Course Specification

Program Summary Information		
1	**Course Title(s)**	US1535 Art and Design Foundation Year
2	**Course Code(s)**	
3	**Awarding Institution**	Birmingham City University
4	**Teaching Institution(s)** (if different from point 3)	N/A
5	**Professional Statutory or Regulatory Bodies (PSRBs) accreditation** (if applicable)	

6	**Course Description**

The Art and Design Foundation Year allows you to undertake an additional year of study that is specifically tailored to allow you to build a stronger creative base from which to progress and success on your chosen degree.

Working in a friendly, lively and energetic environment, you will be given the freedom to expand your knowledge of practical skills, creative exploration and conceptual thinking, underpinned by broad critical understanding, academic writing and emerging theoretical principles.

Dedicated Foundation tutors, staff from our degree programmes and experienced technicians will support you throughout the year, working closely with you to prepare you for progression. There will be a range of opportunities to work on collaborative and individual projects, aimed to build your social skills and identify your role as a developing practitioner.

What's covered in this course?

Throughout the year you will be challenged with projects that question your current creative experiences and explore a breadth of experimentation to broaden your technical and critical understanding. You will be encouraged to analyse methods and materials appropriate for creative development and to question your position in relation to historical, contemporary and future world scenarios. Both practical and written research tasks will be supported by one- to-one tutorials and small discussion groups to help you build academic and social confidence.

The two first semester modules will form the building blocks for future work and will explore core principles of creative practice focussing on the development of technical confidence, study skills and productivity.

The two final semester modules will encourage a positive integration between research and practice, challenging decision making and technical competency. This semester is designed to empower you with the independent learning skills you will need in your future degree studies.

On successful completion of the Foundation Year, you will have the flexibility to pursue one of a range of undergraduate degree programmes within our School of Arts as follows:

- BA (Hons) Art and Design

	• BA (Hons) Art and Design with Creative Technologies • BA (Hons) Digital Animation • BA (Hons) Entertainment Design • BA (Hons) Fine Art • BA (Hons) Graphic Design • BA (Hons) Illustration • BA (Hons) Photography • BA (Hons) Product Design To progress onto one of these BA (Hons) degree programmes, you must successfully pass all four core modules (totalling 120 credits).

7	**Course Awards**		
7a	**Name of Final Award**	**Level**	**Credits Awarded**
	BA (Hons) in (named award) with Foundation Year	6	480
7b	**Exit Awards and Credits Awarded**		
	Certificate of Higher Education Diploma of Higher Education Bachelor of Arts in (named award)	4 5 6	120 240 300
7c	**Named Awards**		
	BA (Hons) Art and Design BA (Hons) Art and Design with Creative Technologies BA (Hons) Digital Animation BA (Hons) Entertainment Design BA (Hons) Fine Art BA (Hons) Graphic Design BA (Hons) Illustration BA (Hons) Photography BA (Hons) Product Design		

8	**Variation from the University Regulations**
	A list of variations from the University's Academic Regulations, where applicable, is available via the Student Contract Page: https://www.bcu.ac.uk/student-info/student-contract.

9	Delivery Patterns			
Mode(s) of Study		**Location(s) of Study**	**Duration of Study**	**Code(s)**
BA (Hons) Full Time with Foundation Year		Margaret Street/City Centre	4 Years	

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	Level 3 Learning Outcomes
	Upon completion of Level 3 students will be able to:
1	Critique layout and documentation strategies to support the progression of ideas.
2	Employ experimentation in the development of practice-based work.
3	Independently source a range of contexts and global references that inform practical work.
4	Develop ideas in response to critical decision making.
5	Self-initiate and sustain a reflective creative practice.
6	Establish skills in the presentation of work and ideas to an appropriate audience.
7	Reflect on the learning experience through written, visual and oral forms of communication.
8	Identify the historical and future contexts of the chosen subject area.
9	Recognise how creative risk-taking, problem solving, and technical exploration inform creative understanding.
10	Recognise equality, diversity, and inclusivity through participation in interdisciplinary group projects.

12	Course Requirements
12a	**Level 3:** ***Level 3 modules apply to the foundation year students only. You must complete the following core modules (totalling 120 credits) if you enrol in this program with foundation year:***

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

12b	Structure Diagram

Level 3

SEMESTER ONE	SEMESTER TWO
Understanding Practice (20 Credits – core)	Perspective on Practice (20 credits – core)
Creative Development & Production (40 credits – core)	Creative Realisation (40 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	360
Directed Learning	600
Private Study	240
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	75%
Exam	0%
In-Person	25%