

# **Course Specification**

	A. Course Information					
Final award title(s)	BA (Hons) Fashion Media					
Intermediate exit award		her Education in F		1		
title(s)	Diploma in Highe	r Education in Fa	shion Media			
UCAS Code			Course	5545 (without		
SOAS SSGS			Codes)	placement)		
				,		
				5546 (with		
University	London South Ba	ank University		Placement)		
School			2 5 5 10 5	71100 5100		
	☐ ASC ⊠ ACI	□ BEA □ BUS	S □ ENG □	∃HSC □LSS		
Division	Creative Technol					
Course Director	Tony Charalamb	ous				
Delivery site(s) for	⊠ Southwark	☐ Havering	3			
course(s)	☐ Other: please	specify				
Mode(s) of delivery	⊠Full time	□Part time	□other pleas	e specify		
Length of course/start and						
finish dates	Mode	Length years	Start - month	Finish - month		
	Full time	3	Sept	June		
	Full time with		•			
	placement/	4	Sept	June		
	sandwich year					
	Part time	NIA	NIA			
		NA	NA			
	Part time with	NA	NA			
	Placement/					
	sandwich year					
Is this course generally	Please complete the	International Office q	uestionnaire			
suitable for a visa sponsored student?	Yes					
sponsored student?						
Approval dates:	Course(s) validat		April 2019			
	Subject to validation					
	Course specification last updated September 2021 and signed off					
	and signed on					
Drofossional Statutom 9						
Professional, Statutory &						
Regulatory Body accreditation						

Reference points:	Internal	LSBU Corporate Strategy 2015-2020				
Reference points.	internal	School of Arts & Creative Industries Roadmap LSBU Academic Regulations				
	External	QAA Quality Code for Higher Education 2018 QAA Subject Benchmark Statements for Communications, Media, Film and Cultural Studies (2016) and Art & Design (2016) QAA Framework for Higher Education Qualifications				
		Competitions and Markets Authority (CMA) SEEC Level Descriptors 2021				
	B. Course Air	ns and Features				
Distinctive features						
of course	with a hig and expe	g a broad-based course of study in Fashion Media, gh degree of practitioner input, to ensure exposure to erience of the most current industry practices across of practical and theoretical contexts.				
	of industr internship	creativity through experiential learning in a variety ry-facing and live project briefs with optional and networking opportunities to enhance see and employability in a competitive field.				
	our Fash students	ating with students across a range of specialisms in ion, Journalism and Media programmes, offering opportunities to develop diverse skillsets as well as ial capital and professional networks.				
	at levels	students to specialise in an area of media practice 5 and 6, relating to their personal career ambitions, be a distinctive and industry-ready portfolio of work.				
	througho initiatives	ging and supporting entrepreneurial activity ut the course, integrated with University-wide and through core modules in personal and anal development, creativity and enterprise.				
	academic platform	nities to collaborate internationally with renowned c partners abroad, to enhance practice on a global i.e. opportunity to work with fashion and media at Ryerson University, Canada, in Level 5.				
		se offers the opportunity of a 'sandwich' year in petween Levels 4 and 5.				
Course Aims	The BA (Hons) Fa	ashion Media degree aims to:				
	variety of f perspectiv	cademically confident graduates, equipped for a future careers with national and international es, through the provision of a supportive learning				
1	environme	t that nurtures an understanding and application of				

theory and practice.

- 2. Nurture creativity and entrepreneurship and maximise opportunities for students to specialise in areas of practice relating to their individual career ambitions.
- 3. Develop the capacity for independent thought, critical reflection, analytical and problem solving skills, entrepreneurial spirit, academic curiosity, creativity, and strategic and ethical decision making in a broadly global commercial context.
- 4. Enhance employability by embedding professional and academic skills development throughout the course; by providing continuing career support; and maximising opportunities for engagement with industry though live projects, placements, internships and networking.
- 5. Prepare students for lifelong learning within the world of work or post-graduate study throughout the delivery of a robust and future-fit curriculum that is flexible and responsive to the emerging needs of the profession.
- 6. Support the creative and imaginative production of work to the strongest potential of each student.

#### Course Learning Outcomes

The programme provides opportunities for students to develop and demonstrate knowledge and skills in a range of areas described below.

#### A: Knowledge & Understanding

On completion of the programme the successful student will have knowledge and understanding of:

- A1: Key practices, debates, techniques and technologies in fashion media and their professional application within a range of practical, theoretical, historical, ethical and cultural contexts.
- A2: Core professional principles, processes, technologies and ideologies and their application in a range of theoretical and practical contexts
- A3: Main issues around fashion media and their interrelationship with other fields of study, such as fashion journalism, social media strategies and fashion photography.

#### **B: Intellectual Skills**

## Students will develop their intellectual skills such that they are able to:

- B1: Carry out sustained independent enquiry, demonstrating an ability to be creative, imaginative, analytical, critical, reflective and capable of solving problems effectively.
- B2: Identify, analyse and evaluate information and appropriate methodologies in the area of Fashion Media, and apply the digital literacy necessary to strategise and support evidence-based decision-making.
- B3: Develop a professional approach to their studies and a 'learning for life' attitude that supports the need to be flexible, manage expectations and be open to change and new ideas.

#### C: Practical Skills

## Students will acquire and develop practical skills such that they are able to:

- C1: Develop the ability to act creatively and entrepreneurially to generate ideas through appropriate research activities, develop and communicate concepts, produce, manage and exploit intellectual property, and gain the appropriate support to deliver successful outcomes in response to set briefs and/or self-initiated activity.
- C2: Produce distinctive and creative work in the area of Fashion Media, being able to experiment, innovate and prototype ideas.
- C3: Develop interpersonal skills in pitching ideas, negotiating, persuasion and presentation and use these skills in generating and collaborating with business and publishing contacts.
- C4: Demonstrate technical proficiency in the production of imaginative and innovative work using a range of media;

#### D: Transferable Skills

## Students will acquire and develop transferable skills such that they are able to

- D1: Build and maintain effective collaborative relationships with others from a range of backgrounds, cultures, and disciplines.
- D2: Develop communication and listening skills including the ability to produce effective and articulate verbal, visual

and written communications using a range of media appropriate to a variety of audiences.

D3: Develop the self-reflective and self-management skills that engender flexibility, resilience, sensitivity to diversity and the assertiveness to accept responsibility and appropriately plan, organise and manage time.

### C. Teaching and Learning Strategy

Our teaching and learning strategy seeks to reflect and apply the educational philosophy of the institution and the rationale, aims and learning outcomes of the course. The acquisition of knowledge and understanding will be delivered through a variety of strategies:

**Lectures** allow key topics to be introduced and investigated across each academic level. Guest speakers from business and academia will bring specialist knowledge into the classroom.

**Seminars and workshops** support the lectures with a strong focus on small group activities to encourage the active participation of students, develop peer learning and promote the sharing of knowledge and support amongst our diverse student body. These sessions promote dialogue and debate and offer a participative platform for the exploration of theory and practice.

**Group work and in-class presentations** promote inclusivity, active participation and effective communication skills. Students will work together to share knowledge and develop an understanding of co-operative practice and teamwork. The successful use of verbal and non-verbal presentation styles are key skills taught in relation to pitching to clients / planning high-impact presentations.

**Group tutorials 'Learning Teams'** are both tutor and student led to encourage appropriate and effective communication styles in a professional context. Group tutorials allow the sharing of ideas amongst peers and the evaluation of opinions within a diverse student body. This enables students to develop and evaluate logical arguments and encourages students to be accepting and open minded to new ideas and divergent ways of thinking.

**Individual tutorials** support students on a one-to-one level and are useful in evaluating progress. As students move through the course there is a shift towards more self-directed study and individual tutorials support the practical application of skills in more specialist and professional contexts.

**Practice-based workshops** provide opportunities to learn and develop practical skills through technical instruction, focusing on the safe and effective use of equipment and the professional techniques employed in fashion media. This may take place in a lecture theatre, seminar room, studio, computer lab or 'on-location'.

#### Self-managed learning

Students are expected to undertake self-directed study for each module of the course. A 20 credit module will involve 200 hours of study and a 40 credit module will involve 400 hours of study overall. This study time is broken down into classroom-based 'contact hours' and 'student managed learning hours' (a breakdown of these hours are included within each module descriptor for the course). Self-managed learning activities should supplement and consolidate classroom based activity and include: researching and developing practical outcomes for project based work, reading recommended texts and relevant journal articles, application of knowledge to additional problem based exercises, engaging in coursework, group discussion and review of key topics. Many of these activities are supported in the virtual learning environment (VLE).

#### **Resources to support studies:**

The course content draws on the opportunities offered by our brand new, advanced production facilities located in Elephant Studios at LSBU. Students have access to a vast range of media equipment and studio spaces, such as a **Digital Newsroom**; **Film, Photography and Sound Studios**; and **Edit Suites** for visual effects. LSBU's **Print Lab, Mac Labs, Grading Suites** and **Screening Cinema** ensure students are able to produce professional quality outcomes and collaborate with a highly creative community of undergraduate and postgraduate practitioners.

Use of the **Virtual Learning Environment (VLE)** supports the exchange of information between staff, students and student collaborators. This virtual environment also provides access to the most up-to-date information at a modular and course level, acting as a central hub whereby students can find links to important information about staff and course resources i.e. libraries, computer labs, studios and equipment stores (including opening hours). Further information about additional services that London South Bank University provides around student support can be found on the university website.

#### D. Assessment

Assessment offers students the opportunity to engage in an active learning process, which recognises and supports learning and achievement. An integrated formative and summative assessment and feedback process is a key component to every module on this course:

**Formative assessment** activities provide opportunity for developmental feedback and reflective learning and are a key feature of the teaching and learning strategy implemented throughout the course. Formative feedback is given at strategic points in the module by tutors and student peers to ensure students engage in a process of continuous learning. Specialist practice-based modules in fashion media regularly provide formative feedback in the form of group tutorials, which are an important point of on-going contact between staff and students. Often called 'Learning Teams', group tutorials function as an intimate and supportive environment for providing critical project feedback. Supported by module tutors, each student is encouraged to actively participate in group discussions surrounding the generation, development, production and analysis of ideas.

**Summative assessment** is given following the culmination of each module to indicate the level at which each learning outcome has been met. This is usually in the form of a percentage with written feedback. Modes of assessment vary and aim to compliment the most current industry practice. Practical and professional skills are assessed predominantly through individual and group coursework. Coursework for assessment may include practical projects, supporting research materials, essays, reports, development materials and / or written evaluations to demonstrate relevant module learning outcomes. Often more than one mode of assessment will be required to ensure that students are able to demonstrate each learning outcome for the module. Details can be found on each of the module specifications available on the VLE.

**Student progression**: Students must pass all modules in order to progress to the next level of study and achieve the credit points necessary to achieve the award (120 credits points are required at each level). The course team will provide students with information about assessment, progression and attainment during course activities.

#### E. Academic Regulations

The University's Academic Regulations apply for this course.

#### F. Entry Requirements

- Interview and/or Portfolio
- A Level BCC; 104 UCAS points
- BTEC Extended Diploma MMM; 96 UCAS point
- Access to HE qualifications with 9 Distinctions 36 Merits; 96 UCAS points
- Equivalent level 3 qualifications worth 106 UCAS points
- Applicants must hold 5 GCSEs A-C including Maths and English or equivalent (reformed GCSEs grade 4 or above).
- We welcome qualifications from around the world. English language qualifications for international students: IELTS score of 6.0 or Cambridge Proficiency or Advanced Grade C.

#### **G.** Course structure(s)

#### Course overview

The course is structured around 360 credit points (120 credits per year for 3 years) with modules of 20 and 40 credits. The course structure information is shown below and students may choose elective modules at level 5. The elective modules offered are contingent on sufficient student demand. Some electives may not be available in any one year and new electives may be added. The course offers the option of a placement year between levels 5 and 6.

	Semester 1		Semester 2	
Level 4	Fuelling Ideas Compulsory	20 Credits	Digital Artistry in Post Production Compulsory	20 Credits
	Digital Journalism 1 Compulsory	20 Credits	Introduction to Broadcast Journalism Compulsory	20 Credits
	Fashion Promotion in Context Compulsory	20 Credits	Visual Communications Compulsory	20 Credits
			•	
Level 5	Fashion, Editorial and Advertising Photography Compulsory	20 Credits	Audiences of the Future Compulsory	20 Credits
	Innovation in Visual Thinking Compulsory	20 Credits	Innovation in Practice Compulsory	20 Credits
	Innovation and Digital Design Optional	20 Credits	Creativity: The Creative Industries Compulsory	20 Credits
	OR International Live Brief Optional			

	Optional Sandwich Year / Industry Placement					
Level 6	Portfolio Evolution	20 Credits	Major Project Portfolio	40 Credits		
	Compulsory		Compulsory			
	Enterprising Futures	20 Credits	Future Fashion			
	Compulsory			20 Credits		
	Creative Research	20 Credits				
	Project					
	Compulsory					

BA (Hons) Fashion Media - Full time

#### **Placements information**

The course offers the opportunity for all undergraduate Home/EU students to undertake an internship, mentorship or work experience and an optional placement year between Levels 5 and 6. The course team will provides information about formal and informal placement opportunities and mentorship frameworks as the course progresses.

#### H. Course Modules

This course runs collaboratively, bringing the best expertise together from the School of Arts and Creative Industries through a range of compulsory and elective modules. Students will learn a rich mix of creative, cultural, management and business skills, alongside key practice-based modules in specialist areas of fashion media:

Module Code	Module Title	Level	Semes ter	Credit value	Assessment
New	Fuelling Ideas	4	1	20	Summative Assessment: CW1. 100% Portfolio
CR1_4_DJ1	Digital Journalism	4	1	20	Summative Assessment: CW1. WEBSITE: 50%  CW2: ONLINE TEST: 30%  CW3: PROFESSIONAL CONDUCT: 20%
CIN_4_FPP	Fashion Promotion in Context	4	1	20	Summative Assessment: CW1. Essay: 100%

New	Digital Artistry in Post- Production	4	2	20	Summative Assessment: CW1. Portfolio: 100%
CIN_4_JOF	Introduction to Broadcast Journalism	4	2	20	Summative Assessment:  CW1: PORTFOLIO: 80%  CW2: PROFESSIONAL CONDUCT: 20%
CIN_4_VCO	Visual Communications	4	2	20	Summative Assessment:  CW1: Creative Portfolio: 80%  CW2: 2. Individual Statement: 20%
AME_5_FEA	Fashion, Editorial and Advertising Photography	5	1	20	Summative Assessment: CW1. Project portfolio: 80%  CW2. Presentation: 20%
New	Innovation in Visual Thinking	5	1	20	Summative Assessment: CW1. Essay: 100%
New	Innovation and Digital Design	5	1	20	Summative Assessment: CW1. Portfolio: 100%
CIN_5_ILB	International Live Brief	5	1	20	Summative assessment:  CW1. Portfolio 100%, comprising: Prototype (50%) Reflective Essay (50%)
	Audiences of the Future	5	2	20	Summative assessment: CW1. Essay: 100%

New	Innovation in Practice	5	2	20	Summative Assessment: CW1. Portfolio: 100%
CAT_5_CCI	Creativity: The Creative Industries	5	2	20	Summative Assessment: CW1. Report: 50% CW2: Creative Project: 50%
New	Audiences of the future	6	1	20	Summative Assessment: CW1. Essay: 100%
CIN_6_ENF	Enterprising Futures	6	1	20	Summative assessment: CW1. Personal and Professional Development Plan (PPDP): 50% CW2. Practical Outcome: 50%
CIN_6_CRP	Creative Research Project	6	1	20	Summative assessment:  CW1: Dissertation and bibliography: 100%: OR  CW1 Practice-based dissertation: 100%  OR  Marketing Report: 100%
CIN_6_MPP	Major Project Portfolio	6	2	20	Summative assessment: CW1. 100% Practical Assessment constituting of the below two

					elements:  1. Major Project Portfolio: 80%
					2. Supporting Workbook: 20%
New	Future Fashion	6	2	20	Summative Assessment:  CW 1. Creative Outcome: 100%

<sup>\*</sup>Any elective modules offered are contingent on sufficient student demand. Some electives may not be available in any one year and new electives may be added.

#### I. Timetable information

Timetable information will be released online prior to the start of each semester. All students can find their personalised timetables by using the student portal 'My LSBU'. Please note that these timetables are subject to minor change, therefore, regular checking of timetables is advised.

#### J. Costs and financial support

#### Course related costs

There may be additional expenses associated with the course, which are not included within the tuition fees that students pay. An indication of additional course related costs are provided below. Please note that actual costs can vary depending on the choices students make during their course of study:

**Equipment:** We recommended that all students purchase the following equipment to be used throughout levels 4, 5 and 6: DSLR camera / lens, capable of shooting in RAW format and video/moving image, with settings allowing for fully manual operation (Canon systems are supported by our photographic stores); 4Gb (minimum) high speed memory and USB card reader; USB flash memory stick (minimum 4Gb recommended); USB portable external hard drive (minimum 500Gb recommended); Laptop. NB: Courses in photography and media production at LSBU provide access to specialist equipment but recommend that students purchase these core items.

**Books for own annotation:** Resources are provided by the LSBU library; however, students may choose to purchase core reading resources to support their studies (estimated costs £0-225 per year).

**Stationary**, **photocopying and printing**: Students are required to produce coursework requiring print outcomes and printed research materials for annotation. Printing resources is a requirement

for some practical assessments, however, many briefs require the submission of work online (estimated costs £0-200 per year).

**Study Trips:** National and international study trips are offered throughout the degree. If students choose to participate, they will be expected to pay for travel costs, accommodation, insurance, visa fees (where applicable) and general living expenses. These will vary depending on the nature and location of the trip.

**Placements, work experience and industry mentorship:** Students will be supported in choosing their own placements and industry mentorship activities, therefore, travel and accommodation costs will be dependent on location / local costs of living.

**Degree shows**: Most courses result to degree show activities, and students are encouraged to raise appropriate funds to support those through student-led initiatives. Most often costs are also supplemented by the course. Costs will be dependent on location and the nature of activities for the exhibition / event.

**Graduation costs:** Students attending a graduation ceremony at LSBU will be required to pay for gown hire / tickets for guests attending the ceremony (estimated costs £45-65).

#### Tuition fees/financial support/accommodation and living costs:

- Information on tuition fees/financial support can be found by clicking on the following link: <a href="http://www.lsbu.ac.uk/courses/undergraduate/fees-and-funding">http://www.lsbu.ac.uk/courses/postgraduate/fees-and-funding</a>
   http://www.lsbu.ac.uk/courses/postgraduate/fees-and-funding
- Information on living costs and accommodation can be found by clicking the following link: <a href="https://my.lsbu.ac.uk/my/portal/Student-Life-Centre/International-Students/Starting-at-LSBU/#expenses">https://my.lsbu.ac.uk/my/portal/Student-Life-Centre/International-Students/Starting-at-LSBU/#expenses</a>

#### **List of Appendices**

Appendix A: Curriculum Map

Appendix B: Educational Framework (undergraduate courses)

Appendix C: Terminology

### **Appendix A: Curriculum Map**

This map provides a design aid to help course teams identify where course outcomes are being developed, taught and assessed within the course. It also provides a checklist for quality assurance purposes and may be used in validation, accreditation and external examining processes. Making the learning outcomes explicit will also help students to monitor their own learning and development as the course

progresses. Key: t (taught), d (delivered), a (assessed)

J	Modules														
Leve I	Title	Code	A 1	A 2	A 3	B 1	B 2	B 3	C 1	C 2	C 3	C 4	D 1	D 2	D 3
4	Fuelling Ideas	New	tda	td	td	tda		td	tda		t		td	td	tda
4	Digital Journalism	CR1_4_DJ1	tda		td	tda	tda								
4	Fashion Promotion in Context	CIN_4_FPP	tda	td	td	tda	td		tda				td	tda	td
4	Digital Artistry in Post- Production	CIN_4_DAP	td	tda			tda	td	tda	td		t			tda
4	Introduction to Broadcast Journalism	CIN_4_JOF	tda		td	tda	tda								
4	Visual Communications	CIN_4_VCO	td	td	tda	td		td	tda		t	tda	tda	tda	td
5	Fashion, Editorial and Advertising Photography	AME_5_FEA	td	td	td	td			tda		tda	tda	td	tda	
5	Innovation in Visual Thinking	CIN 5 IVT	tda	td	tda		tda		tda	ta		tda	td	tda	
5	Innovation and Digital Design	New	tda		ta	t	td	tda	tda						
5	International Live Brief	CIN_5_ILB	tda		tda		tda		tda		ta		td	tda	tda
5	Audiences of the Future	?	tda		tda		tda	d	tda	t		t	td	tda	tda
5	Innovation in Practice	New	td	tda		tda			tda		ta		tda	td	tda
5	Creativity: The Creative Industries	CAT_5_CCI	tda		td	tda		tda	td	tda	tda	tda	td	td	tda
6	Portfolio Evolution	New	tda		tda	tda	tda	d	tda	td	tda		td	tda	tda
6	Enterprising Futures	CIN_6_ENF	td	tda	td	tda	d	td	td		tda	tda	d	d	tda
6	Creative Research Project	CIN_6_CRP	tda			tda	tda			tda				tda	
6	Major Project Portfolio	CIN_6_MPP	tda	tda	d	td	d	tda	tda	d	tda	tda	tda	td	d
6	Future Fashion	New	tda	tda	d	td	d	tda	tda	d	tda	tda	tda	td	d

Appendix B: Embedding the Educational Framework for Undergraduate Courses The Educational Framework at London South Bank University is a set of principles for curriculum design and the wider student experience that articulate our commitment to the highest standards of academic knowledge and understanding applied to the challenges of the wider world.

The Educational Framework reflects our status as University of the Year for Graduate Employment awarded by *The Times and The Sunday Times Good University Guide 2018* and builds on our 125 year history as a civic university committed to fostering social mobility through employability and enterprise, enabling our students to translate academic achievement into career success.

There are four key characteristics of LSBU's distinctive approach to the undergraduate curriculum and student experience:

- Develop students' professional and vocational skills through application in industrystandard facilities
- Develop our students' graduate attributes, self-awareness and behaviours aligned to our EPIIC values
- Integrate opportunities for students to develop their confidence, skills and networks into the curriculum
- Foster close relationships with employers, industry, and Professional, Statutory and Regulatory Bodies that underpin our provision (including the opportunity for placements, internships and professional opportunities)

The dimensions of the Educational Framework for curriculum design are:

- informed by employer and industry needs as well as professional, statutory and regulatory body requirements
- **embedded learning development** for all students to scaffold their learning through the curriculum taking into account the specific writing and thinking requirements of the discipline/profession
- high impact pedagogies that enable the development of student professional and vocational learning through application in industry-standard or authentic workplace contexts
- **inclusive teaching, learning and assessment** that enables all students to access and engage the course
- assessment for learning that provides timely and formative feedback

All courses should be designed to support these five dimensions of the Educational Framework. Successful embedding of the Educational Framework requires a systematic approach to course design and delivery that conceptualises the student experience of the curriculum as a whole rather than at modular level and promotes the progressive development of understanding over the entire course. It also builds on a well-established evidence base across the sector for the pedagogic and assessment experiences that contribute to high quality learning.

This appendix to the course specification document enables course teams to evidence how their courses meet minimum expectations, at what level where appropriate, as the basis for embedding the Educational Framework in all undergraduate provision at LSBU.

Dimension of the	Minimum expectations and rationale	How this is achieved in the course
Educational Framework		
Curricula informed by employer and industry need	Outcomes focus and professional/employer links  All LSBU courses will evidence the involvement of external stakeholders in the curriculum design process as well as plan for the participation of employers and/or alumni through guest lectures or Q&A sessions, employer panels, employer-generated case studies or other input of expertise into the delivery of the course provide students with access to current workplace examples and role models. Students should have access to employers and/or alumni in at least one module at level 4.	<ul> <li>Industry professionals working across multiple areas of fashion / fashion media production engaged in collaborative curriculum design process / expanding the network of professional collaborators for the course.</li> <li>Industry-facing modules are written to be future-proof through their focus on innovation and enterprise – specifically, 'Innovation in Visual Thinking' and 'Innovation in Practice' modules at L5</li> <li>Modules designed in semester 2, across levels 4,5 and 6, to incorporate 'Live briefs' and access to designer collections / industry professionals i.e. modules 'Visual Communications'. 'Innovation in Practice', 'International Live Brief', 'Creativity: The Creative Industries' and 'Major Project Portfolio'.</li> </ul>
Embedded learning development	Support for transition and academic preparedness At least two modules at level 4 should include embedded learning development in the curriculum to support student understanding of, and familiarity with, disciplinary ways of thinking and practising (e.g. analytical thinking, academic writing, critical reading, reflection). Where possible, learning development will be normally integrated into content modules rather than as standalone	<ul> <li>'Fashion Promotion in         Context' and 'Fuelling         Creativity' are run at the         outset of L4 and specifically         address disciplinary ways of         thinking and practicing i.e.         analytical thinking, academic         writing, critical reading,         concept development and         reflection.</li> <li>Curriculum design         champions 'spiral learning'         so that each module builds</li> </ul>

	modules. Other level 4 modules should reference and reinforce the learning development to aid in the transfer of learning.	and expands on knowledge and skills developed at each level
High impact pedagogies	Group-based learning experiences The capacity to work effectively in teams enhances learning through working with peers and develops student outcomes, including communication, networking and respect for diversity of perspectives relevant to professionalism and inclusivity. At least one module at level 4 should include an opportunity for group working. Group-based learning can also be linked to assessment at level 4 if appropriate. Consideration should be given to how students are allocated to groups to foster experience of diverse perspectives and values.	<ul> <li>Students work collaboratively with student cohorts (across Fashion, Journalism and Media courses) in all levels. L4 to L6. This may be in the form of working in production and learning teams. The value of 'learning team' activities, specific to the Fashion Media course is outlined in 'Section C'.</li> <li>Group work is formalised through a range of collaborative briefs i.e. through 'live briefs' in the 'Visual Communications' module at L4. This group work forms a significant part of summative assessment for the module overall.</li> </ul>
Inclusive teaching, learning and assessment	Accessible materials, resources and activities  All course materials and resources, including course guides, PowerPoint presentations, handouts and Moodle should be provided in an accessible format. For example, font type and size, layout and colour as well as captioning or transcripts for audiovisual materials. Consideration should also be given to accessibility and the availability of alternative formats for reading lists.	<ul> <li>Core course materials and access to appropriate materials and resources will be available on the VLE for each module</li> <li>Module tutors will work with the accessibility teams to ensure inclusive practice, ensuring that individual student needs are met to appropriate standards</li> </ul>
Assessment for learning	Assessment and feedback to support attainment, progression and retention Assessment is recognised as a critical point for at risk students as well as integral to the learning of all students. Formative feedback is essential during transition into university. All first semester modules at level 4 should include a formative or low-stakes summative	<ul> <li>Assessment is addressed in each module to help students understand assessment outcomes, deliverables and requirements for progression and attainment.</li> <li>Formative and summative assessment is central to all modular activities and</li> </ul>

referenced in each module assessment (e.g. low weighted in final outcome for the module) to specification. provide an early opportunity for Personal tutors are assigned students to check progress and to each student to support receive prompt and useable attainment, progression and feedback that can feed-forward into retention and to establish a future learning and assessment. main point of contact to Assessment and feedback address individual student communicates high expectations and issues. develops a commitment to 'Learning Teams' during excellence. practice-based modules frame assessment practices at the outset of L4 and are used as a vehicle to aid student progression and provide formative feedback prior to module deadlines. High impact Research and enquiry experiences A specialist Fashion Media pedagogies Opportunities for students to histories and theories undertake small-scale independent programme has been enquiry enable students to established, requiring at understand how knowledge is least 20 credits at each level generated and tested in the discipline - 'Fashion Promotion in as well as prepare them to engage in Context', L4; 'Innovation in enquiry as a highly sought after Visual Thinking', L5; outcome of university study. In 'Creative Research Project', preparation for an undergraduate L6. This ensures students dissertation at level 6, courses are equipped with the should provide opportunities for knowledge and skills to students to develop research skills at undertake a written level 4 and 5 and should engage with dissertation (or similar) at open-ended problems with L6. appropriate support. Research Research underpins, opportunities should build student supports and strengthens autonomy and are likely to practice throughout all encourage creativity and problemmodular activities with a solving. Dissemination of student focus on more student-led research outcomes, for example via and self-managed learning posters, presentations and reports from semester 2, L5. This with peer review, should also be promotes autonomy and considered. allows students to develop their own specialist practice. Curricula <u>Authentic learning and assessment</u> Live briefs are central to informed by tasks specific individual and group employer and Live briefs, projects or equivalent assessment outcomes in industry need authentic workplace learning 'Visual Communications' / Assessment experiences and/or assessments and 'Innovation in Practice' for learning enable students, for example, to modules at L5 and L6. engage with external clients, develop

their understanding through situated Industry-linked activity and experiential learning in real or through placements, work simulated workplace contexts and experience and industry deliver outputs to an agreed mentorship are addressed in specification and deadline. the 'Creative Industries' Engagement with live briefs creates module at L5 and feedsthe opportunity for the development forward into the 'Optional of student outcomes including Placement Year' and excellence, professionalism, personal and professional integrity and creativity. A live brief development plans in is likely to develop research and 'Enterprising Futures' at L6 enquiry skills and can be linked to Industry-linked briefs and assessment if appropriate. collaborations are central to all specialist Fashion Media modules, in which students are encouraged to link creativity and enterprise through experimentation, innovation and adopting a courageous approach to their studies. This is explicit in modules such as 'Innovation in Practice' and 'Creativity: The Creative Industries'. Inclusive Course content and teaching Lectures, seminars and teaching, methods acknowledge the diversity workshops address key learning and of the student cohort practitioners from different assessment An inclusive curriculum incorporates cultural, socio-economic and images, examples, case studies and ethnic backgrounds to other resources from a broad range promote and reflect of cultural and social views reflecting diversity. diversity of the student cohort in 'Learning Teams' are used terms of, for example, gender, as a framework to ethnicity, sexuality, religious belief, encourage a commitment to socio-economic background etc. This inclusivity, in which student commitment to **inclusivity** enables views and opinions are students to recognise themselves valued and can be used to and their experiences in the inform the work of others curriculum as well as foster across the cohort. Initially understanding of other viewpoints these are mediated and and identities. supervised by module tutors. Please see Section C. Curricula Work-based learning Students work 'on-location' informed by Opportunities for learning that is in a range of industry employer and relevant to future employment or settings and contexts industry undertaken in a workplace setting throughout practice-based needs are fundamental to developing modules. student applied knowledge as well as

#### developing work-relevant student Students are encouraged to outcomes such as networking, find an industry mentor and professionalism and integrity. undertake work experience Work-based learning can take the and internships, specifically form of work experience, internships during modules 'Creative or placements as well as, for Industries' at L5, and example, case studies, simulations 'Enterprising Futures' at L6. and role-play in industry-standards Fashion Media has an settings as relevant to the course. optional placement year Work-based learning can be linked to between L5 and L6 assessment if appropriate. Embedded Writing in the disciplines: Alternative Assessment addresses a learning formats multi-media approach to development The development of student writing and communication awareness, understanding and styles in response to the mastery of the specific thinking and changing landscape of media adverting and fashion communication practices in the discipline is fundamental to applied promotion. Formats are subject knowledge. This involves addressed that are explicitly defining the features of recognisable and applicable disciplinary thinking and practices, to those working in the finding opportunities to scaffold profession. student attempts to adopt these ways Different styles of writing in of thinking and practising and academic and professional providing opportunities to receive contexts are addressed formative feedback on this. A writing through theory-based and in the disciplines approach practice-based modules. recognises that writing is not a Monetizing media discrete representation of knowledge advertising, incorporating but integral to the process of knowing elements of promotional and understanding in the discipline. It writing are included is expected that assessment utilises throughout the degree and formats that are recognisable and issues in fashion journalism applicable to those working in the and writing for web are profession. For example, project addressed in 'Digital report, presentation, poster, lab or Journalism' and 'Innovation field report, journal or professional and Digital Design'. article, position paper, case report, handbook, exhibition guide. High impact Multi-disciplinary, interdisciplinary or 2 out of 3 modules in each pedagogies interprofessional group-based semester in L4 and L5 are learning experiences shared with other courses, Building on experience of group bringing the best expertise working at level 4, at level 5 students together from the School of should be provided with the Arts and Creative Industries opportunity to work and manage **Fashion Media Students** more complex tasks in groups that work formally with other work across traditional disciplinary Fashion students in shared

and professional boundaries and modules 'Fashion Promotion reflecting interprofessional workin Context', 'Visual place settings. Learning in multi- or Communications' and interdisciplinary groups creates the 'Fashion Editorial and opportunity for the development of Advertising Photography' student outcomes including 'Interactive and Immersive inclusivity, communication and Experiences' in L6 provides networking. a vehicle for collaboration in a major portfolio project, shared with students across fashion and media disciplines. Assessment Variation of assessment A range of different for learning An inclusive approach to curriculum assessment tasks are recognises diversity and seeks to offered across the create a learning environment that curriculum, which seek to address most current enables equal opportunities for learning for all students and does not industry practice (see give those with a particular prior module specifications). qualification (e.g. A-level or BTEC) Visual, oral, written and nonan advantage or disadvantage. An verbal communications are holistic assessment strategy should addressed through a range provide opportunities for all students of diverse project briefs, to be able to demonstrate providing opportunities for all achievement of learning outcomes in students to be able to different ways throughout the course. demonstrate achievement This may be by offering alternate and learning outcomes in assessment tasks at the same different ways. assessment point, for example either a written or oral assessment, or by offering a range of different assessment tasks across the curriculum. Curricula Career management skills Fashion Media modules in Courses should provide support for informed by the second half of the the development of career employer and degree (from S2, L5) provide management skills that enable industry need opportunities for students to student to be familiar with and explore their creative understand relevant industries or potential in a specialist area professions, be able to build on workof practice relating to related learning opportunities, understand the role of self-appraisal developing career and planning for lifelong learning in aspirations – specifically in career development, develop modules, 'Innovation in resilience and manage the career Practice, 'Creative building process. This should be Industries', 'Creative

designed to inform the development

of excellence and professionalism.

Research Project' and

'Major Project Portfolio'.

		A reflective approach to practice and career planning are addressed in 'Creative Industries' and 'Enterprising Futures' and students are asked to produce a Personal and Professional Development Plan.
Curricula informed by employer and industry need / Assessment for learning / High impact pedagogies	Capstone project/dissertation The level 6 project or dissertation is a critical point for the integration and synthesis of knowledge and skills from across the course. It also provides an important transition into employment if the assessment is authentic, industry-facing or client-driven. It is recommended that this is a capstone experience, bringing together all learning across the course and creates the opportunity for the development of student outcomes including professionalism, integrity and creativity.	<ul> <li>'Creative Research Project' (CRP) at L6 provides a platform for students to produce a critical piece of work responding to research in the form of a dissertation, practice-based dissertation or detailed marketing report. This enables students to consolidate their learning, develop their practice and work independently.</li> <li>'Major Project Portfolio' at L6 requires students to negotiate a final major project and is a critical point for the integration and synthesis of knowledge and skills from across the course. Outcomes for assessment champion professionalism, creativity, integrity and enterprise.</li> </ul>

### Appendix C: Terminology

awarding body	a UK higher education provider (typically a
awarung bouy	university) with the power to award higher education qualifications such as degrees
bursary	a financial award made to students to support their studies; sometimes used interchangeably with 'scholarship'
collaborative provision	a formal arrangement between a degree-awarding body and a partner organisation, allowing for the latter to provide higher education on behalf of the former
compulsory module	a module that students are required to take
contact hours	the time allocated to direct contact between a student and a member of staff through, for example, timetabled lectures, seminars and tutorials
coursework	student work that contributes towards the final result but is not assessed by written examination
current students	students enrolled on a course who have not yet completed their studies or been awarded their qualification
delivery organisation	an organisation that delivers learning opportunities on behalf of a degree-awarding body
distance-learning course	a course of study that does not involve face-to-face contact between students and tutors
extracurricular	activities undertaken by students outside their studies
feedback (on assessment)	advice to students following their completion of a piece of assessed or examined work
formative assessment	a type of assessment designed to help students learn more effectively, to progress in their studies and to prepare for summative assessment; formative assessment does not contribute to the final mark, grade or class of degree awarded to students

higher education provider	organisations that deliver higher education
independent learning	learning that occurs outside the classroom that might include preparation for scheduled sessions, follow-up work, wider reading or practice, completion of assessment tasks, or revision
intensity of study	the time taken to complete a part-time course compared to the equivalent full-time version: for example, half-time study would equate to 0.5 intensity of study
lecture	a presentation or talk on a particular topic; in general lectures involve larger groups of students than seminars and tutorials
learning zone	a flexible student space that supports independent and social earning
learning team	a form of group tutorial that can be tutor or peer led to aid the exchange of ideas and the development of creative concepts
live brief	a brief for an industry client usually involving specific deadlines
material information	information students need to make an informed decision, such as about what and where to study
mode of study	different ways of studying, such as full-time, part-time, e-learning or work-based learning
modular course	a course delivered using modules
module	a self-contained, formally structured unit of study, with a coherent and explicit set of learning outcomes and assessment criteria; some providers use the word 'course' or 'course unit' to refer to individual modules
national teaching fellowship	a national award for individuals who have made an outstanding impact on student learning and the teaching profession
optional module	a module or course unit that students choose to take
professional body	an organisation that oversees the activities of a particular profession and represents the interests of its members
prospective student	those applying or considering applying for any programme, at any level and employing any mode of study, with a higher education provider

regulated course	a course that is regulated by a regulatory body
regulatory body	an organisation recognised by government as being responsible for the regulation or approval of a particular range of issues and activities
scholarship	a type of bursary that recognises academic achievement and potential, and which is sometimes used interchangeably with 'bursary'
semester	either of the parts of an academic year that is divided into two for purposes of teaching and assessment (in contrast to division into terms)
seminar	seminars generally involve smaller numbers than lectures and enable students to engage in discussion of a particular topic and/or to explore it in more detail than might be covered in a lecture
summative assessment	formal assessment of students' work, contributing to the final result
term	any of the parts of an academic year that is divided into three or more for purposes of teaching and assessment (in contrast to division into semesters)
total study time	the total time required to study a module, unit or course, including all class contact, independent learning, revision and assessment
tutorial	one-to-one or small group supervision, feedback or detailed discussion on a particular topic or project
work/study placement	a planned period of experience outside the institution (for example, in a workplace or at another higher education institution) to help students develop particular skills, knowledge or understanding as part of their course
workload	see 'total study time'
written examination	a question or set of questions relating to a particular area of study to which candidates write answers usually (but not always) under timed conditions