

Programme Aim and Title	BA (Hons) Foundation Year in Art & Design
Intermediate Awards Available	N/A
Teaching Institution(s)	UEL
Alternative Teaching Institutions (for local arrangements see final section of this specification)	NA
UEL Academic School	Arts & Digital Industries
UCAS Code	1V88: BA Animation & Illustration (with Foundation Year) W233: BA Fashion Design (with Foundation Year) BA Fashion Marketing (with Foundation Year) 4T25: BA Fashion Textiles (with Foundation Year) W108: BA Fine Art (with Foundation Year) W219: BA Graphic Design (with Foundation Year) W220: BA Illustration (with Foundation Year) W642: BA Photography (with Foundation Year)
Professional Body Accreditation	None
Relevant QAA Benchmark Statements	N/A
Additional Versions of this Programme	N/A
Date Specification Last Updated	December 2016

Programme Aims and Learning Outcomes

This programme is designed to give you the opportunity to:

- Introduce core skills for the practice of art and design.
- Provide a foundation for understanding the theoretical contexts of art and design
- Allow students to learn the specialist options available within art and design
- Enhance key skills in independent learning, teamwork, and time management within a higher education context

What you will learn:

Knowledge

- To differentiate the visual practices and contexts appropriate to art and design generally and to your specialist area of study.
- To differentiate the various workshop practices and processes appropriate to art and design generally and to your specialist area of study.
- To demonstrate a knowledge of the historical and contemporary context of your practice employing the conventions of essay writing

- *Thinking skills*
- access analytical skills and critical awareness supporting the development of an individual practice
- Respond positively to tutorial advice
- Employ critical judgement in selecting the appropriate techniques for a particular visual language.
- Apply an analytical approach to your research in galleries and museums.

- *Subject-based practical skills*
- use a range of studio methods, workshop processes and approaches appropriate to your specialist study to produce an individual body of work
- successfully utilise the drawing methods appropriate to your specialist subject
- make links between your own practice and contextual/theoretical research

- *Skills for life and work (general skills)*
- Demonstrate the ability to work independently and as part of a team
- Present and articulate your practice effectively
- plan work effectively in response to deadlines

Learning and Teaching

Knowledge is developed through

Practical studio work

Tutorials

Class discussion

Lectures

Exhibition and gallery visits

Thinking skills are developed through

Seminars and tutorials

Presentations and exhibitions

Independent studio practice

Practical skills are developed through

Projects and workshops

Technical demonstrations

Independent studio practice

Presentation/exhibition

Skills for life and work (general skills) are developed through

Practical studio work
Presenting and exhibiting
Seminars and discussion
Workshops

Assessment

Knowledge is assessed by:
Presentation of negotiated project
Essay with position statement

Thinking skills are assessed by:
Presentation of negotiated project
Essay with position statement

Practical skills are assessed by:
Presentation of negotiated project
Quality of the artefact

Skills for life and work (general skills) are assessed by:
Presentation of negotiated project
Essay with position statement

Students with disabilities and/or particular learning needs should discuss assessments with the Programme Leader to ensure they are able to fully engage with all assessment within the programme.

Work or Study Placements

The programme exposes you to the working practices across the full range of Art and Design disciplines and helps ensure your entry to the appropriate undergraduate programme to support your eventual career choice.

Programme Structure

All programmes are credit-rated to help you to understand the amount and level of study that is needed.

One credit is equal to 10 hours of directed study time (this includes everything you do e.g. lecture, seminar and private study).

Credits are assigned to one of 5 levels:

- 3 Equivalent in standard to GCE 'A' level and is intended to prepare students for year one of an undergraduate degree programme.
- 4 Equivalent in standard to the first year of a full-time undergraduate degree programme.
- 5 Equivalent in standard to the second year of a full-time undergraduate degree programme.
- 6 Equivalent in standard to the third year of a full-time undergraduate degree programme.
- 7 Equivalent in standard to a Masters degree.

Programmes are made up of modules that are each credit weighted.

The module structure of this programme:

Level	Module Code	Module Title	Credit Weighting	Core/Option	Available by Distance Learning? Y/N
3	AD3001	Art & Design Studio	45	Core	N
3	AD3002	Art & Design Workshop	45	Core	N
3	AD3003	Contextual Studies	30	Core	N

Please note: Optional modules might not run every year, the programme team will decide on an annual basis which options will be running, based on student demand and academic factors, in order to create the best learning experience.

Additional detail about the programme module structure:

The Programme is divided into three stages. At stage 1 students are introduced to a range of visual disciplines via practical projects and workshops designed to help them decide or confirm their preferred area of study. At Stage 2 students choose their specialist area of study and are taught by specialist staff who familiarise them with the methods, materials and thinking associated with their chosen area. At Stage 3 students extend their personal practice through a negotiated project resulting in a final piece for

exhibition/publication in the end of year show. Learning is delivered in three full year modules, two are practice modules, and the third is a contextual studies module which provides a historical and theoretical context to support your development.

A core module for a programme is a module which a student must have passed (i.e. been awarded credit) in order to achieve the relevant named award. An optional module for a programme is a module selected from a range of modules available on the programme.

The overall credit-rating of this programme is 120 credits. If for some reason you are unable to achieve this credit you may be entitled to an intermediate award, the level of the award will depend on the amount of credit you have accumulated. You can read the University Student Policies and Regulations on the UEL website:

<https://www.uel.ac.uk/Discover/Governance/Policies-Regulations-Corporate-documents/Student-Policies>

Typical Duration

It is possible to move from full-time to part-time study and vice-versa to accommodate any external factors such as financial constraints or domestic commitments. Many of our students make use of this flexibility and this may impact on the overall duration of their study period.

NB The expected duration of this programme is 1 year-full time, leading to a further three years full-time study or part-time equivalent.

A student cannot normally continue study on a programme after 4 years of study in full time mode unless exceptional circumstances apply and extenuation has been granted. The limit for completion of a programme in part time mode is 8 years from first enrolment.

Further Information

More information about this programme is available from:

- The UEL web site (<http://www.uel.ac.uk>)
- The programme handbook
- Module study guides
- UEL Manual of General Regulations (<http://www.uel.ac.uk/qa/policies/manual/>)
- UEL Quality Manual (<http://www.uel.ac.uk/qa/policies/qualitymanual/>)
- School web pages

All UEL programmes are subject to thorough programme approval procedures before we allow them to commence. We also constantly monitor, review and enhance our programmes by listening to student and employer views and the views of external examiners and advisors.



Additional costs:

Initially art materials are provided but as you progress through the programme you will be expected to provide your own materials. Additionally you will throughout the course be required to go on gallery and museum visits, some of which may incur an entry charge.

Alternative Locations of Delivery

N/A