

Year 0 – Extended Degree Architecture and the Visual Arts

**Please note that this programme specification is no longer recruiting.*

Final award	BSc / BA (Hons)
Intermediate awards available	DipHe, Cert HE K108: Architecture W222: Fashion (including BA Hons Fashion Design, BA Hons Fashion Design with Marketing, BA Hons Fashion Futures: Trend Prediction and Forecasting)
UCAS code	W108: Fine Art W219: Graphic Design W282: Moving Image W642: Photography W228: Printed Textiles Design
Details of professional body accreditation	N/A
Relevant QAA Benchmark statements	N/A
Date specification last up-dated	April 2013

Profile

The summary - UCAS programme profile

BANNER BOX:

The programme acts as a practical and theoretical introduction to art, design and architecture in preparation for entry to a level one programme at UEL.

ENTRY REQUIREMENTS

GCSE Grade C or above Maths & English

80 UCAS points at A level or equivalent

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.

Students may be admitted through Accreditation of Experiential Learning (AEL) or Accreditation of Certificated Learning (ACL) processes.

In the case of applicants whose first language is not English, then IELTS 5 (or equivalent) is required. International qualifications will be checked for appropriate matriculation to UK Higher Education undergraduate programmes.

ABOUT THE PROGRAMME

What is Level 0 Extended Degree?

Your year of study on Level 0 is a transitional time for developing a committed and self-motivated working practise to take onto your degree in visual art and design. We aim to help you develop an understanding of materials as part of the ideas generation process. We recognise this is a challenge and are here to help guide you through what will hopefully be an exciting year at the start of a journey towards a professional career in the creative industries. The basis for success on year zero is an individual enquiring mind and an ability to solve problems through making and doing. By the end of the programme we aim for you to feel confident using process and research to shape and contextualize your own self initiated art and design work.

On the programme you will have the opportunity to develop keys skills for art and design through practice, working with materials (wood, metal, plaster), process, creative expression, problem solving, reflective thinking and cultural and contextual analysis. Throughout the program you will be supported and guided in the selection of your future field of study.

Successful completion of Level 0 programme gives you direct entry to the following specialist programmes at UEL

- K108 Architecture
- W222 Fashion (including BA Hons Fashion Design, BA Hons Fashion Design with Marketing, BA Hons Fashion Futures: Trend Prediction and Forecasting)
- W108 Fine Art
- W219 Graphic Design
- W282 Moving Image
- W642 Photography
- W228 Printed Textile Design
- Combined honours programs are also available

Programme structure

Full time

FA0011 Visual Language

20 credits

FA0012 Materiality and Making

20 credits

A

FA0013 Contextual Studies A

20 credits

FA0014 Specialisation

20 credits

FA0015 Making and Connecting

20 credits

B

FA0016 Contextual Studies B

20 credits

A = Semester A

B = Semester B

Learning environment

The heart of the programme is the design studio. You will learn the fundamentals of each discipline through project work, problem solving and reflective thinking. Learning is also taking place through lectures, seminars and tutorials.

At the end of the summer term all the students exhibit their work at the end of year show, which fills the School.

The program is accommodated in the School of Arts and Digital Industries (ADI) on the Docklands Campus. As well as its excellent studios there are extensive workshops, photographic darkrooms and computer suites.

Students also make study visits to buildings, galleries, museums, exhibitions, cities and landscapes.

Project work is fundamental to learning and teaching on the programme. Projects give students the opportunity to develop their concepts, creative thinking, contextual awareness, experience of working with materials, understanding of process, and critical analysis. You will develop skills in drawing, model making, colour theory, CAD, photography, moving image, 2d and 3d realization.

Assessment

Assessment takes place through presentations, studio critiques, assessment reviews, and written work. Students receive constructive feedback on their progress throughout the year. Formal assessment takes place at the end of the academic year.

Relevance to work/profession

In the second or specialisation semester there are sometimes exciting community based projects e.g. mural created on the Olympic 2012 Site.

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Added value

This programme is delivered within School of Arts and Digital Industries (ADI) in a dedicated building for Art and Design on the Docklands Campus.

This environment provides opportunity for you to mix with students on a wide variety of creative programmes at degree and higher degree levels.

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 five days a week throughout the academic year. Each project is taught by specialist teacher who gives daily 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.

Bonus factors

East London offers unrivalled access to the most important creative resources, as well as good transport links.

Gives access to other highly regarded programmes in the School of Arts and Digital Industries (ADI) at UEL and other institutions.

Outcomes

Programme aims and learning outcomes

What is this programme designed to achieve?

This programme is designed to give you the opportunity to:

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

What will you learn?

Knowledge

- Define areas of historical, theoretical and cultural context
- Demonstrate awareness of core areas of practice and specialisms.

Thinking skills

- Conceptualise appropriate solutions to design problems
- Select appropriate visual language for the effective communication of an idea.
- Employ appropriate material and practical solutions
- Analyse, criticise and reflect on your own practice and the practice of others

Subject-Based Practical skills

- Survey theoretical, historical, cultural and creative contexts
- Use a wide variety of material and processes including; 2D, 3D, photographic, moving image and digital technologies.
- Employ Information Technology in the presentation of practical and written work

Skills for life and work (general skills)

- Work independently using initiative and consideration.
- Negotiate and work in a team
- Plan and manage time.
- Present work in well organised clear manner
- Communicate effectively

Structure

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:

- 0 equivalent in standard to GCE 'A' level and is intended to prepare students for year one of an undergraduate degree programme
- 1 equivalent in standard to the first year of a full-time undergraduate degree programme
- 2 equivalent in standard to the second year of a full-time undergraduate degree programme
- 3 equivalent in standard to the third year of a full-time undergraduate degree programme
- M equivalent in standard to a Masters degree

Credit rating

The overall credit-rating of this programme is 480 credits.

Typical duration

The expected duration of this programme is 1 year.

How the teaching year is divided

The Extended degree in Design is organised in three 20 credit modules in semester A and three modules in semester B.

Formal assessment takes place at the end of Semester A and B.

What you will study when

LEVEL	UEL Module Code	TITLE	SKILLS MODULES (Insert Y where appropriate)	CREDITS	STATUS SINGLE
0	FA00011	Visual language		20	Core
0	FA00012	Materiality and Making		20	Core
0	FA00013	Contextual Studies A		20	Core
0	FA00014	Specialisation		20	Core

0	FA00015	Making and Connecting	20	Core
0	FA00016	Contextual Studies B	20	Core

Requirements for gaining an award

A level 0 degree is linked to a named Honours Degree onto which a student may progress after successful completion of this level.

Degree Classification

Where a student is eligible for an Honours degree, and has gained a minimum of 240 UEL credits at level 2 or level 3 on the programme, including a minimum of 120 UEL credits at level 3, the award classification is determined by calculating:

$$\frac{\text{The arithmetic mean of the best 100 credits at level 3}}{\times 2/3} + \frac{\text{The arithmetic mean of the next best 100 credits at levels 2 and/or 3}}{\times 1/3}$$

and applying the mark obtained as a percentage, with all decimal points rounded up to the nearest whole number, to the following classification

- 70% - 100% First Class Honours
- 60% - 69% Second Class Honours, First Division
- 50% - 59% Second Class Honours, Second Division
- 40% - 49% Third Class Honours
- 0% - 39% Not passed

Assessment

Teaching, learning and assessment

Teaching and learning

Knowledge is developed through

- Supervised project work
- Self directed project work
- Formal tutorials, seminars and critiques related to project work
- Workshops on specific topics
- Guest Lecturer programmes
- Applied use of the Library and IT resources
- Contextual analysis in research for practice and written work

Thinking skills are developed through

- Problem based learning activities
- Critical thinking and assessment feedback in formal tutorials and seminars

- Critical thinking in student led seminars and debate
- Critical thinking in essay writing

Practical skills are developed through

- Skill specific demonstration and instruction in practical and project work
- Independent learning in practical project work

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

- Project work
- Group work
- Time management
- Research in libraries, museums, and IT
- Essay writing

Assessment

Knowledge and understanding is assessed by

- Project work
- Student mounting an exhibition of the year's work
- Student explaining the year's work
- Essays

Thinking skills are assessed by

- Exhibition of year's work
- Explanation of year's work
- Demonstration of development over the year
- Essays and Seminars

Practical skills are assessed by

- Skill specific course work
- Art and design projects
- Demonstration of development over the year

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

- Mainly through project work
- Essays
- Mounting the exhibition

Quality

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 rates)
- student on-line feedback

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. learning resources/technical 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 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.

Listening to the views of students

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

- Module on-line evaluations
- Student representation on programme committees (meeting 3 times a year)
- Student/staff consultative committee (meeting 3 times a year)

Students are notified of the action taken through:

- circulating the minutes of the programme committee
- providing details on the programme on UEL Plus

Listening to the views of others

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

- Annual student satisfaction questionnaire
- Professional Engagement Tutor
- Alumni events
- Symposiums

Further Information

Alternative locations for studying this programme

Location	Which elements?	Taught by UEL staff	Taught by local staff	Method of Delivery
-	-	-	-	-

Where you can find further information

Further information about this programme is available from:

- The UEL website <http://www.uel.ac.uk>
- The student handbook
- Module study guides
- UEL Quality Manual <http://www.uel.ac.uk/qa>
- Regulations for the Academic Framework <http://www.uel.ac.uk/academicframework>
- Visit our galleries of student work here:

<http://www.artsdigital.co.uk/film-moving-image/fish-island-live-work-create>

<http://www.artsdigital.co.uk/film-moving-image/journey-to-freedom-extended-degree-work>