

Programme Specification

1. Overview / factual information

Programme/award title(s)	Masters in Creative Practice Masters in Creative Practice (Prosthetics Makeup Pathway)
Teaching Institution	University Centre Leeds (Luminate Education Group)
Awarding Institution	The Open University (OU)
Date of first OU validation	September 2021
Date of latest OU (re)validation	September 2026
Next revalidation	September 2031
Credit points achieved for the award	180 credits 60 credits across a combination of modules 120 credits across a combination of modules
UCAS Code (if applicable)	n/a
HECoS Code (if applicable)	100059 – fine art 100706 – hair and make-up
LDCS Code (FE Colleges England only)	n/a
Programme start date and cycle of starts if appropriate.	September 2026
Underpinning QAA subject benchmark(s)	QAA Subject Benchmark Statement for Art and Design (December 2019), QAA Subject Benchmark Statement for Communication, Media, Film and Cultural Studies (April 2024)

Other external and internal reference points used to inform programme outcomes	NOS benchmarks for subject specific requirements including SKABT13 – Design and Create Fashion & Photographic makeup
Professional/statutory/ accreditation recognition	n/a
For apprenticeships more information on integrated Assessment. EPAO being used.	n/a
Mode(s) of Study (PT, FT, DL, Mix of DL & Face-to-Face) Apprenticeship	FT & PT, Face to Face
Duration of the programme for each mode of study	1 Year FT, 2 Year PT
Dual accreditation (if applicable)	n/a
Date of production/revision of this specification	September 2026

2. Programme overview

2.1 Educational aims and objectives

Creative Practice is a broad area which spans many subject disciplines and is distinguished by concepts and processes which are individually developed by the practitioner. MA Creative Practice and MA Creative Practice (Prosthetics Makeup Pathway) seeks to enable practitioners from a diverse range of art, communication, design, digital media, textiles, ceramics, performance, sculpting and makeup disciplines to

develop their individual practice in a shared creative postgraduate environment.

The MA Creative Practice and MA Creative Practice (Prosthetics Makeup Pathway) are dynamic, practice-led programmes designed for creative practitioners who want to deepen both their hands-on skills and their critical understanding of their field. The course enables students to actively question, test, and refine the nature of their discipline while developing ambitious, high-quality practical work. Research is embedded directly into creative production, ensuring that ideas are explored through making, experimentation, and reflection. Students are supported to develop and realise their practice in the form most appropriate to their professional goals including studio-based work, industry facing projects, interdisciplinary collaboration and innovative material exploration. The programme balances rigorous research with theory underpinning a strong practical application, empowering graduates to leave with both an advanced body of work and a confident, articulate understanding of their creative practice. Individual creativity is encouraged through whatever thinking and working practices emerge. The students practice develops through the MA, moving from an initial proposal to dissemination through exhibition, performance, or publication. This process is supported by an individual practice-led supervisor whose specialism is appropriate to the student discipline.

The curriculum is structured to clearly and consistently articulate the relationship between theory and practice across the programme with intellectual enquiry being embedded as a core component of creative development, informing and complementing practice. Activities such as making, designing, and performing or exhibiting are positioned as forms of critical investigation, requiring practitioners to actively engage with and apply theoretical frameworks. This approach ensures that

critical reflection is integral to practice, enabling students to consciously connect conceptual understanding with creative outcomes. In the disciplines that encompass creative practices, thought processes are often unorthodox, complex, and personally and intellectually challenging. Exploratory work which is encouraged through the programme curricula often leads to unpredictable and surprising outcomes which through reflective analysis can inform and reshape further practice.

There is a core element in the programme which facilitates dialogue, exchange, and debate for the individual student within a group postgraduate forum. Sessions are varied and range from staff-led and student-led lectures and seminars to visiting guest speakers and workshops providing both internal and external inputs.

The key aims of MA Creative Practice/MA Creative Practice (Prosthetics Makeup Pathway) are:

- To enable students to develop and question their individual practices and support practitioners to develop exemplary creative practices
- To allow students the opportunity to develop a research based creative practice which challenges and stretches them within a supportive and enquiring environment
- To encourage independent working processes and sophisticated levels of analytical, critical, and evaluative thinking to refine a well-defined area of practice and distinct creative identity
- To foster an advanced understanding of how theoretical perspectives inform, challenge, and extend practice, supporting students to position their work within relevant critical, cultural, and professional contexts.
- Sustained engagement with research, reflection, and making to develop the capacity to synthesise theory and practice in ways

that are coherent, rigorous, and responsive to collaborative and interdisciplinary modes of creative practice.

- To encourage the cross fertilisation of ideas, debate, experience, knowledge, and practical skills within an academic research and practice-led community
- Advance a comprehensive and detailed knowledge of sectoral practices through industry based live projects drawing upon a variety of practical specialisms, critical approaches and methodologies
- Facilitate collaborative working with external stakeholders and communities, other academics, as well as sector specialists, employers and practitioners from their own and other areas of the Creative industries
- Empower graduates to face new occupational challenges across the changing contexts of creative industries through the acquisition of transferable knowledge, skills and complex problem-solving strategies
- To develop lifelong, independent, research active reflective practitioners in order to establish a sustaining independent professional creative practice

2.2 Relationship to other programmes and awards

MA Creative Practice and MA Creative Practice (Prosthetic Makeup pathway) provide an internal progression route from BA (Hons) Creative Arts programmes at University Centre Leeds. This programme is also a progression route for students that have studied a BA (Hons) in Game Art and BSc (Hons) Game Programming and Games Development from STEM departments within The University Centre Leeds. The new Prosthetics Pathway will provide a clearer progression route for Film/TV

makeup students and with its Part Time delivery, will open opportunities for freelance industry practitioners wishing to upskill.

MA Creative Practice (Prosthetics Makeup pathway) will offer a new incentive to target recruitment from the Creative Hair & Media Makeup programme as this is the creative arts departments largest cohort with 47% of the student intake overall in 25.26. 66% of the students on makeup are on the Film & TV pathway evidencing the popularity of prosthetics as a route for progression and advancement of skill to enter the industry.

Internal progression was successful in 25.26 with 79% of the cohort being from our L6 progressing students. However, this trend still shows a good external intake from other HEI's.

Previous years internal progression 24.25 90%, 23.24 67% 22.23 95%.

This programme is also a progression route for students that have studied a BA (Hons) in a relevant subject at a different institution. Prospective learners applying for the MA programme from external providers will be invited to an open day and interview with the team. During the interview, the team will look at the applicants' prior experiences and discuss modules previously undertaken. A submission of a creative portfolio highlighting the applicants' practical applications and creative ability is reviewed. This thorough approach ensures a comprehensive understanding of each learner's background and current capabilities and offers a supportive environment for growth and success within the MA programme.

2.3 For Foundation Degrees, please list where the 60 credit work-related learning takes place. For apprenticeships an articulation of how the work based learning and academic content are organised with the award.

N/A

2.4 List of all exit awards

Masters in Creative Practice (180 credits)

Masters in Creative Practice (Prosthetics Makeup Pathway) (180 credits)

Postgraduate Certificate in Creative Practice

Modules completed; Contemporary Cultural Studies, Collaborative Practice (60 credits)

Postgraduate Certificate in Creative Practice (Prosthetics Makeup Pathway)

Modules completed; Advanced Character Design and Sculpture for Prosthetics, Advanced Prosthetics Moulding, Casting and Application (60 credits)

Postgraduate Diploma in Creative Practice

Modules completed; Contemporary Cultural Studies, Creative Studio, Collaborative Practice, Industry Practice (120 credits)

Postgraduate Diploma in Creative Practice (Prosthetics Makeup Pathway)

Modules completed; Contemporary Cultural Studies, Advanced Character Design and Sculpture for Prosthetics, Advanced Prosthetics Moulding, Casting and Application, Collaborative Practice (120 credits)

3. Programme structure and learning outcomes

The Full Time MA in Creative Practice and MA in Creative Practice (Prosthetic Makeup Pathway) (180 credits) will run over one year in accordance with the following structure:

Programme Structure - LEVEL 7						
Core modules	Credit points	Prosthetic Makeup Pathway modules	Credit points	Is module compensatable?	Semester runs in	Available as single registrable module?
Creative Studio	20	Advanced Character Design and Sculpture for Prosthetics	20	No	1	
Contemporary Cultural Studies	30			No	1	
Collaborative Practice	30			No	1	

Programme Structure - LEVEL 7						
Industry Project	40	Advanced Character Prosthetics Moulding, Casting and Application	40	No	2	
Major Project	60			No	2	

Candidates who are unable to fulfil all the requirements of study for the MA in Creative Practice/MA in Creative Practice (Prosthetics Makeup Pathway) (180 credits) can gain the following awards at each exit point: Postgraduate Certificate in Creative Practice/Postgraduate Certificate in Creative Practice (Prosthetics Makeup Pathway)(60 credits); and Postgraduate Diploma in Creative Practice/Postgraduate Diploma in Creative Practice (Prosthetics Makeup Pathway)(120 credits).

Full-time students will be taught 9 hours per week plus a one-hour tutorial for 32 weeks in a combination of lectures, seminars and supervisor sessions. From weeks 33 – 41 students will be supported to complete their Major Project through regular 1 hour supervisor sessions, student critiques, external visits and tutorials.

This programme will enrol students that work across a range of creative disciplines, and delivery will be both to the whole group of mixed disciplines, and to smaller practice specific groups where students will be taught alongside others working within the same creative specialism. Key ideas and principles will be delivered to the students as a

multidisciplinary group by the module tutor(s) then a subject specialist will contextualise these principles to their own creative practice. For example, in the module Contemporary Cultural Studies, students will have a 90-minute lecture each week delivered to all students, followed by a 90-minute seminar to apply these principles to the students' own creative practices led by staff working in the specialist field. Students wishing to complete the MA Creative Practice (Prosthetics Makeup Pathway) are required to complete both Advanced Character Design and Sculpture for Prosthetics and Advanced Character Prosthetics Moulding, Casting and Application modules (60 credits) to be awarded the pathway.

The structure of the programme, outlined below, is written to support the students to become autonomous practitioners, and to follow three main strands, practice, critical skills and employability, whilst also being provided with the freedom to develop significant practical and academic projects to support the development of their creative practice.

Semester 1:

The Creative Studio module introduces the students to a range of practice led research methods via a variety of labs to support the students to develop a critical relationship with their creative practice. During this project the students will develop a body of work testing out ideas and proving concepts which will help to initiate a project proposal and further develop an area of investigation to progress further in the major project.

The pathway module, Advanced Character Design and Sculpture for Prosthetics, challenges students to critically engage with issues of representation, equity, and authenticity, while developing the creative and technical skills required to

design characters that resonate across diverse audiences. Through a combination of research-led inquiry and hands-on practice, students will explore a range of advanced prosthetic, sculptural, and design techniques.

During these modules, students will also consider their own professional development and learn to situate their practice to support their progression throughout the programme and beyond. This will support the students to establish good professional practices when progressing into industry and can be constantly reviewed throughout the programme to form some of the discussions that the student will have with their supervisor.

In the Collaborative Practice module, the student will apply their practice to a collaborative project, where the student will work with a practitioner or practitioners from another field. Students will be encouraged to challenge assumptions, respond thoughtfully to feedback, and contribute meaningfully to inclusive and professional collaborative processes whilst engaging with a range of literature and theoretical frameworks to position their projects within the creative industries and present to the public in a live exhibition.

Contemporary Cultural Studies will introduce the student to key cultural issues that are informing contemporary creative practice. Students will be supported in the development of critical research and writing skills and will explore these issues through the responses of current practitioners, writers and critics to a range of stimuli such as gender, race, sustainability and so forth. This module will contextualise cultural debates in a range of creative specialisms, giving the student a more holistic appreciation of creative practice and a deeper understanding of how different practices engage with common subjects. Following this broader overview of the creative industries students will then work with a subject specialist supervisor to apply these cultural debates to the students' own practice. This module can support the student to develop

an area of practical investigation in the Creative Studio/Advanced Character Design and Sculpture for Prosthetics module. (Exit Award at this stage Post-Graduate Certificate)

Semester 2:

During Industry Project students will contextualise their practice in the contemporary creative industries. Students will work on a challenging live brief that reflects working professionally in their creative specialism. This module will see the student working closely with industry professionals who will deliver the brief at the start of the module and then return to observe creative pitches for which they will offer formative feedback to support the development of the students' work towards the Live Brief. This module also has the potential to inform the Major project should the student decide to use that module to investigate a commercial rather than critical area of creative practice. The pathway module, Advanced Character Prosthetics Moulding, Casting and Application will build upon the development work completed in the Advanced Character Design module, guiding students through the realisation of prosthetic led production scenarios in prosthetic making and character application within an interdisciplinary production context. The students will advance their prosthetic knowledge working collaboratively to use 3D digital technology as part of the moulding methodology and enhance practical moulding skills using current materials and processes. (Exit Award at this stage Post-Graduate Diploma)

The Major Project provides the opportunity for students to undertake a sustained, self-directed practical project that is underpinned by rigorous theoretical and contextual research. Students are expected to critically engage with relevant frameworks, discourses, and methodologies to inform and shape their creative practice, demonstrating a clear integration of theory and practice throughout the project. The work should evidence a critically and/or commercially

engaged practice, enabling students to refine specialist technical skills while situating their output within appropriate cultural, professional, and interdisciplinary contexts. This module culminates in the public presentation of the major project such as a large-scale exhibition, showcase, publication, or online event, through which students articulate and evidence the conceptual, theoretical, and practical dimensions of their work. (Exit Award at this stage MA Creative Practice/MA Creative Practice (Prosthetics Makeup Pathway))

The Part Time MA in Creative Practice and MA in Creative Practice (Prosthetic Makeup Pathway) will run over two years in accordance with the following structure:

	Programme Structure - Year 1			
	Core modules	Credit points	Prosthetics Makeup Pathway modules	Credit points
Seme ster 1	Creative Studio	20	Advanced Character Design and Sculpture for Prosthetics	20
	Contemporary Cultural Studies	30		

Semester 2	Industry Project	40	Advanced Character Prosthetics Moulding, Casting and Application	40
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	Programme Structure – Year 2			
	Core modules	Credit points	Prosthetics Makeup Pathway modules	Credit points
Semester 3	Collaborative Practice	30		
Semester 4	Major Project	60		

Students will be taught 3 hrs per week per module plus 1 hour tutorial in a combination of lectures, seminars and supervisor sessions over the course of 73 weeks. The delivery hours will fluctuate over the course of the programme, with 6 hours per week in semester one of year one, and 3 hours per week in semester two, 3 hours per week in semester three in year two, and 6 hours in semester 4 of year two.

Part-time delivery pattern

The part time delivery structure is designed for part time students to infill sessions from the full-time programme in order to enhance the part time students experience by giving them access to a larger group with greater opportunities for interdisciplinary collaboration and the exchange of ideas.

Year 1

The first year of the part time structure is designed to impart the necessary foundation knowledge and competencies in the first semester through Creative Studio/ Advanced Character Design and Sculpture for Prosthetics and Contemporary Cultural Studies. These modules provide the foundation of the programme by delivering the critical, theoretical, and reflective skills that will support the Industry Project/ Advanced Character Prosthetics Moulding, Casting and Application modules in Semester 2. In the first year Creative Studio/Advanced Character Design and Sculpture for Prosthetics aim to lead onto the Major Project module by supporting the student to develop a research area determined by their practical interests.

Contemporary Cultural Studies supports the students to contextualise issues related to their practice and gives it a strong theoretical underpinning to aid understanding of the practical modules in Year 2. (Exit Award at this stage Post-Graduate Certificate)

Year 2

Collaborative Practice sits in semester one, as this will give the student the experience of strengthening their collaborative skills in reaching an agreed creative outcome. This module could inform the work that the student makes in the Major

Project and gives them the opportunity to develop and execute ideas in a collaborative manner. The Collaborative project will be exhibited alongside their collective/collaborator(s). (Exit Award at this stage Post-Graduate Diploma)

The Major Project is the culmination of the programme and should reflect the students well resolved creative practices. The public display of the Major Project creates a celebratory culmination of the MA programme. (Exit Award at this stage MA Creative Practice/MA Creative Practice (Prosthetics Makeup Pathway))

Intended learning outcomes at Level 7 are listed below:

Learning Outcomes – LEVEL 7	
3A. Knowledge and understanding	
Learning outcomes:	Learning and teaching strategy/ assessment methods
A1 Critically engage with a range of research methods used in creative practice A2 Critically appraise a range of literature relevant to current themes and issues in creative practice A3 Critically curate and analyse complex and unpredictable creative techniques and methodologies, demonstrating systematic understanding in the application to advanced creative practice.	There are a range of teaching and assessment methods used with an emphasis on practical studio-based learning and assessment to reflect the nature of the programme. This practical learning is supported by lectures, seminars, discussions, peer feedback and supervisor sessions to impart the requisite critical and reflective skills. Learning and teaching strategy: • Practical workshops

Learning Outcomes – LEVEL 7	
3A. Knowledge and understanding	
	• Demonstrations • Group critiques • Supervision sessions • Case study analysis • Discussion seminars • Individual presentations • Research discussions • Collaborative Learning Groups (CLGs) • Situated workplace learning • Lectures • E-learning Assessment methods: • Project Proposal • Presentation

<u>Learning Outcomes – LEVEL 7</u>	
3A. Knowledge and understanding	
	• Journal • Live brief • Major project • Reflection • Collaboration • Practical development plan • Portfolio

3B. Cognitive skills	
Learning outcomes:	Learning and teaching strategy/ assessment methods
B1 Integrate and synthesise evidence from a range of theoretical and cultural sources as a basis for research-informed creative practice B2 Challenge established theories and practices to propose novel solutions to problems or issues. B3 Identify and resolve technical, practical and theoretical problems through exploratory practice and the development of innovative working methodologies	There are a range of teaching and assessment methods used with an emphasis on practical studio-based learning and assessment to reflect the nature of the programme. This practical learning is supported by lectures, seminars, discussions, peer feedback and supervisor sessions to impart the requisite critical and reflective skills. Learning and teaching strategy: • Practical workshops • Demonstrations • Group critiques • Supervision sessions • Case study analysis • Discussion seminars • Individual presentations • Research discussions

3B. Cognitive skills	
	• Collaborative Learning Groups (CLGs) • Situated workplace learning • Lectures • E-learning Assessment methods: • Project Proposal • Presentation • Journal • Live brief • Major project • Reflection • Collaboration • Practical development plan • Portfolio

3C. Practical and professional skills	
Learning outcomes:	Learning and teaching strategy/ assessment methods
C1 Adopt a critically responsive stance to creative practice C2 Demonstrate self-direction and originality to generate own judgement and response to creative practice problems C3 Refine specialist working methodologies to produce well resolved and technically accomplished outcomes C4 Use complex visual language to communicate conclusions to a specialist and non specialist audience	There are a range of teaching and assessment methods used with an emphasis on practical studio-based learning and assessment to reflect the nature of the programme. This practical learning is supported by lectures, seminars, discussions, peer feedback and supervisor sessions to impart the requisite critical and reflective skills. Learning and teaching strategy: • Practical workshops • Demonstrations • Group critiques • Supervision sessions • Case study analysis • Discussion seminars • Individual presentations

3C. Practical and professional skills

- Research discussions
- Collaborative Learning Groups (CLGs)
- Situated workplace learning
- Lectures
- E-learning

Assessment methods:

- Project Proposal
- Presentation
- Journal
- Live brief
- Major project
- Reflection
- Collaboration
- Practical development plan
- Portfolio

3C. Practical and professional skills

P1 Translate conceptual prosthetic character design into technically sophisticated outcomes through the application of industry-standard fabrication practices.

P2 Demonstrate autonomous and strategic decision-making in resolving complex prosthetic design and fabrication challenges.

P3 Evidence technically accomplished execution of prosthetic processes including mould-making, casting, application and painting techniques to achieve seamless integration with the performer and a professional standard finish

P4 Utilise sophisticated visual, material and technical language to communicate prosthetic character development and resolved outcomes to diverse audiences.

There are a range of teaching and assessment methods used with an emphasis on practical studio-based learning and assessment to reflect the nature of the programme. This practical learning is supported by lectures, seminars, discussions, peer feedback and supervisor sessions to impart the requisite critical and reflective skills.

Learning and teaching strategy:

- Practical workshops
- Demonstrations
- Group critiques
- Supervision sessions
- Case study analysis
- Discussion seminars
- Individual presentations
- Research discussions
- Collaborative Learning Groups (CLGs)

3C. Practical and professional skills

- Situated workplace learning
- Lectures
- E-learning

Assessment methods:

- Project Proposal
- Presentation
- Journal
- Live brief
- Major project
- Reflection
- Collaboration
- Practical development plan
- Portfolio

3D. Key/transferable skills	
Learning outcomes:	Learning and teaching strategy/ assessment methods
D1 Demonstrate independent learning ability required to reflect systematically and inform continuing professional development D2 Exercise initiative and personal responsibility in the management and organisation of project-based activities D3 Employ new specialist skills and competencies informed by progressive, imaginative or sectoral best practice D4 Critically identify and engage with collaborative opportunities to challenge established thinking, evaluate alternative perspectives and synthesise relevant information	There are a range of teaching and assessment methods used with an emphasis on practical studio-based learning and assessment to reflect the nature of the programme. This practical learning is supported by lectures, seminars, discussions, peer feedback and supervisor sessions to impart the requisite critical and reflective skills. Learning and teaching strategy: • Practical workshops • Demonstrations • Group critiques • Supervision sessions • Case study analysis • Discussion seminars • Individual presentations • Research discussions • Collaborative Learning Groups (CLGs)

3D. Key/transferable skills	
	• Situated workplace learning • Lectures • E-learning Assessment methods: • Project Proposal • Presentation • Journal • Live brief • Major project • Reflection • Collaboration • Practical development plan • Portfolio

4. Distinctive features of the programme structure

This programme is distinctive due to its focus on practice and its focus on elevating the practical skills of creative graduates to enable them to become a professional practitioner in the contemporary creative and cultural industries. The specialist pathway provides the opportunity to choose modules that are specific to their area of interest and something that will set learners apart from graduates from other Creative Practice MA's or similar at other institutions, also making the offering more distinctive locally and competitive with other courses nationally. All the programme's modules are underpinned by the overarching aim to develop the students practice by developing specialist and professional skills by embedding within the student a critical, reflective, and inquisitive creative practice.

The multidisciplinary nature of the programme reflects contemporary professional practice. Contemporary creatives find themselves working across a wide variety of projects, having diverse outlets for their work, ranging from fulfilling commercial client briefs to producing work for exhibition and community projects. It is important for a creative practitioner to be able to operate within a range of contexts and with others from a spectrum of creative disciplines. This programme puts the students' practice at the centre of their studies whilst providing them with the opportunity to explore the application of their work in a wide range of contexts and frameworks. Currently the HE Creative Arts department has BA (hons) cohorts from a variety of disciplines that this programme will be a progression route for, to include, Art, Concept Art, Graphics, Creative Hair and Media Makeup, Acting and Games Design and Programming.

The students will be engaged with peers from a diverse range of creative specialisms, and through their studies will be made aware of common themes and concerns that underpin the contemporary creative industries. This multidisciplinary approach will enhance the opportunity for the cross pollination of ideas across creative disciplines and promote experimentation and collaboration between students

working across the spectrum of creative practices. By being partly taught alongside their peers with a range of creative specialisms the students will develop a deeper understanding of the breadth of creative practice, and the professional and conceptual similarities and differences between a range of creative practices.

Within the Creative Arts department there are teaching staff with a broad spectrum of specialisms and experiences to support the student specifically with the development of their personal practice. The students wishing to specialise in Prosthetics Makeup will have the option to choose the pathway modules in Semester 1 and Semester 2 on full time delivery or Semester 1 and 2 of their first year on the part time delivery.

This programme is delivered at the new Mabgate campus in the Cultural Quarter of Leeds, providing excellent links to the Playhouse Theatre, The Wardrobe, BBC and Channel 4, and the thriving network of creatives based around the Mabgate and SOYO area including East Street Arts, Fabrication2 and Leeds Heritage Theatres. University Centre Leeds has strong relationships with these stakeholders, including Caddick Group and Leeds BID which has provided excellent experiences for our students. The Programme Manager is an active participant in engaging with partners from the SOYO network, securing opportunities for students to exhibit and partake in local initiatives and community priorities. Working in this environment provides the student with a real-world experience of the creative industries in a range of contexts which will provide a creative network for the students to assist their preparation for a career as a practitioner in the creative industries. Networking events and the opportunity to work on live projects with employers and extracurricular short courses such as WY Create, provide the students with support to transition into professional practice by enhancing the students' transferable skills in such areas as communication, and project management.

Within the wider region University Centre Leeds has good links to creative and cultural institutions such as Impressions Gallery, Leeds Art Gallery, Sunny Bank Mills, Open Studios, Skipkko, Come Find Us, Henry Moore Institute, Serf and many others. The Creative Arts department has an established online exhibition space and publication called BLANK_ to support the careers of emerging artists and oversees the Leeds City College Arts Fund. This provides grants to early career artists working in the city region to realise projects. The MA Creative Practice students will have good access to a range of early and mid-career artists from across different disciplines to help to contextualise their career trajectory and to provide inspiration. Curriculum Programme Managers attend networks such as Leeds Film Network, Arts Together, Arts and Minds and Leeds Art Network, which are council run initiatives to develop the creative industries in the area and provide a link between Leeds creative and educational institutions. The University Centre Creative Arts Department host the Visual Arts Network, running quarterly meetings with established institutions and emerging artists from around the region. This activity creates an environment for the students where they are surrounded by contemporary creative practice and practitioners, which would provide excellent opportunities for our postgraduate students to access creative practice across the breadth of the disciplines and the region.

The department is part of Screen Yorkshire's Connected Campus initiative which works to forge closer links between TV and Film professionals, production companies, broadcasters, and students. Through this initiative the department has access to a range of boot camps, masterclasses, and special events, including visits to live sets and studios, industry workshops and visiting speakers. The scheme is encouraged and supported by the broadcasters based in the region, including Channel 4, the BBC and ITV. The department is also a member of Film Buddy UK, who offer bespoke employability services to encourage, inspire and assist students directly into work experience placements and employment within the Film, Television & Creative

Media Industries. This provides University Centre Leeds Creative Arts students with free membership with the company whilst on programme giving access to live Q&As with some of the world's leading specialists, mentoring support, access to work experience opportunities and FB-1, an online catalogue of interviews and podcasts with specialists from the screen industries.

Students will have access to a range of specialist facilities and equipment such as onsite studios and workshops, exhibition space, printing and 3D printing facilities, photography studio, TV Studio, make up studios, MAC labs, and the opportunity to study within a cross-disciplinary environment at the Mabgate Campus, designed to promote student interaction and shared learning. The students on the Prosthetics Makeup pathway will have access to Prosthetic makeup workshop spaces at Prime Studios which is situated within a working TV studio and houses the Acting and Performance degree programmes with their own performance spaces as well as MET Film and several well-established production offices such as Rollem Productions and Wise Owl. The students enrolled to this programme will also have access to a range of specialist resources accessed through our Technical Services team. This includes a wide range of facilities from cameras to sound recording equipment, iPads, MacBook's, make up, and art consumables.

Throughout consultation, the inclusion of the 'Live Brief' and embedded business, marketing and enterprise skills within the Industry Project module received praise from employers who often commented that this was something lacking in their own training and something which was only learned through experience and mistakes. Ben Sweet from Film Buddy described how they felt the enterprising and employability skills developed during an undergraduate degree were often not carried forward into MA programmes, and that higher level employability skills were integral to developing practitioners. Within Industry Project, students will examine and appraise entrepreneurial opportunities and develop business skills such as finance and managing budgets, strategic planning and pitching and proposing creative ideas in a professional environment. The combination of creative skills and

commercial skills embedded throughout the programme is intended to produce graduates who are not only creators and innovators, but who are also aware of their own commerciality and able to plan and manage a viable and sustainable freelance creative practice. The combined nature of the programme and the inclusion of enterprise and business skills feeds into the region's economic plans for small creative businesses to fill the gaps in the current economy and keep the region's creative ecology flourishing.

The team has considerable experience both regarding teaching and vocationally relevant experience and this wide expertise has been a strength of the programme throughout its development.

In 2026, the department will launch an online and physical graduate scheme to support creative graduates' professional development in the year following their graduation. This scheme will provide access to facilities and resources, a mentoring scheme, and visiting speakers giving insight into the creative industries as well as an online platform to upskill in areas of freelance practice such as tax returns, invoicing and self-promotion. The department also works with a broad variety of employers such as Leeds BID, Caddick, Leeds Art Gallery and Prime Studios to provide opportunities for work experience, paid employment, and community activities which students are able to access. Within the University Centre, there is an active Widening Participation team, which has seen our students undertake a number of community arts activities which provide experience for them to work across projects within the Leeds communities and broaden their knowledge, understanding and practice within the realms of equality, diversity and inclusion.

Equality, Diversity, Inclusion and Sustainability:

Students are encouraged to consider global sustainability practices and debates in relation to art communication and cultural forms. Assessment methods such as research proposals, presentations and literature reviews demonstrate an openness to diverse discussions and debates in which their own informed opinion and lived experiences may be challenged by others. within characters using prosthetic based makeup and hair design. Students are encouraged to explore topics

such as gender and identity, intersectionality, expression, inclusivity in the industry, stereotypes, and cultural developments and their links to/impact on the contemporary industry, responding to them through their research and practice. Lecturers assess and reflect on prior knowledge of internal and external students to allow for dissemination on these areas during the Contemporary Cultural Studies module on the MA, drawing from research compiled by published lecturer, Charli Butterfield on the topic of gender expression and identity, intersectionality, queer history, global trends, identity in the digital age, subcultures and more. The intention to build on discussion of such topics from previous levels or courses from other external institutions, developing critical understanding of these key issues and incorporating them into inspiring, creative outcomes. Skills within the prosthetics makeup pathway will be advanced further to address inclusivity focusing on colour theory. Recent research into colourism conducted by the Lecturers delivering on the prosthetics degree have led the teaching team to investigate the Monks Skin Scale, a system developed by Harvard professor and sociologist Dr Ellis Monk. The shades have been translated by the teaching team into realistically textured, large silicone skin samples which can be used for reference and practice by students to advance their skills within the integrated prosthetic silicone colouring process, colour matching and blending to actors' skin tones in both prosthetic makeup application and fashion-based makeup applications. Other research conducted by the MA Programme Manager has focused on the contextual as well as the knowledge and skills gap within hair texture diversity and its significance in cultural identity from past to present. These themes will be explored and underpin design and practice within the Creative Studio/Advanced Character Design and Sculpture for Prosthetics modules and Major Project module to create meaningful and genuine representation.

5. Support for students and their learning

The award adopts the approach to student learning support as identified below:

Students are supported through a comprehensive and inclusive framework of academic, technical, and pastoral provision designed to enable a confident transition into postgraduate study and advanced creative practice. From induction, students are introduced to clear expectations of Level 7 study through a robust orientation programme, complemented by access to Registry-led welfare services, including counselling and financial advice.

The programme continually promotes autonomous study, and this is supported through our robust tutorial system. Each student is allocated a personal tutor at induction who remains constant throughout their studies, providing ongoing pastoral support and guidance on personal development planning. This is further supported through a structured tutorial programme addressing key aspects of postgraduate life, including time management, stress management, mental health, lone working, and wellbeing. Excellent pastoral support is embedded across the programme to ensure students feel supported academically and personally as they progress through their studies.

At University Centre Leeds we have a specialised Student Support team where students can access support for learning, wellbeing, welfare, and financial support, designed to suit the needs of individual students and support their studies. This support includes access to diagnostic assessments and an Additional Learning Support Officer who can provide disability advice and Study Skills for students with a disability, neurodiversity, diagnosed mental health condition, or long-term health condition. The team will support eligible students to apply for Disabled Students' allowance (DSA); a government grant to provide individualised support such as specialist computer equipment, assistive software, mentoring support, study skills support, and/or or help with travel costs. Working with the student, the team will agree tailored

support for learning including accessible learning practices, adjustments, and additional considerations. Our Counsellors provide tailored support to students including confidential short term counselling support, workshops, mentoring, referral and signposting, self-care tools, and resources to promote resilience and positive mental health. Our Student Funding and Welfare Adviser provides students with support to help understand how student finance works, find out what financial support is available, apply for student finance, how to manage budgets and money matters, and other financial guidance and advice to ensure students feel prepared financially whilst studying. The Student Accommodation Adviser can support students to find suitable housing options that are right for them to study, socialise and mix with other like-minded students. They will offer guidance on accommodation available and ensure that all students feel supported, included, and equipped to succeed. There is also specific support available for students who are 'care' experienced, estranged, carers, or seeking sanctuary.

The University Centre Leeds library offers a range of physical and online resources. The online resources, including eBooks, ejournals and specialist websites are available to students whether they are on site or off campus. The HE Librarian can deliver a range of study skills sessions, in areas such as academic skills, research skills, critical thinking, and referencing. These can be for student groups or as 1:1 session for individual students, to support their overall information literacy and the development of their academic, research and digital skills.

The programme will be underpinned by developing practical skills and the students' own practice. The location of the new Mabgate Campus in the Cultural Quarter of Leeds provides opportunities for students with the surrounding businesses and an excellent professional network to enhance their career prospects. The department has fostered excellent links with Leeds cultural institutions to support professional practice, and to embed students into the creative community. Visiting lecturers enrich

and support the breadth of techniques delivered and bring specialist industry experience to support students to engage with and understand the mechanics of a complex sector.

The department also has a dedicated Progress Coach who provides pastoral support for students one to one or with specific study skills requirements and who can monitor students considered to be at risk of not achieving by monitoring and supporting targets set by personal tutors.

A robust communications system functions to give students access to lecturers and management; this includes e-mail, Blackboard VLE with video calls and group/individual chat options. All students have access to using or hiring out devices on-site to support them in using these platforms at home and in the University Centre. Technical services provide a check out service, so students have access to a range of high-quality equipment such as MacBook's, laptops, iPads and pens, course specific equipment and bookable rooms and studios. Equipment can be loaned and used out of opening hours to aid the students to further their technical skills and become more autonomous when working on projects.

The programme is underpinned by the development of critical and reflective skills, explicitly contextualised to the evolution of each student's own creative practice. Teaching is delivered by staff with current and relevant industry experience, ensuring that learning is informed by contemporary professional practice. Visiting lecturers contribute additional breadth and specialist perspectives, enhancing the richness of the learning experience.

Students are supported to develop their entrepreneurial skills and knowledge through the module content, specifically in the Live Brief and

Major Project but also through guest speaker sessions with working professionals, freelancers and creative companies and also benefit from a weeklong annual Specialist Speaker Event in January. Practice-based learning includes group work and individual elements presenting to the group for constructive feedback. Through key collaborative modules, students have the opportunity to work in different groups, in some cases rotating skills to vary engagement within the team, encouraging an active development of mutual practical, academic and personal support. This is especially presented early in the programme, through the Creative Studio/Advanced Character Design and Sculpture for Prosthetics and Collaborative Practice modules, to give students experience of working in a larger mixed peer group of different disciplines at MA level. A supervisor system is adopted to support and mentor individual specialist research and practical development. Students are supported through the design of the curriculum to become increasingly autonomous and critical in preparation for the final Major Project exhibition work. Throughout semester one students are invited to become increasingly critically aware by exploring theoretical debates in the Contemporary Cultural Studies module. Creative Studio/Advanced Character Design and Sculpture for Prosthetics modules, students are supported to develop their practice in response to their personal interests alongside their specialist supervisor. This along with the development of their research, reflexive and entrepreneurial skills within the Industry and Major Project modules, will support them to be autonomous, professional and aspirational practitioners. Students will be supported through regular formal and informal group and group critiques, offering a test space to explore their creative voice and project aims. The Creative Arts Student Network events support students in finding collaboration opportunities within the department and promotes external networking events that are arranged by the department for students from different disciplines to

meet and interact with each other, also readying them to seek further opportunities to continue to extend their network and contacts after graduating.

The Research Ethics process at UC Leeds is directly informed by the [Luminate Further & Higher Education Research Ethics Policy 2025-28](#), which aims to ensure that researchers interact with people and groups in a way that is ethical and respectful, and that they follow best practices for conducting and sharing research. Specifically, the policy safeguards the principles of:

- Integrity, propriety and legal compliance,
- Partiality and public good,
- Safety and protection of rights,
- Informed consent,
- Voluntary participation, and
- Participant anonymity, confidentiality and data protection.

All students undertaking research are guided by a research supervisor within their curriculum department, who will cover the principles of research ethics as part of the relevant module, before directing students to complete a research ethics application before commencing their proposed projects. In the case of secondary research, not involving human participants, an application for research authorisation will be reviewed and approved by the research supervisor.

In the case of primary research, involving human participants, research approval needs to be granted by the Research Ethics Approval Board (REAB). Research supervisors review the application in the first instance before booking the case into a meeting of the REAB at which they will present the case for discussion of any ethical considerations. The REAB is chaired by the Head of Research and Learning Development, and other panel members usually include the HE Research Librarian and the

Group HE Access and Participation Research and Evaluation Manager. The panel will then decide whether research approval can be granted or withheld. In instances where approval is withheld, the student is instantly informed and is then guided by the research supervisor as to what conditions need to be met in order to represent the application to the panel, or in rare circumstances an alternative proposal submitted if concerns cannot be mitigated.

The workrooms at Mabgate Campus are open from 8am–8pm Monday – Thursday, 8am–5pm Friday and Prosthetics Workshop spaces at Prime Studios 8am–6pm Monday –Friday. Students are encouraged to use facilities out of programme hours to utilise available resources and continue project work. This also fosters a work ethic reflecting full-time working in industry simulating the necessity to complete projects following professional timescales while allowing for peer support and studio communities to develop within the subject cohort and wider creative school. The department technicians are available to assist students in the studios with technical skills for individual projects and when working on group projects. Technicians aid students both in practical workshop sessions and can be sought out in person or contacted via chat or email to work with students on independent projects. Equipment and rooms can be booked through the department check out system.

Students are encouraged to develop their professional profile through initiatives such as contributing to the *BLANK_* publication and online platform, engaging with the Creative Arts Graduate Scheme, which provides access to resources, studio space, and mentorship to support the transition into freelance and professional practice. Together, these elements create a supportive, professionally focused learning environment that enables students to develop as confident, critically engaged creative practitioners.

6. Criteria for admission

Typical Offer: 2(ii) or better BA (Hons) in a creative subject
Minimum Offer: Level 6 qualification in relevant subject or relevant industry experience

IELTS: 5.5 or above

International Qualifications: Equivalent to Level 6 in relevant subject

Mature Applicants: We welcome applications from mature* applicants who may not have met the academic criteria, but who can demonstrate potential academic ability and a wealth of experience in their chosen field. Candidates in this category will be invited to be interviewed to assess their suitability for the course and asked to provide a portfolio of evidence to support their application.

*21 years and over at the start of the course

RPL Claims: The course structure actively supports claims for Recognition of Prior Certified Learning (RPCL) or Recognition of Prior Experiential Learning (RPEL)

Interview/Portfolio Review: Candidates that fail to meet the minimum entry requirement, however, have the necessary industry experience will be interviewed to assess their suitability for the course and will be asked to provide a portfolio of creative work to support their application.

7. Language of study

English

8. Information about non-OU standard assessment regulations (including Professional Statutory Recognised Body requirements)

N/A

9. For apprenticeships in England, summary of how the End Point Assessment (EPA) links to the academic award

N/A

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

In addition to the Annual Programme Monitoring process the following mechanisms are in operation:

- Peer Review
- Annual Planning
- Peer Observation
- Employer consultation and review
- Student module reviews
- Tutor module reviews
- Enrolment and induction reviews
- Course Committee meetings
- Student meetings

11. Changes made to the programme since last (re)validation

The restructured program is to include one 20 credit and one 40 credit pathway module to suit a Prosthetics Makeup specialism.

This change will allow students studying on the BA Creative Hair & Media Makeup degree to have a clearer trajectory for learning and developing the niche practical and transferrable skills suited to that industry environment and career pathway post MA graduation. This will also create a new recruitment avenue for external applicants from CBHEI's and HE institutions, as well as freelance professionals wanting to upskill, offering a competitive edge to the Creative Practice offering in the North of England.

The Creative Studio module has been created to replace Exploratory Research Practices on the Creative Practice MA. Although refined to include a change of delivery, the assessment methods remain the same and will align to the pathway module, Advanced Character Design and Sculpting for Prosthetics.

The old structure:

Compulsory modules	Credit points	Optional modules	Credit points
Exploratory Research Practices	30	Contemporary Cultural Studies	30
Industry Project	30		
Collaborative Practice	30		
Major Project	60		

New Structure:

Core modules	Credit points	Prosthetics Makeup Pathway modules	Credit points
Creative Studio	20	Advanced Character Design and Sculpting for Prosthetics.	20
Contemporary Cultural Studies	30		
Collaborative Practice	30		
Industry Project	40	Advanced Character Prosthetics Moulding, Casting and Application	40
Major Project	60		

Annexe 1 – Curriculum map

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

Please amend this mapping to suit frameworks used within the different nations if appropriate.

MA Creative Practice

Level	Study module/unit	A1	A2	A3	B1	B2	B3	C1	C2	C3	C4	P1	P2	P3	P4	D1	D2	D3	D4	Available as single registerable module?
7	Creative Studio		x	x			x	x												
	Contemporary Cultural Studies	x	x		x				x							x				
	Industry Project				x	x			x	x							x	x		
	Collaborative Practice	x		x		x				x	x								x	
	Major Project						x	x			x					x	x	x	x	

MA Creative Practice (Prosthetics Makeup Pathway)

		Programme outcomes	
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Level	Study module/unit	A1	A2	A3	B1	B2	B3	C1	C2	C3	C4	P1	P2	P3	P4	D1	D2	D3	D4	Available as single registerable module?
	Advanced Character Design and Sculpting for Prosthetics.		x	x			x					x								
	Contemporary Cultural Studies	x	x		x				x							x				
	Collaborative Practice	x		x		x				x	x								x	
	Advanced Character Prosthetics Moulding, Casting and Application				x	x							x	x	x		x			
	Major Project						x	x			x					x	x	x	x	