private Study	240
Total Hours	1200

Balance of Assessment

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