Extended degree in Art, Design and Architecture

This programme is only offered at: UEL

Final award	BA/BSc (Hons)
Intermediate awards available	NA
Mode of delivery	UEL on campus
UCAS code	1V88: Animation and Illustration (Extended) K108: Architecture (Extended) W233: Fashion Design (Extended) 4T25: Fashion Textiles (Extended) W108: Fine Art (Extended) W219: Graphic Design (Extended) W220: Illustration (Extended) W642: Photography (Extended)
Details of professional body accreditation	None
Relevant QAA Benchmark statements	NA
UEL Academic School	Arts & Digital Industries
Date specification last up-dated	May 2014

Alternative locations for studying this programme

Location	Which elements?	Taught by UEL staff	Taught by local staff	Method of Delivery
N/A				
N/A				
N/A				

The summary - UCAS programme profile-

BANNER BOX:

The programme prepares you for entry to Level 4 of UEL programmes in Art, Design & Architecture, providing a practical and theoretical introduction to these subjects with successful completion of the year conferring progression directly to Level 4.

ENTRY REQUIREMENTS

Entry onto level 4 undergraduate Art & Design degree	
Level 2 Qualifications	GCSE Grade C or above Englishâ€¨(+ Maths for Architecture and Fashion routes)
Level 3 Qualifications Minimum entry requirements are 120 UCAS points acquired at level 3 + portfolio	Students are required to present a portfolio of work at interview. International students can present their work as an electronic portfolio. Applicants who do not have a portfolio are asked to complete an Application Project.
	Level 3 BTEC qualification
	14-19 Advanced Diploma
	Access to HE Diploma
	Other appropriate qualifications evidenced through Accreditation of Prior Learning
Industry Experience	Relevant industry/work experience evidenced through Accreditation of Prior Experiential Learning and demonstrated through a portfolio of art/design works.
International applications	IELTS score of 5.5 overall with 5.5 in all components
Portfolio Interviews	
Extended Degree Portfolio	Your portfolio should demonstrate your interest in developing creatively within the broad areas of Art, Design, or Architecture. You should include works in any medium that you enjoy working with, e.g. drawing, painting, photography, garments, fabrics, video, sculpture, models, computer print-outs or images saved as jpeg, pdf, or powerpoint. Please provide photographic record of any work too large or awkward to include physically. You should also provide sketchbooks or notebooks that show

| | preparatory work and evidence of the artists/designers/architect that interest you eg drawings or postcards from gallery or museum visits, magazine images, or written notes and observations.

If for any reason you will be unable to attend interview you should provide a link to an electronic version of the above ie blog or website.

International applicant's portfolios will be viewed electronically. Guidance for this can be provided on application. |
|---|---|
| **Interview** | Applicants may be invited for interview with their portfolio. The applicant will provided with a choice of dates. The interview process will take place with admissions tutors from the programme. Applicants will present their portfolio and tutors will questions about their work and the area of study that they are interested in. Tutors will provide spoken feedback on the applicant's portfolio.

Applicants who have applied through UCAS will be notified via UCAS Track. Other applicants will be notified by the UEL Admissions. |

Applicants are recommended to attend one of UEL's open days or taster days to ensure they are fully informed about the programme and the University.

Successful applicants are requested to make acceptance on their offer as early as possible to secure a place on the course. Once offered, applicants will be contacted by UEL to provide additional information about the programme and the University.

At UEL we are committed to working together to build a learning community founded on equality of opportunity - a learning community which celebrates the rich diversity of our student and staff populations. Discriminatory behaviour has no place in our community and will not be tolerated. Within a spirit of respecting difference, our equality and diversity policies promise fair treatment and equality of opportunity for all. In pursuing this aim, we want people applying for a place at UEL to feel valued and know that the process and experience will be transparent and fair and no one will be refused access on the grounds of any protected characteristic stated in the Equality Act 2010

ABOUT THE PROGRAMME

What is the Extended Degree in Art, Design & Architecture?

The Extended Degree is the first year of a four year degree which by offering you experience in a range of visual creative areas combines the ambitions of a Foundation Course with the opportunity to progress directly into Level 4 of your chosen area of study following successful completion of the year. There are seven main areas of study followed on the extended programme which link directly to continuing studies at Level 4:

Animation & Illustration, Architecture, Fashion Design, Fashion Textiles, Fine Art, Graphic Design,   Illustration, Photography

Extended Degree at UEL

The Extended Degree is an alternative to a Foundation Diploma in Art and Design with the advantage that it is taught within the same building and uses the same facilities as the three year degree programmes, and many of the specialist projects are taught by tutors from the BA programmes. If you complete the year successfully you automatically gain entry to Level 4 with no need for an interview. It is a studio-based programme, and is taught by practicing artists, designers and architects who are abreast of contemporary developments in the fields of Art, Design and Architecture.

Programme structure

The programme is only available to full time students and the programme runs over a full academic year.

The Programme is divided into three stages. At stage 1 students are introduced to a range of visual disciplines via practical projects and workshops designed to help them decide or confirm their preferred area of study. At Stage 2 students choose their specialist area of study and are taught by specialist staff who familiarise them with the methods, materials and thinking associated with their chosen area. At Stage 3 students extend their personal practice through a negotiated project resulting in a final piece for exhibition in the end of year show. Learning is delivered in three full year modules, two are practice modules, and the third is a contextual studies module which provides a historical and theoretical context to support your development.

Modules

AD3001 Art & Design Studio   45 credits

AD3002 Art and Design Workshop   45 credits

AD3003 Contextual Studies   30 credits

AD3001 Art & Design Studio Weeks 1-24	45 credits
Introduction to studio-based skills and language: drawing, colour, design	

AD3002 Art & Design Workshop Weeks 1-24	45 credits
Introduction to workshops: print, photography, woodwork, casting, computing, fashion	
AD3003 Contextual Studies Weeks 1-24	30 credits
Introduction to galleries and museums, and art historical survey	

Learning environment

At the heart of the programme is the studio, which is located on the first floor in the AVA Building (Architecture & the Visual Arts) which houses all the undergraduate and post-graduate Art, Design, and Architecture programmes. The building also houses a full range of workshops including Printmaking, Photography, Woodwork, Metalwork, Casting, Animation, Garment Fabrication, and Computing, which are used by extended degree students. Students also make study visits to galleries, museums, exhibitions, buildings, cities and landscapes.

You will be taught by practicing artists, designers and architects who are abreast of contemporary developments in the fields of Art, Design and Architecture.

Assessment

Assessment takes place through presentation of practical work and by written work. Students receive constructive feedback on their progress throughout the year, with a formative assessment point at the end of Stage 1 and of Stage 2. Summative assessment takes place at the end of the academic year.

Work experience/placement opportunities

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

Project work

Project work is fundamental to learning and teaching on the programme. Projects give students the opportunity to develop their technical and conceptual skills with their creativity. They also provide experience of working with materials, understanding of process, and critical analysis. Initial projects help develop general art and design skills in drawing, design, construction, colour theory. Stage 2 projects introduce the specific skills relevant to your chosen subject e.g. photography, typography, painting, model-making, CAD, animation, garment design and construction, casting. At stage 3 students negotiate a personal project which develops their particular area of interest and allows for the development of an individual visual language or style.

Added value

Students work with Level 4 students and staff, and by the end of the year they are integrated into the relevant BA/BSc programme with no need for an interview for students who have successfully passed the modules.

IS THIS THE PROGRAMME FOR ME?

If you are interested in...

Architecture, Design, Fashion, Fine Art, Graphics, Photography, Illustration, Animation and the creative industries

If you enjoy...

Being creative and thinking about things through the process of making and drawing.

If you want....

To develop your visual skills, making skills, your creativity and critical thinking.

Your future career

 This programme is designed as the first step in a career in the creative industries.

How we support you

Students benefit from contact teaching four days per week throughout the academic year, with a day for independent study. Each project is taught by specialist teachers who gives regular advice and feedback on the progress of the project. There are regular individual tutorials on your project work and advice on your choice of suitable future studies. The programme leader is available to offer additional advice regarding the programme.

The workshops are staffed by artists and designers who are expert in their fields as well as in their technical areas, and are well placed to support students in developing their work.

The Writing Centre offers support for those who need additional support with their writing skills.

UEL student support centre offers additional student support for financial and pastoral advice or counselling, residential and careers advice.

Bonus factors

East London offers unrivalled access to the most important creative resources, as well as good transport links.
The programme gives access to other highly regarded programmes in the School of Arts and Digital Industries (ADI) at UEL and other institutions.

Programme aims and learning outcomes

What is this programme designed to achieve?

This programme is designed to:

Introduce core skills for the practice of art, design & architecture

Provide a foundation for understanding the theoretical contexts of art, design & architecture

Allow students to learn the specialist options available within art, design & architecture

Enhance key skills in independent learning, teamwork, and time management within a higher education context

What will you learn?

Knowledge

1) To differentiate the visual practices and contexts appropriate to art and design generally and to your specialist area of study.

2) To differentiate the various workshop practices and processes appropriate to art and design generally and to your specialist area of study.

3) To demonstrate a knowledge of the historical and contemporary context of your practice employing the conventions of essay writing

Thinking skills

4) Access analytical skills and critical awareness supporting the development of an individual practice

5) Respond positively to tutorial advice

6) Employ critical judgement in selecting the appropriate techniques for a particular visual language.

7) Apply an analytical approach to your research in galleries and museums.

Subject-based practical skills

8) Use a range of studio methods, workshop processes and approaches appropriate to your specialist study to produce an individual body of work

9) Successfully utilise the drawing methods appropriate to your specialist subject

10) Make links between your own practice and contextual/theoretical research

Skills for life and work (general skills)

11) Demonstrate the ability to work independently

12) Present and articulate your practice effectively

13) Plan work effectively in response to deadlines

The programme structure

Introduction

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

One credit is equal to 10 hours of directed study time (this includes everything you do e.g. lecture, seminar and private study). Credits are assigned to one of 5 levels:

3	equivalent in standard to GCE 'A' level and is intended to prepare students for year one of an undergraduate degree programme

4	equivalent in standard to the first year of a full-time undergraduate degree programme

5	equivalent in standard to the second year of a full-time undergraduate degree programme

6	equivalent in standard to the third year of a full-time undergraduate degree programme

7	equivalent in standard to a Masters degree

Credit rating

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

Typical duration

The expected duration of this programme is 1 year.

How the teaching year is divided

The teaching year begins in September and ends in June, and is divided into three eight week stages, after which is the assessment and exhibition period.

What you will study when

A student will take 120 credits per year. This is delivered via three full year modules. The two practice modules are each 45 credits, and the contextual studies module is 30 credits.

Level	Module Code	Module Title	Distance learning Y/N	Credits	Status*
3	AD3001	Art & Design Studio	N	45	Core
3	AD3002	Art & Design Workshop	N	45	Core
3	AD3003	Contextual Studies	N	30	Core

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

Requirements for gaining an award

An Extended Degree year is linked to a named Honours Degree onto which a student may progress after successful completion of this level.

Teaching, learning and assessment

Teaching and learning

Knowledge is developed through

Practical studio work

Tutorials

Class discussion

Lectures

Exhibition and gallery visits

Thinking skills are developed through

Seminars and tutorials

Presentations and exhibitions

Independent studio practice

Practical skills are developed through

Projects and workshops

Technical demonstrations

Independent studio practice

Presentation/exhibition

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

Practical studio work

Presenting and exhibiting

Seminars and discussion

Workshops

Assessment

Knowledge is assessed by:

Presentation of negotiated project

Essay with position statement

Thinking skills are assessed by:

Presentation of negotiated project

Essay with position statement

Practical skills are assessed by:

Presentation of negotiated project

Quality of the artefact

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

Presentation of negotiated project

Essay with position statement

How we assure the quality of this programme

Before this programme started

Before this programme started, the following was checked:

- there would be enough qualified staff to teach the programme;
- adequate resources would be in place;
- the overall aims and objectives were appropriate;
- the content of the programme met national benchmark requirements;
- the programme met any professional/statutory body requirements;
- the proposal met other internal quality criteria covering a range of issues such as admissions policy, teaching, learning and assessment strategy and student support mechanisms.

This is done through a process of programme approval which involves consulting academic experts including some subject specialists from other institutions.

How we monitor the quality of this programme

The quality of this programme is monitored each year through evaluating:

- external examiner reports (considering quality and standards);
- statistical information (considering issues such as the pass rate);
- student feedback
- liaison with professionals and experts in the subject

Drawing on this and other information, programme teams undertake the annual Review and Enhancement Process which is co-ordinated at School level and includes student participation. The process is monitored by the Quality and Standards Committee.

Once every six years an in-depth review of the whole field is undertaken by a panel that includes at least two external subject specialists. The panel considers documents, looks at student work, speaks to current and former students and speaks to staff before drawing its conclusions. The result is a report highlighting good practice and identifying areas where action is needed.

The role of the programme committee

This programme has a programme committee comprising all relevant teaching staff, student representatives and others who make a contribution towards the effective operation of the programme (e.g. library/technician staff). The committee has responsibilities for the quality of the programme. It provides input into the operation of the Review and Enhancement

Process and proposes changes to improve quality. The programme committee plays a critical role in the quality assurance procedures.

The role of external examiners

The standard of this programme is monitored by at least one external examiner. External examiners have two primary responsibilities:

- To ensure the standard of the programme;
- To ensure that justice is done to individual students.

External examiners fulfil these responsibilities in a variety of ways including:

- Approving exam papers/assignments;
- Attending assessment boards;
- Reviewing samples of student work and moderating marks;
- Ensuring that regulations are followed;
- Providing feedback through an annual report that enables us to make improvements for the future.

The external examiner reports for this programme are located on the UEL virtual learning environment (Moodle) on the school notice board under the section entitled 'External Examiner Reports & Responses'. You can also view a list of the external examiners for the UEL School by clicking on the link below.

http://www.uel.ac.uk/qa/externalexaminersystem/currentexaminers/

Listening to the views of students

The following methods for gaining student feedback are used on this programme:

- Student representation on programme committees (two meetings per year)
- Student module evaluations
- Programme evaluations

Students are notified of the action taken through:

- Circulating the minutes of the programme committee
- Individual responses to students as required

Listening to the views of others

The following methods are used for gaining the views of other interested parties:

- Annual student satisfaction questionnaire
- Regular staff meetings at programme level
- Regular meetings at Subject Area level
- Liaison with industry panels, professional bodies, professional designers and experts in the subject.

Where you can find further information

Further information about this programme is available from:

- School of Arts & Digital Industries web pages: www.uel.ac.uk/adi/
- The Writing Centre in the School of Arts & Digital Industries: www.uel.ac.uk/adi/resources/writingcentre/
- The UEL web site: www.uel.ac.uk
- UEL Manual of General Regulations: www.uel.ac.uk/qa/policies/manual/
- UEL Quality Manual: www.uel.ac.uk/qa/policies/qualitymanual/