

Programme specification

1. Overview/ factual information

Programme/award title(s)	FD Art Enterprise FD Art Enterprise (Graphic Design & Illustration) FD Art Enterprise (Fashion & Textiles) Cert HE Art Enterprise Cert HE Art Enterprise (Graphic Design & Illustration) Cert HE Art Enterprise (Fashion & Textiles)
Teaching Institution	Leeds City College
Awarding Institution	The Open University (OU)
Date of latest OU validation	July 2016
Next revalidation	July 2021
Credit points for the award	240 credits for FD 120 credits for Cert HE
UCAS Code	8N64 / 8N65 / 8N67
Programme start date	September 2017
Underpinning QAA subject benchmark(s)	FD Subject Benchmark Art and Design 2017
Other external and internal reference points used to inform programme outcomes	National Occupational Standards
Professional/statutory recognition	None
Duration of the programme for each mode of study (P/T, FT,DL)	Full Time and Part Time
Dual accreditation (if applicable)	n/a
Date of production/revision of this specification	September 2017

2.1 Educational aims and objectives

The overall aims of the programme are to:

- Provide a challenging high quality vocational programme in art and design practice, including core and specialist modules, which facilitate access and progression for a wide range of students from diverse backgrounds.
- Offer a robust and vocationally relevant foundation degree that will allow students to develop their interests personally and professionally.
- Develop graduates who have the ability to reflect and learn from their workplace experience in the Creative Industries and relate this experience to relevant theory and practical projects.

- Develop graduates who have a balance between subject specific skills (expressive, creative, technical) and transferable skills (communication, teamwork, project management) which are key to being employable in the Creative Industries
- Develop graduates who have an analytical and reflective understanding of creative practice, in the context of the workplace today and in relation to the wider social and cultural environment.

2.2 Relationship to other programmes and awards

(Where the award is part of a hierarchy of awards/programmes, this section describes the articulation between them, opportunities for progression upon completion of the programme, and arrangements for bridging modules or induction)

There is the opportunity to progress onto a BA (Hons) Top-up in Art Enterprise, Art Enterprise (Graphics & Illustration), and Art Enterprise (Fashion & Textiles) at Leeds City College, or other Art and Design Top-up degrees.

3. Programme outcomes

Intended learning outcomes are listed below.

Knowledge and understanding	
Learning outcomes:	Learning and teaching strategy/ assessment methods
A1 Critically review and select from wider research methods to inform decision-making and then apply to art processes	<p>Key Learning & Teaching Methods</p> <ul style="list-style-type: none"> • There is an emphasis towards practical workshop learning, which underpins both context and industry relevant topics • The lecture programme and skills-based delivery will impart the necessary principles and concepts • The seminars will be a mixture of student and tutor led sessions considering practical examples of the principles and concepts introduced in the lecture programme, which will support learning through an experiential approach • Group work will allow students to develop their research, communication and teamwork skills • Tutor and peer led reflective feedback form the basis of student learning programmes in the form of personal and professional action planning • Tutorials will take the form of individual support and feedback for student guidance • Opportunities will be provided to work within the creative industries using our strong links with working professionals and industry partners <p>Key Assessment Methods</p> <ul style="list-style-type: none"> • Practical Assessments
A2 Demonstrate a detailed understanding of aspects of art practice by critically analysing a variety of ideas, contexts and frameworks. Apply knowledge to a range of creative situations	
A3 Explore inherent issues in the creative industries to facilitate the generation of knowledge within an art enterprise context	

Knowledge and understanding	
	<ul style="list-style-type: none"> • Art-based Portfolios • Formal Essays • Presentations • Case-studies • Blogs • Public-facing activities (exhibitions and workshops)

Cognitive skills	
Learning outcomes:	Learning and teaching strategy/ assessment methods
B1 Analyse, apply and interpret evidence from a variety of sources	As above
B2 Employ balanced, logical and supported argument to critically explore facets of art practice in a range of contexts	
B3 Demonstrate intellectual flexibility and openness to new ideas within approaches to creativity and enterprise in art industries	
B4 Identify key areas of problems within art practice and choose appropriate tools/methods for their resolution in a considered manner	

Practical and professional skills		
Learning outcomes:		Learning and teaching strategy/ assessment methods
C1	Operate ethically in situations of varying complexity and predictability requiring the application of a wide range of creative and entrepreneurial approaches	As above
C2	Act with increasing autonomy, with reduced need for supervision and direction, within defined guidelines	
C3	Evidence a considered and creative developmental approach to art briefs	
C4	Fulfil creative briefs by applying confident use of relevant equipment, skills and processes to produce technically accomplished outcomes	

Key/transferable skills		
Learning outcomes:		Learning and teaching strategy/ assessment methods
D1	Reflect systematically on performance to further develop learning	As above
D2	Demonstrate a realistic match between career aspirations and personal aptitudes, entrepreneurial potential interests and motivations	

Key/transferrable skills		
D3	Select and use a range of communication methods appropriate to the context. Prepare, deliver and evaluate presentations to an audience	
D4	Use a range of specialist software appropriate to an art-based and enterprise context	
D5	Adopt a range of roles within a team and contribute to the effective working of the team	
Pathway Specific Outcome for Pathway 1 (Graphic Design and Illustration)		
Learning outcomes:		Learning and teaching strategy/ assessment methods
E1	Analyse a variety of ideas, contexts, frameworks and theories pertinent to the production of Graphic Design and Illustration work	As above
E2	Produce work encompassing a broad range of concepts, ideas and working methodologies	
E3	Produce creative and experimental responses to graphic design and illustration briefs	
E4	Competently use a range of industry standard software	

Key/transferable skills		
Pathway Specific Outcome for Pathway 1 (Fashion & Textiles)		
Learning outcomes:		Learning and teaching strategy/ assessment methods
F1	Analyse a variety of ideas, contexts, frameworks and theories pertinent to the production of fashion and textile work	As above
F2	Produce fashion and textiles work by independently exploring specialist working methodologies	
F3	Produce creative and experimental responses to fashion & textiles briefs	
F4	Competently use a range of industry standard fabrication techniques	

4. Programme Structure: Art Enterprise

Level 4

Compulsory modules	Credit points	Compensatable
Studio Practice 1	40 credits	No
The Creative Entrepreneur	30 credits	No
Art & Design 101	20 credits	Yes
Realisation Skills	30 credits	No

Level 5

Compulsory modules	Credit points	Compensatable
Studio Practice 2	40 credits	No
The Creative Enterprise	20 credits	Yes
Art & Commerce	20 Credits	Yes
Public Exhibition and Events	20 credits	Yes
Art & Media	20 credits	Yes

Cert HE:

In order to achieve the Cert HE in Art Enterprise students will need to pass the modules Studio Practice 1 (40 credits), creative entrepreneur (30 credits), art & Design 101 (20 credits) and realisation skills (20 credits)

4. Programme Structure: Art Enterprise (Graphics & Illustration)

Level 4

Compulsory modules	Credit points	Compensatable
Graphic Design & Illustration Practice 1	40 credits	No
The Creative Entrepreneur	30 credits	No

Compulsory modules	Credit points	Compensatable
Graphics & Illustration 101	20 credits	Yes
Realisation Skills	30 credits	No

Level 5

Compulsory modules	Credit points	Compensatable
Graphic Design & Illustration Practice 1	40 credits	No
The Creative Enterprise	20 credits	Yes
Art & Commerce	20 credits	Yes
Public Exhibition and Events	20 credits	Yes
Art & Media	20 credits	Yes

Cert HE:

In order to achieve the Cert HE in Art Enterprise (Graphics & Illustration) students will need to pass the modules Graphic Design & Illustration Practice 1 (40 credits), creative entrepreneur (30 credits), art & Design 101 (20 credits) and realisation skills (20 credits)

4. Programme Structure: Art Enterprise (Fashion & Textiles)

Level 4

Compulsory modules	Credit points	Compensatable
Fashion & Textiles Practice 1	40 credits	No
The Creative Entrepreneur	30 credits	No
Fashion & Textiles 101	20 credits	Yes
Realisation Skills	30 credits	No

Level 5

Compulsory modules	Credit points	Compensatable
Fashion & Textiles Practice 2	40 credits	No
The Creative Enterprise	20 credits	Yes
Art and Commerce	20 credits	Yes
Public Exhibition and Events	20 credits	Yes
Art and Media	20 credits	Yes

Cert HE:

In order to achieve the Cert HE in Art Enterprise (Fashion & Textiles) students will need to pass the modules Fashion & Textiles Practice 1 (40 credits), creative entrepreneur (30 credits), art & Design 101 (20 credits) and realisation skills (20 credits)

Programme Structure

Overview of structure of the modules across the Academic Year.

See 'Structure Diagrams' in separate file

Full-time route:

Level 4: Introduces the students to the principles and practices of being a creative practitioner within a contemporary setting. The students' creative art practice is forged as both an exploratory realisation of ideas and in an industry-based context. In the yearlong Studio Practice module students are placed in the centre of the Leeds art scene where they set up a collective studio. It is in this space that students are able to experience the role of the contemporary creative, to experiment and to work as part of a collective. Solid foundations of creative skills are laid within the Realisation Skills module, where students are able to experiment with the manufacturing and creative equipment in a range of internal and external workshops such as Inc Workshop and Fab Lab. The students are further introduced to the creative industries in Leeds through The Creative Entrepreneur module, which will impart the necessary understanding of the creative and commercial possibilities within their reach. This module will act as a gateway into the course, and will forge initial considerations of career paths and creative trajectories. Parallel to the practical skills is the development of the students' contextual knowledge within the Art & Design 101 module, which underpins and informs the other modules. Teaching and learning comprises of a wide variety of lectures, seminars, practical sessions and written work. This is further supported by tutorials and on-line resources / activities.

- Studio Practice 1 (40 Credits)
- The Creative Entrepreneur (30 credits)
- Art & Design 101/ Graphics & Illustration 101 / Fashion & Textiles 101 (20 Credits)
- Realisation Skills (30 Credits)

Level 5: Builds upon the skills and knowledge gained during Level 4, demonstrating more focus on the enterprise concepts introduced at level 4. Again there is a yearlong forty credit module (Studio Practice 2) which progresses the students core creative skills, whilst allowing increased autonomy to define their specialised area of art practice. This refinement is focussed when the student has to communicate the essence of their creative practice to a group of people in a workshop situation. Building on The Creative Entrepreneur module at L4, students begin to engage with the wider creative community in The Creative Enterprise. Alongside this industry-focussed module runs Art and Media, giving the student an integral insight into marketing and promotion, particularly developing their communication, interpersonal and creative skills.. This is underpinned by an academic understanding developed through the Art and Commerce module where the students are encouraged to consider this tempestuous relationship. The culmination of the course is led by the Public Exhibition and Events module where the students refine the process of curating, marketing and installing a group exhibition. As with Level 4, teaching and learning comprises of a wide variety of lectures, seminars, practical sessions and written work, but here we have more emphasis on large-scale student-led projects. Again, all learning is further supported by tutorials and on-line resources / activities.

- Studio Practice 2 (40 Credits)
- The Creative Enterprise (20 Credits)
- Art and Media (20 Credits)
- Art and Commerce (20 Credits)
- Public exhibition and events (20 Credits)

Graphic Design & Illustration / Fashion & Textiles Pathway:

The Graphic Design & Illustration / Fashion & Textiles pathway includes the specialist modules Graphic Design & Illustration / Fashion & Textiles Practice 1&2, these modules form the spine of the course and the work produced within these modules will underpin the student's work in the academic, work related and personal development modules. In each of the practical modules students will develop specialist technical skills, visual communication, and explore many facets of the Graphic Design / Fashion & Textiles industry through a range of client briefs, and personal projects. This technical specialism underpins the development of the individual to be fully prepared for entry to creative industry as autonomous and enterprising entrepreneurs.

The pathways share the enterprise and personal development modules with all Art Enterprise students. The course ethos reflects industry consultation to promote interdisciplinary practice and collaboration between creative disciplines, and mirrors the freelance, and microbusiness nature of the industry. This will help to equip students with the multifaceted enterprising skills, collective working ethos, and reflective practice, which is common to all contemporary creative disciplines.

The shared modules will be made pathway specific in a series of seminars with subject specialist tutors and supervised sessions. The students' development of contextual knowledge within the Graphics & Illustration 101 and Fashion & textiles 101 modules underpins and informs the other modules. Key principles will be introduced in shared sessions, following the sessions these ideas and concepts are built upon with specific teaching to contextualise and rationalise to the specific pathways during curriculum specialist seminars.

Timetable for Full Time Course

FD Art Enterprise & Pathways L4		SKILLS	WRL	ACADEMIC	
Semester 1	Studio Practice 1 / Graphic Design & Illustration Practice 1 / Fashion & Textiles Practice 1 (40 Credits)	Realisation Skills (30 Credits)		The Creative Entrepreneur (30 credits)	
Semester 2				Art & Design 101 / Graphics & Illustration 101 / Fashion & Textiles 101(20 Credits)	Tutorial
FD Art Enterprise & Pathways L5		SKILLS	WRL		ACADEMIC
Semester 1	Studio Practice 2 / Graphic Design & Illustration Practice 2 / Fashion & Textiles Practice 2 (40 Credits)	Art and Media (20 Credits)	Public exhibition and events (20 Credits)	The Creative Enterprise (20 Credits)	
Semester 2				Art and Commerce (20 Credits)	Tutorial

Timetables for Part Time Course

Year 1:

- Studio Practice1 / Graphic Design & Illustration Practice 1 / Fashion and Textiles Practice 1 (40 Credits)
- The Creative Entrepreneur (30 credits)

FD Art Enterprise L4	WRL	SKILLS	ACADEMIC	
Semester 1		Studio Practice 1 / Graphic Design & Illustration Practice 1 / Fashion and Textiles Practice 1 (40 Credits)	The Creative Entrepreneur (30 credits)	Tutorial
Semester 2				

Year 2:

- Art & Design 101 / Graphics & Illustration 101 / Fashion & Textiles 101(20 Credits)
- Realisation Skills (30 Credits)

FD Art Enterprise L4	WRL	SKILLS	ACADEMIC	
Semester 1	Realisation Skills (30 Credits)			Tutorial
Semester 2			Art & Design 101 / Graphics & Illustration 101 / Fashion & Textiles 101(20 Credits)	

Year 3:

- Studio Practice 2 / Graphic Design & Illustration Practice 2 / Fashion and Textiles Practice 2 (40 Credits)
- Art and Commerce (20 Credits)

FD Art Enterprise L5	WRL	SKILLS	ACADEMIC
Semester 1		Studio Practice 2 / Graphic Design & Illustration Practice 2 / Fashion and Textiles Practice 2 (40 Credits)	Art and Commerce (20 Credits)
Semester 2			Tutorial

Year 4:

- The Creative Enterprise (20 Credits)
- Art and Media (20 Credits)
- Public exhibition and events (20 Credits)

FD Art Enterprise L5	WRL	SKILLS	ACADEMIC
Semester 1	Art and Media (20 Credits)		The Creative Enterprise (20 Credits)
Semester 2	Public exhibition and events (20 Credits)		

5. Distinctive features of the programme structure

- Where applicable, this section provides details on distinctive features such as:
- where in the structure above a professional/placement year fits in and how it may affect progression
- any restrictions regarding the availability of elective modules

where in the programme structure students must make a choice of pathway/route

Distinctive Features

- The course is driven by the reality of being a creative practitioner in the real world, driven by a focus on creating and engaging in real enterprise opportunities to prepare graduates for freelance and employment in this industry.
- The course has been developed in collaboration with the Enterprise Team at Leeds City College, creating real opportunities for operating within the creative industries.
- Students are placed within the creative hub of the region through a broad range of creative opportunities, and network of practitioners.
- The majority of the modules have been designed to directly engage students within public-facing, work related creative enterprises in the sector.
- Students are encouraged and supported in pursuing a variety of professional opportunities to build a strong portfolio enabling entry into the competitive creative industries.
- Excellent relationship with local galleries and creative enterprises in Leeds and the surrounding area, creating opportunity for networking and mentoring.
- Leeds has a thriving art scene and the course will place students at the centre of it.
- Strong links with artists allows for the continuation of a visiting lecturer programme that has previously included Peter Kennard, Cristina De Middel and Graham Rawle
- Students have access to an excellent range of facilities including:
 - Art facilities on campus including:
 - Professional screen-printing, etching and block printing facilities
 - Ceramics and Kiln facilities
 - Book-binding
 - 3-D Printing
 - VR
 - Access to creative spaces such as Fab Lab, Inc workshop etc
 - Access to exhibition spaces in Leeds City Centre
 - HE Base room containing a suite of Macs
 - Teaching rooms containing Macs and PC's
 - A silver-based darkroom with 16 enlargers
 - Two bookable Photographic studios with professional equipment

- We have a deal with Adobe meaning that the Macs always have the latest version of Adobe Master Suite.
 - New build (2019) with purpose built professional gallery featuring a changing program of internationally recognised creative practitioners alongside student exhibitions.
- Strong teaching team that are practising artists/designers in both commercial and contemporary creative settings, which supports student progression and access to the industry.
 - Pathway develops an interdisciplinary and collaborative approach to creative work.

6. Support for students and their learning

The award adopts the approach to student learning support as identified in the Scheme programme specification.

- Tailored induction support begins before students arrive with the admissions team, and is reinforced at the detailed induction programme
- A robust communications system functions to give students access to lecturers and management; this includes e-mail, the VLE and notice boards in studios.
- All necessary information about the programme is provided by means of the student handbook, module handbooks and the VLE.
- Each student is allocated a tutor for regular tutorials and personal development planning. This is implemented in the first term and continued throughout the two years of study.
- Students are supported in carving out an individualised programme and learning experience tailored to their career aspirations
- Subject specialist tutors and supervisor sessions will support the delivery of shared modules to be pathway specific. Key principles will be introduced in shared sessions, building on ideas and concepts with specific teaching to contextualise and rationalise to the specific pathways during curriculum specialist seminars.
- There is an extensive range of learning resources in the Library, supported by specialist staff who provide bespoke study skills sessions for students.
- The University provides an extensive range of services for students, including support for those with special needs
- There is a range of student services such as welfare, counselling, financial and careers advice

7. Criteria for admission

A typical offer would normally be made up of appropriate creative level 3 qualifications, such as full A levels or BTEC L3 Diploma. This could be translated as 2 x D at A level, or a Merit profile in a relevant BTEC National Diploma/Certificate, together with 5 of GCSE grades at C or above including English (Maths isn't required). However, factors such as previous experience and performance at interview can support the application.

All students are to present a specialist creative portfolio and supporting academic text. This is undertaken during an interview or correspondence for distance applicants.

Non Standard Entry

We welcome applications from mature candidates who may not have met the academic criteria, but can demonstrate experience in their chosen field of art practice. Candidates in this category and otherwise are will be interviewed to assess their suitability for the course and asked to provide a portfolio of evidence to support their application. In the absence of formal learning qualifications applications are welcomed from persons who can demonstrate relevant work experience, including work in a voluntary capacity. The course structure actively supports claims for Accreditation of Prior Certified Learning (APCL) and Accreditation of Prior Experiential Learning (APL).

International qualifications will be assessed against these criteria. Speakers of other languages will need to possess an IELTS band score of 6.0 (with no-less than 5.5 in any one element) or a recognised English Level 2 qualification.

8. Language of study

English

9. Information about assessment regulations

Studio Practice 1 – non-compensatable
Studio Practice 2 – non-compensatable
Graphic Design & Illustration Practice 1 – non-compensatable
Graphic Design & Illustration Practice 2 – non-compensatable
Fashion & Textiles Practice 1 – non-compensatable
Fashion & Textile Practice 2 – non-compensatable

10. Methods for evaluating and improving the quality and standards of teaching and learning.

Additional QM&E Mechanisms:

All HE programmes at LCC are subject to the Quality Management and Enhancement processes, in addition to those carried out by the Awarding Institution.

In line with the University processes all learners complete evaluation forms at the end of each module, each year and at the end of the programme. The Module Leaders also produce end of module reports with information drawn from the evaluations, and consultations with students. Additionally all team members are required to attend HE staff development sessions at least twice per year, these sessions are designed to share good practice, enhance teaching skills, improve quality of programmes and strengthen any areas of concern which may have arisen. All team members have to attend five programme specific team meetings per year, in addition to general team meetings and as well as three Award meetings, all with pre-set agendas, and the Programme Leaders have to attend Pathway Committee Meetings and HE Committee Meeting – all of which consider quality management. All new staff to the programme are supplied with a dedicated mentor and a full induction, with extra supervision over their first year in many forms such as additional peer observations, and all students groups have student representatives who meet termly with senior management staff to discuss the programmes progress and any considerations which may have occurred. Finally all programme are currently piloting a peer review system which will be formally implemented next year and attend an annual planning event which considers all aspects of the programme and any feedback taken.

Annexe 1 - Map of Outcomes to Modules L4 & L5

This table indicates which study units assume responsibility for delivering (shaded) and assessing (✓) particular programme learning outcomes.

Module Name	A1	A2/G1/F1	A3	B1	B2	B3/G2/F2	B4	C1	C2	C3/G3/F3	C4	D1	D2	D3	D4/G4/F4	D5
Studio Practice 1 (Generic)	✓	✓	✓						✓	✓	✓	✓				✓
Graphic Design & Illustration Practice 1 (Graphic Design & Illustration Pathway)	✓	✓	✓						✓	✓	✓	✓				✓
Fashion & Textiles Practice 1 (Fashion & Textiles Pathway)	✓	✓	✓						✓	✓	✓	✓				✓
The Creative Entrepreneur				✓		✓	✓	✓				✓	✓	✓		
Realisation Skills	✓				✓		✓		✓	✓	✓		✓		✓	
Art & Design 101		✓	✓	✓		✓								✓	✓	✓
LEVEL 5																
Studio Practice 2 (Generic)	✓	✓				✓		✓	✓	✓	✓	✓	✓	✓	✓	✓
Graphic Design & Illustration Practice 2 (Graphic Design & Illustration Pathway)	✓	✓				✓		✓	✓	✓	✓	✓	✓	✓	✓	✓

Fashion & Textiles Practice 2 (Fashion & Textiles Pathway)	✓	✓				✓		✓	✓	✓	✓	✓	✓	✓	✓	✓
Art and Media				✓	✓		✓		✓					✓	✓	
The Creative Enterprise			✓					✓		✓		✓	✓			
Public Exhibition and Events	✓		✓	✓	✓				✓		✓					✓
Art and Commerce		✓	✓		✓	✓	✓							✓	✓	

Annex 2 – Map of Teaching and learning Methods

Level 4

Examples – put in your own specific forms	Lectures	Seminars	Critiques	Tutorials	Practical	Demonstrations	Case studies	Group activities	Guest speakers	Field Trips
Studio Practice 1 (Generic)			✓	✓	✓	✓		✓	✓	✓
Graphic Design & Illustration Practice 1 (Graphic Design & Illustration Pathway)			✓	✓	✓	✓		✓	✓	✓
Fashion & Textiles Practice 1 (Fashion & Textiles Pathway)			✓	✓	✓	✓		✓	✓	✓
The Creative Entrepreneur	✓			✓			✓		✓	✓
Realisation Skills			✓	✓	✓	✓		✓		
Art & Design 101	✓	✓		✓				✓	✓	✓

Map of Teaching & Learning Methods – Level 5

Examples – put in your own specific forms	Lectures	Seminars	Critiques	Tutorials	Practical	Demonstrations	Case studies	Group activities	Guest speakers	Field Trips
Studio Practice 2	✓		✓	✓	✓	✓		✓	✓	✓
Graphic Design & Illustration Practice 2 (Graphic Design & Illustration Pathway)	✓		✓	✓	✓	✓		✓	✓	✓
Fashion & Textiles Practice 2 (Fashion & Textiles Pathway)	✓		✓	✓	✓	✓		✓	✓	✓
Art and Media	✓	✓			✓		✓		✓	✓
The Creative Enterprise	✓	✓		✓			✓	✓	✓	
Public Exhibition and Events					✓	✓		✓	✓	✓

Annex 3 – Map of Assessment Methods – Level 4

Level 4	Diarised log / blog (Documentati on of process)	Portfolio / Artwork	Presentation / Critique	Essay	Case Study
Studio Practice 1 (Generic)	60%	40%			
Graphic Design & Illustration Practice 1 (Graphic Design & Illustration Pathway)	60%	40%			
Fashion & Textiles Practice 1 (Fashion & Textiles Pathway)	60%	40%			
The Creative Entrepreneur	50%				50%
Realisation Skills		60%	40%		
Art & Design 101			50%	50%	

Annex 3 – Map of Assessment Methods – Level 5

Level 5	Evidence Folder	Diarised log / blog (Documentation of process)	Portfolio / Artwork	Presentation / Critique	Essay / report	Public-facing activity	Case study
Studio Practice 2 (Generic)			60%			40%	
Graphic Design & Illustration Practice (Graphic Design & Illustration Pathway)			60%			40%	
Fashion & Textiles Practice (Fashion & Textiles Pathway)			60%			40%	
Art and Media		70%		30%			
The Creative Enterprise	60%				40%		
Public Exhibition and Events						60%	40%
Art and Commerce				30%	70%		

ASSESSMENT CHART

Module Name	Draft Assessment Type and Week of Completion	Summative Assessment Type and Week of Submission
Module Name – LEVEL 4		
Studio Practice 1 (Generic)	<p>Draft assessment will take the form of tutor / peer assessment in group critiques and one-to-one tutorials to assess progress</p> <p>Draft feedback is given during scheduled review weeks and is to be used as marker points for the development of a body of independent creative work.</p> <ul style="list-style-type: none"> • Draft submission: week 13.10.18 / 17.11.18/ 12.01.19 / 26.01.19 / 09.03.19 	<ol style="list-style-type: none"> 1. Portfolio / artwork - 40% (Equiv. word count 3000) Submission: 28 2. Diarised log / blog (Documentation of process)- 60% (Equiv. word count 3000)Submission: week 30
Graphic Design & Illustration Practice 1 (Graphic Design & Illustration Pathway)	<p>Draft assessment will take the form of tutor / peer assessment in group critiques and one-to-one tutorials to assess progress</p> <p>Draft feedback is given during scheduled review weeks and is to be used as marker points for the development of a body of independent creative work.</p> <ul style="list-style-type: none"> • Draft submission: week 13.10.18 / 17.11.18 / 12.01.19 / 26.01.19 / 09.03.19 	<ol style="list-style-type: none"> 1. Portfolio / artwork - 40% (Equiv. word count 3000) Submission: week 28 2. Diarised log / blog (Documentation of process)- 60% (Equiv. word count 3000)Submission: week 30

<p>Fashion & Textiles Practice 1 (Fashion & Textiles Pathway)</p>	<p>Draft assessment will take the form of tutor / peer assessment in group critiques and one-to-one tutorials to assess progress</p> <p>Draft feedback is given during scheduled review weeks and is to be used as marker points for the development of a body of independent creative work.</p> <ul style="list-style-type: none"> • Draft submission: week 13.10.18 / 17.11.18 / 12.01.19 / 26.01.19 / 09.03.19 	<ol style="list-style-type: none"> 1. Portfolio / artwork - 40% (Equiv. word count 3000) Submission: week 28 2. Diarised log / blog (Documentation of process)- 60% (Equiv. word count 3000)Submission: week 30
<p>The Creative Entrepreneur</p>	<p>Students will have the opportunity for Draft assessment on their blog on the following dates through one-to-one tutorials and online feedback.</p> <ul style="list-style-type: none"> • Draft submission: 03.11.18 	<ol style="list-style-type: none"> 1. Evidence of case study - 50% (Equiv. word count 1500) Submission: week 11 2. Blog - 50% (Equiv. word count 1500) Submission: week 15
<p>Realisation Skills</p>	<p>Draft assessment will take the form of regular group critiques of practical work, where students can receive peer and tutor feedback simultaneously.</p> <p>Draft feedback is given at key stages to inform learning development.</p> <ul style="list-style-type: none"> • Draft feedback – regular critique sessions. 29.09.18 20.10.18 24.11.18 	<ol style="list-style-type: none"> 1. Portfolio / Artwork - 60% (Equiv. word count 2000) Submission: week 13 2. Presentation / Critique- 40% (Equiv. word count 1000) Submission: week 29
<p>Art & Design 101</p>	<p>Draft assessment will take the form of written feedback on a proposal and draft essay, alongside one-to-one tutorial support.</p> <p>Draft feedback is given at key stages to inform learning development.</p>	<ol style="list-style-type: none"> 1. Essay - 50% (Equiv. word count 1500) Submission: week 24 2. Presentation – 50% (Equiv. word count 1500)

	<ul style="list-style-type: none"> • Draft submission: 02.03.18 	Submission: week 27
Module Name – LEVEL 5		
Studio Practice 2	<p>Draft assessment will take the form of feedback from nominated industry link and tutors, peer evaluation through presentation to group. Draft feedback is given at key stages to inform learning development.</p> <p>13.10.18 17.11.18 12.01.19 26.01.19</p>	<ol style="list-style-type: none"> 1. Portfolio / Artwork - 60% (Equiv. word count 3000) Submission: week 28 2. Public facing activity- 40% (Equiv. word count 3000) Submission: week 30
Graphic Design & Illustration Practice 2 (Graphic Design & Illustration Pathway)	<p>Draft assessment will take the form of feedback from nominated industry link and tutors, peer evaluation through presentation to group. Draft feedback is given at key stages to inform learning development.</p> <p>13.10.18 17.11.18 12.01.19 26.01.19</p>	<ol style="list-style-type: none"> 1. Portfolio / Artwork - 60% (Equiv. word count 3000) Submission: week 28 2. Public facing activity- 40% (Equiv. word count 3000) Submission: week 30
Fashion & Textiles Practice 2 (Fashion & Textiles Pathway)	<p>Draft assessment will take the form of feedback from nominated industry link and tutors, peer evaluation through presentation to group. Draft feedback is given at key stages to inform learning development.</p>	<ol style="list-style-type: none"> 1. Portfolio / Artwork - 60% (Equiv. word count 3000) Submission: week 28 2. Public facing activity- 40% (Equiv. word count 3000)

	13.10.18 17.11.18 12.01.19 26.01.19	Submission: week 30
Art and Media	Draft assessment will take the form of weekly peer evaluation on group tasks and presentation of practical work. This will be accompanied by written feedback on draft statement submission. Draft feedback is given at key stages to inform learning development.	1. Diarised log / blog (Documentation of process) - 70% (Equiv. word count 3000) Submission: week 27 2. Presentation / critique - 30% (Equiv. word count 1000) Submission: week 21
The Creative Enterprise	Draft assessment will take the form of tutor and peer group critiques, input from external industry representatives and one-to-one tutorials with target setting. Draft feedback is given at key stages to inform learning development.	1. Evidence folder - 60% (Equiv. word count 2500) Submission: week 10 2. Essay / report - 40% (Equiv. word count 1500) Submission: week 15
Public Exhibition and Events	Draft assessment will take the form of written feedback on a proposal and draft essay, alongside one-to-one tutorial support. Draft feedback is given at key stages to inform learning development.	1. Case study - 40% (Equiv. word count 1500) Submission: week 18 2. Public facing activity - 60% (Equiv. word count 2500) Submission: week 26
Art and Commerce	Draft assessment will take the form of one-to-one tutorials with target setting, online feedback for social media submission and peer evaluation.	1. Presentation - 40% (Equiv. word count 1500) Submission: week 19 2. Essay - 60% (Equiv. word count 2500)

	Draft feedback is given at key stages to inform learning development.	Submission: week 27
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