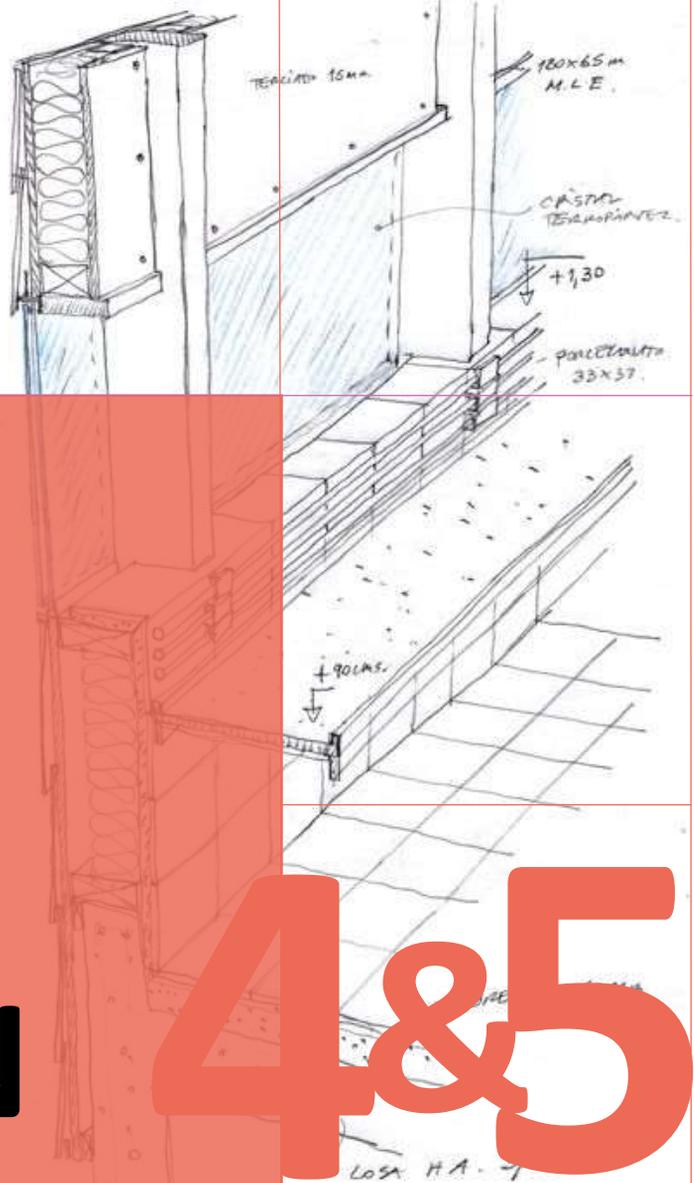


BISHOP
BURTON
College

IN ASSOCIATION WITH



UNIVERSITY
OF HULL



**FdA
DESIGN**

4&5

FdA DESIGN



CONTENTS

- 3 AIMS & DISTINCTIVE FEATURES
- 3 ENTRY REQUIREMENTS
- 4 DELIVERY
- 4 OVERVIEW OF TEACHING & LEARNING
- 4 WHAT YOU STUDY
- 4 WORK PLACEMENT
- 4 STUDY TIME
- 5 HOW YOU'RE ASSESSED
- 5 SUPPORT
- 5 CONTACT

AIMS AND DISTINCTIVE FEATURES

The aim of the FdA Design programme is to prepare students for professional and creative practice through a multidisciplinary approach.

The programme equips students with a range of specialist skills and knowledge required to work within the design industry developing from an initial understanding of key concepts and principles of design practice through to a deeper and more complex exploration of ideas using advanced techniques and demonstrating a greater understanding of relevant industry regulations. Emphasis is placed on the development of a flexible approach towards employability and entrepreneurship, as is currently evidenced within the design industry. Students will develop creative design ability utilising a range of vocationally relevant visual, written and verbal techniques to communicate and present their design ideas, including areas such as conceptual design, 2D and 3D experimentation, technical skills, professional attitudes, project management; and through creative experimentation, skills development, work experience and portfolio development be able to work towards a defined career or higher education pathway by the end of the programme.

THE PROGRAMME AIMS TO:-

- **Enable students to develop design ability that displays creativity and intellectual capabilities applicable to problem-solving, utilising a range of visual, written and verbal techniques to communicate designs and ideas.**
- **Provide the underpinning knowledge, intellectual rigour and entrepreneurial skills required for designing for competitions, and working on live projects with clients.**
- **Extend wider participation throughout all levels to increase access for under-represented groups in the local community and within the specific sector.**
- **Employ a range of materials, media, techniques, methods and technologies with skill and creative imagination whilst observing good working practices and professional/legal responsibilities relating to the subject.**

ENTRY REQUIREMENTS

Applicants should have a minimum of 48 UCAS points at advanced level (100 at A2), a Level Three Extended Diploma at PPP or equivalent qualification.

Life and/or experience of non-traditional students will be taken into account when considering applications.

All students will require a satisfactory reference and portfolio

Students who do not speak English as their first language would need a minimum of IELTS level 6 in all aspects of the IELTS test or equivalent. If an applicant has achieved a bachelor's degree or higher, taught at a UK higher education Institution, they will be accepted as meeting this requirement without the requirement for further evidence.

DELIVERY

OVERVIEW OF TEACHING & LEARNING - Emphasis is placed on design and the design process introducing initial research, drawing development, the client brief, site survey and analysis, concept development through to final design presentation. Students' progress from observational hand-drawn elements to experimentation with 2D and 3D visualisation techniques utilising computer software, and are encouraged to consider the implications of sustainability and the impact the design could have on the environment, along with the generation of detail design and technical elements.

Academic research and professional skills are embedded throughout ensuring that the transferable skills acquired aid students in their academic and professional development. There is an emphasis on the development of employment skills and entrepreneurship throughout both Level 4 and Level 5 within the Studio Practice and Design Enterprise & Entrepreneurship modules, enhancing students' employable skills and building a portfolio of evidence to take into the workplace. Students also have opportunities to engage with industry and work on 'live' projects and Design Industry-led competitions to gain first-hand experience of design process and delivery within a collaborative working environment.

WHAT YOU STUDY

Level 4:

- Academic skills Development
- Visual Studies
- Design Principles
- Contextual Studies
- Studio Practice
- Design project

Level 5:

- Large Scale Design
- Context & Environment
- Design Enterprise & Entrepreneurship
- Critical Study
- Final Design Project

WORK PLACEMENT – Studio Practice at Level 4 enables students to participate in competitions and live projects initiated by the design industry; level 5 sees students' progress within the Design Enterprise and Entrepreneurship module by independently sourcing and carrying out an external placement of 75 hours.

STUDY TIME

For each 20 credit module you will receive **60** hours of class/contact time with your tutor. In addition to this you will be expected to carry out a minimum of **140** hours of self-directed study which should include further reading, expansion of notes and supporting material, completion of assessments and revision.

TIMETABLE INFORMATION –it is expected that students will be in College for 2 full days per week, however this may not always be possible due to room utilisation, group size etc. Timetables are normally issued within the first few weeks of study.

HOW YOU'RE ASSESSED

Students are assessed through a variety of methods including sketchbook development, research, case studies, essays, presentations and portfolios of work. Students also participate in critiques enabling them to explain their design thinking along with reasons and factors which shaped it, this useful formative assessment strategy informs the development of work in progress. Formative and summative assessment is positive and feedback on students' work offers clear guidance for future development and progression.

SUPPORT

The college has a dedicated student support team that can offer help and guidance when students require it in order to assist them with their academic studies whether this be financial or programme related. This may take the form of workshops to enhance search skills or a mentor to assist with assignment structure.

The health and welfare team offer support to deal with concerns in a sensitive, confidential and non-judgemental way. The Health and Welfare Officer also organises a number of health events throughout the year including Lifestyles Days, Well-Being Days, flu vaccinations, and arranges for other health-related talks for students.

Academic Development Seminars are incorporated for all student groups at all levels and are designed to focus on developing academic and professional skills to support the programme. The sessions are very much part of the overall programme structure and all students are expected to attend. In addition to the group sessions, individual tutorials also take place, where discussion of personal development on the programme and development of personal action plans assist the student develop and take ownership for their academic progression and achievement.

CONTACT

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