

## COURSE SPECIFICATION

|   |   |
|---|---|
| Course Aim and Title  | Foundation Year in Art & Design   |
| Intermediate Awards Available   | N/A   |
| Teaching Institution(s)   | UEL on campus   |
| Alternative Teaching Institutions<br>(for local arrangements see final section of this specification) | N/A   |
| UEL Academic School   | Architecture, Computing & Engineering   |
| UCAS Code   | 1V88: BA Animation (with Foundation Year)<br>W233: BA Fashion Design (with Foundation Year)<br>WD41: BA Fashion Marketing (with Foundation Year)<br>4T25: BA Fashion Textiles (with Foundation Year)<br>W108: BA Fine Art (with Foundation Year)<br>W219: BA Graphic Design (with Foundation Year)<br>W220: BA Illustration (with Foundation Year)<br>W642: BA Photography (with Foundation Year) |
| Professional Body Accreditation   | N/A   |
| Relevant QAA Benchmark Statements   | Art & Design  |
| Additional Versions of this Course  | N/A   |
| Date Specification Last Updated   | September 2019  |

### Course Aims and Learning Outcomes

The modules on the course are designed to give you the opportunity for:

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

The course's fundamental aims and learning outcomes are:

What you will learn:

**Knowledge:**

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

**Thinking skills:**

- To access analytical skills and critical awareness supporting the development of an individual practice
- To respond positively to tutorial advice
- To employ critical judgement in selecting the appropriate techniques for a particular visual language
- To apply an analytical approach to your research in galleries, creative studios and museums

**Subject-based practical skills:**

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

**Skills for life and work (general skills):**

- To demonstrate the ability to work independently and as part of a team
- To apply emotional intelligence to team work
- To present and articulate your practice effectively
- To plan work effectively in response to deadlines

## Learning and Teaching

**Knowledge** is developed through:

- Practical work
- Tutorials
- Seminar discussion
- Lectures
- Exhibition, creative studio and gallery visits
- workshops

**Thinking skills** are developed through:

- Seminars and tutorials
- Presentations and exhibitions
- Independent studio practice

**Practical skills** are developed through:

- Projects and workshops
- Technical demonstrations
- Independent studio practice
- Presentation/exhibition
- Portfolio

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

- Practical studio work
- Presenting and exhibiting
- Seminars and discussion
- Workshops
- Digital proficiencies

## Assessment

**Knowledge** is assessed by:

- Presentation of projects
- Creative and reflective writing skills
- Sketchbook

**Thinking skills** are assessed by:

- Presentation of projects
- Creative and reflective writing skills
- Sketchbook

**Practical skills** are assessed by:

- Presentation of projects
- Quality of project output

**Skills for life and work** (general skills) are assessed by:

- Presentation of project
- Creative and reflective writing skills
- Digital Proficiencies

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

## Work or Study Placements

N/A

## Course Structure

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

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

Credits are assigned to one of 5 levels:

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

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

The module structure of this course:

| <b>Level</b> | <b>Module Code</b> | <b>Module Title</b>                        | <b>Credit Weighting</b> | <b>Core/Option</b> | <b>Available by Distance Learning?<br/>Y/N</b> |
|--------------|--------------------|--|-------------------------|--------------------|--|
| 3            | VA3011             | Mental Wealth Professional Life            | 20                      | Core               | N  |
| 3            | VA3012             | Art & Design Workshops, Processes & Skills | 20                      | Core               | N  |

|   |        |   |    |      |   |
|---|--------|---|----|------|---|
| 3 | VA3013 | Art & Design Studio Practice Practise & Portfolio     | 20 | Core | N |
| 3 | VA3024 | Art & Design Specialist Workshops, Processes & Skills | 20 | Core | N |
| 3 | VA3025 | Art & Design Specialist Studio Practice & Portfolio   | 20 | Core | N |
| 3 | VA3026 | Art & Design Contextual Studies                       | 20 | Core | N |

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

Additional detail about the course module structure:

A core module for a course is a module which a student must have passed (i.e. been awarded credit) in order to pass the year. There are no option modules.

The overall credit-rating of this course is 120 credits.

### Course Specific Regulations

N/A

### Typical Duration

The duration of this course is 1 year full-time. This course can only be taken on full-time basis.

### Further Information

More information about this course is available from:

- The UEL web site ([www.uel.ac.uk](http://www.uel.ac.uk))
- The course handbook
- Module study guides
- UEL Manual of General Regulations (available on the UEL website)
- UEL Quality Manual (available on the UEL website)
- School web pages

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

**Additional costs:**

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

## Alternative Locations of Delivery

N/A