

Arts and Creative Industries Foundation Year

Programme Specification

1. Programme title	BA Animation with Foundation Year BA Illustration with Foundation Year BA Graphics with Foundation Year BA Photography with Foundation Year BA Fine Art with Foundation Year BA 3D Animation for Games & Film with Foundation Year BA Interior Design with Foundation Year BA Interior Architecture with Foundation Year BA Fashion with Foundation Year BA Fashion, Communication & Styling with Foundation Year BA Film with Foundation Year BA Advertising, Public Relations & Branding with Foundation Year BA Games & Level Design with Foundation Year BSc Games Design & Development with Foundation Year BA Creative Writing & Journalism with Foundation Year BA Digital Media & Communications with Foundation Year
2. Awarding institution	Middlesex University
3a. Teaching institution	Middlesex University
3b. Language of study	English
4a. Valid intake dates	Sept 2024
4b. Mode of study	<i>FT</i>
4c. Delivery method	<input checked="" type="checkbox"/> On-campus/Blended <input type="checkbox"/> Distance Education
5. Professional/Statutory/Regulatory body	NA
6. Apprenticeship Standard	NA
7. Final qualification(s) available	As above
8. Academic year effective from	2024/25

9. Criteria for admission to the programme

Refer to relevant programme information.

10. Aims of the programme

The programme aims to:

- introduce students to the study of art, design, and media in higher education.
- encourage and develop students' creativity, independence, and self-reflection.
- introduce students to broad art design and media contexts that will help them to situate their own emerging identities
- build a strong digital and creative skills base to support future study
- develop professionalism, teamwork, and self-management skills

11. Programme outcomes*

A. Knowledge and understanding

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

- **A1** the creative process and requirements of an art, design, and media project brief to realise a project outcome.
- **A2** fundamental methods of working independently, and collaboratively.
- **A3** appropriate academic language and terminology
- **A4** the potential directions within the creative Industries

Teaching/learning methods

Students gain knowledge and understanding through:

one-to-one tutorials, project briefs, group presentations, self-directed study, industry talks, visits and resource-based learning. Resources include libraries for books, DVD and videos, journal, and magazine archives, also exhibitions, galleries, museums and the internet.

Assessment methods

Students' knowledge and understanding is assessed by coursework.

B. Skills

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

- **B1** self-manage their time effectively to meet milestones and deadlines.
- **B2** fluently describe their work, reflect and communicate effectively in a range of contexts.
- **B3** apply a range of technical skills and approaches to the production of creative work.
- **B4** demonstrate an ability to record and interpret information from a range of research-based activities to develop ideas for creative outcomes.

Teaching/learning methods

Practice-led guided learning via project briefs, presentations, self-directed study, workshops, demonstrations, industry talks and visits.

Assessment methods

Students' skills are assessed by

- Coursework.
- Evidence of a range of materials and processes used in art, design and media through experimental application.
- Showing and applying an understanding of technical skills to support their creative practice.

12. Programme structure (levels, modules, credits and progression requirements)

12.1 Structure of the programme

Foundation year structure

Semester 1

- **Study Hours:** 144 hours contact / 456 hours independent study
- **Learning Weeks:** 1 to 12
- **Modules:**
 - Module 01: Creative London (30 credits) - Weeks 1 to 12
 - Module 02: Skills and the Creative Process (30 credits) - Weeks 1 to 12

Semester 2

- **Study Hours:** 144 hours contact / 456 hours independent study
- **Learning Weeks:** 13 to 24
- **Modules:**
 - Module 03: Exploring Creative Directions (30 credits) - Weeks 13 to 18
 - Module 04: Major Project and Portfolio (30 credits) - Weeks 19 to 24

12.2 Levels and modules

Level 3

Compulsory

Students must take all of the following:

- ADM0001 Creative London
- ADM0002 Skills and the Creative Process
- ADM0003 Exploring Creative Directions
- ADM0004 Major Project and Portfolio

Optional

NA

Progression requirements

Successful completion of all modules

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

12.3 Non-compensatable modules

Module level	Module code
3	ADM0004

13. Information about assessment regulations

This programme will run in line with general University Regulations

14. Placement opportunities, requirements and support (if applicable)

N/A

15. Future careers / progression

Successful students progress from this foundation year to level 4 of study on a named BA.

16. Particular support for learning

- Programme induction workshop for all students.
- The Learner Enhancement Team (LET) can provide one-to-one tutorials and workshops for those students needing additional support with literacy and numeracy.
- E-mail access to academics and support services.
- Comprehensive information in programme handbook.
- Facilities and equipment available to assist students with disabilities.
- Access to careers information and an Employability Service (MDXWorks) staffed with careers advisers with extensive knowledge of career options in fashion, business and marketing.
- Middlesex University Library and subject librarian will provide access to specialist learning resources i.e., journals, textbooks, reports etc. For ease of access for students based at Hendon, the library has facilities for inter-library loans and photocopying of any articles required. The library can also provide texts/articles or chapters where possible in electronic format for students. Other articles may be obtained from the British Library in London where a similar provision is provided.
- MyLearning/Moodle provides additional information and resources to support students. Course materials, links to resources and interactive exercises are provided.
- Digital assessment within the programme to accommodate the accessibility needs of learners.
- UniHelp: the University's central service through which students can access a range of support for any concerns that might arise throughout their study.
- Counselling and Mental Health Team – provides mental wellbeing support and a confidential individual counselling service to help students manage any challenges affecting them emotionally or psychologically that they might face during their study.

- Disability and Dyslexia Service – supporting an inclusive teaching and learning environment which caters for all students.
- Student Welfare Advice Team – providing information and advice on funding matters and housing.
- International Student Advice Team – providing information and advice on visa and immigration concerns, for both international applicants and current international students.
- ACI Progression and Support Team – providing ongoing student support to ensure students progress on their programme, can be accessed on ACIprogression@mdx.ac.uk

17. HECos code(s)	101361 (Creative arts and design)
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18. Relevant QAA subject benchmark(s)	<p>QAA Benchmark statement for Art & Design (December 2019)</p> <p>QAA Benchmark statement for Creative Writing (December 2019)</p> <p>QAA Benchmark statement for Communication, Media, Film and Cultural Studies (December 2019)</p>
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19. Reference points
<ul style="list-style-type: none"> • QAA Subject Benchmark Statements listed above • The Framework for Higher Education in England, Wales and Northern Ireland • Student, Staff, External Examiners and Graduate feedback comments

20. Other information

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 s/he takes 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 Arts and Creative Industries Foundation

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 creative process and requirements of an art, design, and media project brief to realise a project outcome.
A2	fundamental methods of working independently, and collaboratively.
A3	appropriate academic language and terminology
A4	the potential directions within the creative Industries
Skills	
B1	self-manage their time effectively to meet milestones and deadlines.
B2	fluently describe their work, reflect, and communicate effectively in a range of contexts.
B3	apply a range of technical skills and approaches to the production of creative work.
B4	demonstrate an ability to record and interpret information from a range of research-based activities to develop ideas for creative outcomes.

Programme outcomes							
A1	A2	A3	A4	B1	B2	B3	B4
Highest level achieved by all graduates							
3	3	3	3	3	3	3	3

Module Title	Module Code	A1	A2	A3	A4	B1	B2	B3	B4
Creative London	ADM0001	X		X		X	X		X
Skills and the Creative Process	ADM0002	X	X			X			X
Exploring Creative Directions	ADM0003	X	X		X	X	X	X	X
Major Project and Portfolio	ADM0004		X		X	X	X	X	X