

## PROGRAMME SPECIFICATION

Every taught course of study leading to a UAL award is required to have a Programme Specification. This summarises the course aims, learning outcomes, teaching, learning and assessment methods, and course structure. Programme Specifications are developed through course validation and are formally approved by UAL Validation Sub Committee (VSC). They are available to prospective students through the course web page, and must be reviewed on an annual basis to ensure currency of information (for example, following any minor modification or local developments).

Awarding Body	University of the Arts London (UAL)
Teaching Institution	London College of Fashion
Final Award	BA (Hons)3D Effects for Performance and Fashion
Relevant QAA Benchmark Statement	Art and Design
Date of production/revision	May 2018

This section is available to provide any introductory information on the course. It might include explanation of the position of courses which form a named pathway within an 'umbrella' programme.

The course is located in the School of Media and Communication and within the Performance Programme area.

### Course Aims

The aims of the course identify the rationale underlying the student's educational experience and own personal achievement from studying on the course and its affect upon the student's long term achievement and career.

This course aims to:

- Consider emerging practice, and to create entrepreneurial artists with a strong sense of their own practitioner identity;
- Generate excellence in your technical abilities and skills, but also with the confidence to lead, create and realise a project;
- Develop a robust identity, able to demonstrate emotional intelligence, academic rigour, and resilience;
- Support to see, interact with, and debate performance in a myriad of venues;
- Develop a community where you can consider practice that is new, innovative, and that challenges perceptions;
- Give students the confidence to test and experiment with materials, process, language and collaboration.

### Course Outcomes

The course enables the student to demonstrate the following subject knowledge and understanding, intellectual and academic skills, practical subject skills, key attributes and transferable skills. Each outcome should be detailed below.

The outcomes that you will have demonstrated upon completion of the course, are:

1. An ability to make an in depth analytical and critical response to a chosen topic of a historical or cultural nature related to your chosen field of study, researched in detail using both primary and secondary research sources;
2. An ability to re-interpret narratives and to conceptualise your ideas into a negotiated project proposal and develop a strategy to fully realise the design concept through research;
3. The application of technical skills and craft methods and techniques learnt;
3. To analyse, consolidate, extend and apply specialist knowledge and understanding to initiate and to produce work that reflects your own individuality and depth of learning to a professional standard';
4. An ability to research and to experiment with new materials and techniques to develop your own design concepts and production processes for contemporary performance;

5. Communication of information, ideas, problems and solutions at critiques and assessment;
6. An awareness of the context of contemporary performance;
7. An ability to reflect on prior learning, to analyse, consolidate, extend and apply specialist knowledge and understanding to produce work that reflects your own individuality and depth of learning to a professional standard;
8. An ability to communicate and produce work collaboratively that also reflects your own individual ideas, skills development and career aspirations to specialist and non-specialist audiences;
9. An ability to situate practice within cultural and historical contexts and debates;
10. Evidence of engagement with relevant principles and attributes outlined in the UAL <i>Creative Attributes Framework</i> ( <a href="http://www.arts.ac.uk/about-ual/teaching-and-learning/careers-and-employability/creative-attributes-framework/">http://www.arts.ac.uk/about-ual/teaching-and-learning/careers-and-employability/creative-attributes-framework/</a> ).

**Learning and Teaching Methods:**

Provide a summary of the relevant assessment methods for the course.

Lectures, demonstrations, group-discussions, practical workshops, seminars, critiques, design workshops, peer assessment, briefings, student-directed study, visits to live performances, video screenings, presentations, visiting speakers, performance project.

**Scheduled Learning and Teaching**

This is the percentage of your time spent in timetabled learning and teaching. In each year you are expected to study for 1200 hours over 30 weeks; below is the amount of time which is timetabled activity. The rest of your learning time will be self-directed, independent study.

**Year 1 - 22%**

**Year 2 - 19%**

**Year 3 - 22%**

**Assessment Methods:**

Provide a summary of the relevant assessment methods for the course.

The following assessment methods are employed to assess the achievement of learning outcomes in an integrated approach:

- Essays; presentations; written reports; dissertation; technical process log books; written self-evaluations; sketchbooks; designs submission; realised 3D practical pieces as set in specific briefs i.e.(realisations ready for photographs, the stage, or for filming; all these make the majority of the assessable parts of the projects).

## Reference Points

List any policies, descriptors, initiatives or benchmark statements used in the development of the course.

The following reference points were used in designing the course:

- FHEQ <http://www.qaa.ac.uk/en/Publications/Documents/Framework-Higher-Education-Qualifications-08.pdf>
- UK Quality Code: <http://www.qaa.ac.uk/assuring-standards-and-quality/the-quality-code>
- QAA subject benchmark statements: <http://www.qaa.ac.uk/assuring-standards-and-quality/the-quality-code/subject-benchmark-statements>
- UAL Learning, Teaching and Enhancement Strategy 2015-2022: <https://myintranet.arts.ac.uk/media/arts/about-ual/teaching-and-learning-exchange/2015---2022-Learning,-Teaching-and-Enhancement-Strategy.pdf>
- UAL Assessment Strategy: <https://myintranet.arts.ac.uk/staffonly/ual-strategy-2015-22/>
- UAL Creative Attributes Framework: <http://www.arts.ac.uk/about-ual/teaching-and-learning/careers-and-employability/creative-attributes-framework/>
- UAL Tutorial Policy: <http://www.arts.ac.uk/study-at-ual/academic-regulations/tutorial-policy/>

## Programme Summary:

Programme structures, features, units, credit and award requirements:

You will be required to complete 360 credits at levels 4, 5 and 6 to be awarded the **BA (Hons) 3D Effects for Performance and Fashion**. After achieving 120 credits at level 4 you can opt to be awarded **Cert HE**. After achieving 240 credits (to incl. minimum of 120 at level 5) you can opt to be awarded **Dip HE**.

### Stage 1 (Level 4)

The units you will study in Year 1, Stage 1, Level 4 are as follows:

- Introduction to Design for Performance (20 Credits);
- Introduction to 3D & Modified Forms (40 Credits);
- Introduction to Cultural & Historical Studies (20 Credits);
- Better Lives Option Unit (20 credits);
- Collaboration One: Design & Production (20 Credits).

### Stage 2 (Level 5)

The units you will study in Year 2, Stage 2, Level 5 are as follows:

- Cultural & Historical Studies Option unit (20 Credits);
- Core Skill: 3D Innovation & Design (40 Credits);
- Situating Your Practice: Industry Placement/ Project (20 Credits);
- Collaboration Two: Interdisciplinary & Experimental (40 Credits).

### Stage 3 (Level 6)

The units you will study in Year 3, Stage 3, Level 6 are as follows:

- Cultural & Historical Studies Dissertation (40 Credits);
- Innovation & Design (20 Credits);
- Personal Performance Project (40 credits);
- Modelling Your Future (20 credits).

A 20-credit unit is approximately equivalent to 200 hours of learning time, which includes a mixture of taught time, independent study and assessment.

All students are entitled to a tutorial package that consists of:

- one induction tutorial (group or one to one);
- one tutorial per term for the duration for their course of study at LCF;
- group tutorials as required;
- an appropriate level of confidentiality.

### **Distinctive features of the course:**

Identify and list those characteristics that distinguish your course from other, similar courses. Refer to both the student experience on the course and future possible career opportunities.

- Students on the BA (Hons) 3D Effects for Performance and Fashion course collaborate with the two other courses in the programme (BA (Hons) Costume for Performance and BA (Hons) Hair, Make-up and Prosthetics for Performance), mirroring industry practice;
- Students can place an equal emphasis on both design and realisation for the creative industries as an integrated process throughout the taught curriculum;
- Students practical outcomes are very diverse and relate to both the fields of Performance and Fashion, for example, dance, film, theatre, television, art installation, fine art, fashion catwalk shows, advertising & editorial contexts, and fashion window display (visual merchandising). Our emphasis is on emerging practice from an interdisciplinary field of genres, venues, and the spaces between performance and fashion;
- Students have access to excellent facilities which are of industry standard;
- First and second year units in the curriculum start from a text (script, book, poem, libretto), as would a commissioned piece in industry;
- Students can undertake industry placements that have previously included The English National Opera, The National Theatre; Merlin Studios; as well as at special effects companies such as Millennium FX and Asylum;
- The course benefits from industry expertise via masterclasses and sessions delivered by industry practitioners, e.g. previous masterclasses have been delivered by Elaine Best, film finisher and painter (Wicked; Harry Potter films; Game of Thrones TV series). Guest speakers (2016/17) include Hilary Westlake, Ayo Laguda, Kathleen Ridley, Dr Henry Atwater, and Pamlea Jikiemi.

### **Recruitment and Admissions**

#### **Admission Policy/Selection Criteria**

Summarise relevant details contained in the validation papers i.e. list the methods used in selection such as interviewing. Selection criteria should be fully listed.

The course team seeks to recruit students who can demonstrate:

- a strong interest in design and the performing arts;
- the potential for creative problem solving;
- an approach suited to the demands of the course and the projected career pathways in the chosen field of studies, i.e. 3D Effects.

This might, for example, be demonstrated by: related academic or work experience; the quality of the personal statement, a strong academic or other professional reference; or a combination of these factors.

### **Entry Requirements**

List the entry requirements relevant to the course.

The entry requirements for the course are:

- A Level – minimum of 2 A Level Grades A\* - C to total 96 new UCAS tariff; preferred subjects include Art, Design, English, Drama and Film Studies;

- or a Merit - Foundation Diploma in Art & Design (Level 3 or 4) with a total of at least 96 tariff points to include at least one A-level pass;
- or Merit, Merit, Merit at BTEC Extended Diploma preferred subjects Art & Design;
- or a Merit at UAL Extended Diploma;
- or an Access Diploma with at least 45 credits at Merit level' or '96 tariff points from the Access to HE Diploma;
- or 96 new UCAS tariff points (equivalent to 240 old UCAS tariff points) from a combination of the above qualifications or an equivalent full Level 3 qualification;
- or equivalent EU or non-EU qualifications;
- And three GCSE passes at grade A\*-C.

Exceptionally, applicants who do not meet these course entry requirements may still be considered if the course team judges the application demonstrates additional strengths and alternative evidence. This might, for example, be demonstrated by: related academic or work experience; the quality of the personal statement; a strong academic or other professional reference; or a combination of these factors.

All classes are conducted in English. **The level required by the University for this course is IELTS 6.5 with a minimum of 5.5 in each skill.**

### **Admission Procedures**

The selection procedures for the course must adhere to the Equal Opportunities Policy of UAL.

The course team seeks to recruit students who can demonstrate:

- a strong interest in design and the performing arts;
- the potential for creative problem solving;
- an approach suited to the demands of the course and the projected career pathways in the chosen field of studies, i.e. 3D Effects.

This might, for example, be demonstrated by: related academic or work experience; the quality of the personal statement, a strong academic or other professional reference; or a combination of these factors.

## Course Diagram

Insert a course diagram which includes; units and their credit values, plus credit values per year/level, category of units (i.e. core or specialist), progression routes, years/levels of the course, any other relevant characteristics that distinguishes the course.

<b>Block 1:</b> <b><i>Thinking Differently: Transition to Higher Education</i></b>	<b>Block 2:</b> <b><i>Creativity, Experimentation, Collaboration</i></b>
<b>Introduction to Design for Performance</b> (20 credits)	<b>Introduction to Cultural &amp; Historical Studies</b> (20 credits)
<b>Introduction to 3D &amp; Modified Forms</b> (40 credits)	<b>Better Lives</b> ( <i>in-unit optionality</i> ) (20 credits)
	<b>Collaboration One: Design &amp; Production</b> (20 credits)
<b>Block 3:</b> <b><i>Core Discipline</i></b>	<b>Block 4:</b> <b><i>Professional Practice</i></b>
<b>Cultural &amp; Historical Studies Option unit</b> (20 credits)	<b>Situating Your Practice: Industry Placement/ Project</b> (20 credits)
<b>Core Skill:</b> <b>3D Innovation &amp; Design</b> (40 credits)	<b>Collaboration Two: Interdisciplinary &amp; Experimental</b> (40 credits)
<b>Block 5:</b> <b><i>Individual Practice</i></b>	<b>Block 6:</b> <b><i>Preparing for the future</i></b>
<b>Cultural &amp; Historical Studies Dissertation</b> (40 credits)	<b>Personal Performance Project</b> (40 credits)
<b>Innovation &amp; Design</b> (20 credits)	<b>Modelling Your Future</b> (20 credits)