

Programme Specification

A Programme Specification provides a concise summary of the main features of a programme and its intended learning outcomes. It is intended to be used by prospective students, current students, academic staff and potential employers.

Programme Title:	
BA (Hons) Hair and Make-Up for Film and Performance	
Programme (AOS) Code(s):	BA1HMF1 – 2 Year Accelerated
UCAS Code:	HAMU
Name of Final Award:	Bachelor of Arts with Honours, BA (Hons)
Level of Qualification:	Level 6
Regime of Delivery:	Attendance
Mode(s) of Delivery:	Accelerated
Typical Length of Study (Years):	2 Years
Professional Body Recognition / Accreditation (including specific requirements where applicable):	N/A

Brief Description of the Programme

The hair and makeup department within the film-making industry can be one of the largest within a production, employing more than 80 people each day, and with more than 15 different roles within it. The BA Hair & Makeup programme is designed to equip students with the knowledge, skills and experience to work in this sector either in the UK or internationally. The programme combines a core set of skills with direct experience working alongside industry professionals, learning some of the detailed skills required to work at the highest levels of excellence while connecting with fellow students from other disciplines as well as industry employers.

The programme supports the development of talent required in the film and media industries, in particular within the Hair & Makeup department, providing a practical understanding of the skills required to produce industry-approved results. It also emphasizes the importance of cultivating unique, personal entrepreneurial skills to prepare our graduates to work within the professional environment equipped with the right tools to effectively communicate with other departments and produce outcomes that are aimed at international markets. At the same time, the course embeds critical and analytical skills through contextual studies, providing students with a broader awareness of theoretical debates within media and cultural studies.

The UK, and Pinewood Studios in particular, is currently one of the world's leading centres for film and television productions. This programme is partly delivered at Pinewood Studios and supported by facilities and resources at the University. Students will enjoy the experience of being part of the Pinewood Studios community and be able to participate in all the different activities the studios can offer outside the regular working hours, such as screenings, industry talks, networking events, among many others.

The School of Art, Design and Performance at Bucks brings together students from across technical and creative disciplines, enabling interdisciplinary access to expertise and facilities.

Programme Aims

1	Provide students with core subject knowledge and research skills to enable them to apply and extend their practice from conceptualisation of design ideas to the realisation of outcomes.
2	Present students with a range of industry-approved craft, techniques and skills in hair and make-up, which are aimed at international markets and can be transferred to their day-to-day practice.
3	Provide students with key skills for employability through input from high-profile industry professionals, making them work-ready in order to succeed in industry.
4	Enable students to apply critical and analytical skills and specialist knowledge and understanding in order to produce culturally informed outputs.
5	Enable students to situate their practice within cultural, theoretical and historical contexts, including awareness of the film and performance industries.

Programme Learning Outcomes

The Bucks Graduate Attributes focus on the development of innovative leaders in professional and creative capacities, who are equipped to operate in the 21st Century labour market and make a positive impact as global citizens. The attributes are developed through the programme.

ID	Learning Outcome
On successful completion of the programme a graduate will be able to:	
Graduate Attribute: Knowledge and its application (K)	
K1	Evidence a systematic understanding of key aspects of how the film industry operates, and more specifically the Hair & Makeup department.
K2	Deploy accurately established techniques of analysis and enquiry within the Hair & Makeup department.
K3	Evidence conceptual understanding in the devising and sustaining of arguments, and to solve problems, using ideas and techniques at the forefront of the discipline.
K4	Critically comment on particular aspects of current research, or equivalent advanced scholarship, in the discipline.
K5	Evidence technical proficiency through the effective manipulation of one or more techniques within the Hair and Makeup department.
Graduate Attribute: Creativity (C)	
C1	Evidence understanding of the interplay between creative and critical modes of enquiry in the discipline.
C2	Apply the methods and techniques learned to review, consolidate, extend and apply their knowledge and understanding, and to initiate and carry out projects
C3	Realise the possibilities of a script, score and other textual and documentary sources
C4	Take responsibility as an individual artist, for creative decision making.
C5	Initiate, develop and realise distinctive and creative work within various forms.
Graduate Attribute: Social and ethical awareness and responsibility (S)	
S1	Critically evaluate arguments, assumptions, abstract concepts and data (that may be incomplete), to make judgements, and to frame appropriate questions to achieve a solution - or identify a range of solutions - to a problem.

S2	Effectively communicate with team members and talents to produce high-standard results.
S3	Develop logical thinking skills in relation to existing and emerging technologies
S4	Display understanding of the importance of the different structures of the creative industries and demonstrate a capacity to work within the constraints imposed by them.
Graduate Attribute: Leadership and self-development (L)	
L1	Communicate information, ideas, problems and solutions to both specialist and non-specialist audiences.
L2	Apply entrepreneurial skills to existing forms and to innovate.
L3	Manage time, personnel and resources effectively by drawing on planning, organisational, project management and leadership skills.
L4	Work productively in a group or team, showing abilities at different times to listen, contribute and lead effectively.
L5	Manage personal workloads, meet deadlines and pursue goals with others.

Programme Structure

Programmes are structured in stages. The number of stages will vary depending on the mode (e.g. full-time, part-time, accelerated), duration and location of study which will be detailed in the Programme Handbook.

Modules are set at a specific academic level and listed as either core (compulsory) or optional. The level indicates the relative academic difficulty which will increase through the programme. Passing modules will reward you with academic credit. The amount of credits will depend on the complexity of the module and the level of effort required, which is measured in 'notional learning hours'.

Our [Academic Advice webpages](#) provide more information on the structure of taught awards offered by the University.

Please note: Not all option modules will necessarily be offered in any one year. Other option modules may also be introduced at a later stage enabling the programme to respond to sector developments.

Level Four

Code	Module Title	Credit	Core / Option	Compensable (Normally Yes)
AD411	Historical and Contextual Studies	30	Core	Yes
AD415	Introduction to Hair & Makeup	30	Core	Yes
AD413	Pre-Production & Film Set Etiquette	15	Core	Yes
AD414	Final Project – Year 1	45	Core	No

Level Five

Code	Module Title	Credit	Core / Option	Compensable (Normally Yes)
AD511	Advanced Hair and Make-Up I	30	Core	Yes
AD512	FX Makeup & Prosthetics	30	Core	Yes
AD513	Advanced Hair & Makeup II	30	Core	Yes

AD514	Character Design & Making	30	Core	Yes
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Level Six

Code	Module Title	Credit	Core / Option	Compensable (Normally Yes)
AD611	Professional & Entrepreneurial Skills	30	Core	Yes
AD612	Contextual Studies	30	Core	Yes
AD613	Major Project and Contextual Report	60	Core	No

Learning and Teaching Activities

Please see the [Academic Advice pages](#) for a description of learning and teaching activities that are recognised by the University. Detailed information on this specific programme is outlined below:

The programme encompasses a wide variety of teaching and learning methods.

- Traditional **lectures and seminars**, led by some of the most respected professionals across the department, where we aim to create an ambience where student can express themselves in any forms and understand the nature of working in the industry.
- Most of the programme is **workshop-based**. This is most evident in the practical elements where we aim to create the ethos of a professional real-world environment.
- Students are also expected to attend **professional master-classes**, and deliver work, which may not fit into regular timetabled hours but require independent learning and studio practice, in the form of:
 - Wider reading and preparation for lectures and workshop-based classes.
 - Independent studio usage guided by technicians.
 - Visualisation of proposed material.
 - Time spent in Pinewood Studios in preparation for assessments.
- Students will also experience **visits** to outside bodies, such as makeup prep rooms, wig stores, museums, among others, to better prepare themselves for the research activities proposed in the programme.
- **Individual and small group tutorials** led by industry professionals and business mentors, not only to support students throughout the degree but more importantly to prepare them for the professional world afterwards.

During the degree, we will introduce students to different industry bodies as well as guiding them through:

- Portfolio making
- Presentation skills
- Value proposition
- Entrepreneurial skills

By being at Pinewood Studios and led by some of the most respected industry employers, students are exposed, on a daily basis, to real job experiences and opportunities.

These experiences and the possibility of further jobs are voluntary and self-determined (though strongly encouraged) and not formally assessed on site. Accordingly, relationships with hosts are informal (they are not involved in assessment) though compliant with legal requirements for health and safety.

We also work closely with the BFI, Creative Skillset and Industry, making any work experience or work-related learning opportunities a priority for our students.

Additional Course Costs

There are costs associated with all studies, additional to the tuition fee, which require consideration, when planning and budgeting for expenditure. Costs are indicative and for the total length of the course shown unless otherwise stated and will increase with inflation; depending on the programme they may include equipment, printing, project materials, study trips, placement activities, DBS and/or other security checks.

Books and other Texts

Students will be required to purchase texts and journals to support their study programme. The minimum, average cost of books for students studying on a degree course is assumed as £100 per year.

Printing

We recommend a minimum budget of £50 per year for basic printing/photocopying costs including dissertation printing and binding. Additionally, there may be additional costs associated with photographic or portfolio printing which can range from £50 -80 per year. Costs are estimated and are entirely dependent on individual choice of presentation, paper stock, size etc.

Equipment / Materials / Models

The tools, materials and consumables for all demonstrations and students' orientation in relation to products will be provided. All materials and consumables required for the production of projects or coursework outside of the demo stage, will have to be funded by students.

- Students will have to acquire their own makeup kit, including: Makeup brushes, Makeup palettes & sculpting tools, which can cost a maximum of £500 for a professional set that will last several years and be used in every practice within and outside the programme.
- Students will be required to source/hire their own talent/models for particular assessments – costs from this can range between £150-250 per year.
- There will be a price list for printing material, stationery, and other small expenses which students can independently purchase.

Study Trips

Compulsory study tours and trips will be up to £100 per year with optional trips estimated up to £400.

In year or end of year exhibitions and projects

This course requires exhibitions and major projects so additional costs will be incurred; these costs vary depending on what materials students use in their work. These costs can be discussed in detail with your course teams and some will be linked to a professional skills element of the course where organised fundraising for such activities may be included.

Graduation

Graduation costs per student are estimated at £100-200 total. This is an optional cost for all students as attending graduation is not a requirement in order to have a degree conferred.

Contact Hours

1 unit of credit is the equivalent of 10 notional learning hours. Full time undergraduate students study 120 credits (1200 hours) and full-time postgraduate students study 180 credits (1800 hours) per year or 'stage' of the course.

Course Stage	Scheduled Activities (Hours)	Guided Independent Study (Hours)	Placement / Study Abroad / Work Based Learning (Hours)
Year One (Accelerated)	515	1,285	
Year Two (Accelerated)	531	1,269	

Assessment Methods

The [Assessment and Examination webpages](#) provide further information on how assignments are marked and moderated, including a description of assessment activities. These also include further information about how feedback on assessed work is provided to students, including our commitment to ensure this is provided to students within 15 working days (the 'three-week turnaround').

As per the teaching and learning activities, assessments are also comprised by a range of different methods. The following assessment activities are used on this programme:

- **Essays** – This will be mainly in the form of written documents, where students are requested to present research material in specific subjects and edit it to fit the desired outcomes.
- **Time Constrained Assessments (TCAs)** - Time is of essence when working on production. Students will be assessed on time management and work outcomes.
- **Reports** – Students are encouraged to document their entire learning progress throughout the degree, and some of that documentation will be asked to be delivered in the form of reports and will be assessed and marked.
- **Portfolio** – As well as the written documentation on the different activities, visual portfolios are essential when presenting yourself to prospective employers. Students are taught on the different processes involved in producing an industry-standard portfolio, and will be assessed on the outcomes.
- **Presentation Assessment** – In conjunction with the Portfolio, presentation skills are a key element when working in teams and presenting ideas. Throughout the degree, students are expected to produce coursework and present it to an industry panel, which will assess and mark it.
- **Practical Skills Assessment**- One of the most important elements of the degree, is the practical skills students are accomplishing. Producing industry-standard results is of the essence for a prosperous career. Students are assessed by industry professionals on the quality of their finished pieces throughout the degree.

The studio environment enables continuous assessment practice whereby students receive regular feedback from peers and tutors on their progress and effectiveness of methods deployed and outcomes achieved.

Formative assessment takes place via work-in-progress seminars and critiques with staff, peers and individual tutors and serves to inform students of perceived strengths and weaknesses of the

work, providing guidance with regard to future action and direction. Students will be expected to discuss their work in this forum, augmented by a series of tutorials to reinforce understanding. Feedback is provided both verbally and written, using standard feedback forms.

Summative assessment normally takes place at the culmination of the module where more empirical judgements are made regarding individual students' work and progress with absolute attention upon the required learning outcomes. These are formally graded assessments resulting in a percentage mark, accompanied by written feedback on how students can develop their studies as they progress onto the next level. Assessment items will include all research and developmental work produced for the module.

Classification

Calculation of final award: Level 6 modules only – 100%

For full details of assessment regulations for all taught programmes please refer to our [Results webpages](#). These include the criteria for degree classification.

Admissions Requirements

Please see the [Application webpages](#) for more information on how to apply, including a statement on how we support students from a variety of backgrounds. Please also see our [general entry requirements](#) for taught programmes. Applicants who do not meet our published entry requirements are encouraged to contact our admissions team for further advice and guidance.

Typical applicant profile and any programme-specific entry requirements

The course welcomes applications from students with a variety of backgrounds:

- Foundation Art and Design Diploma
- School-leavers with relevant A Levels
- General Art and Design National Extended Diploma
- Access to Art and Design
- FDA Degrees
- Prior experience or workplace history demonstrating likelihood to thrive on the course

All applicants will be interviewed and their portfolios reviewed. The decision rests upon three factors: portfolio, academic background and the interview.

As a minimum, an applicant should be able to demonstrate at a portfolio interview the following attributes:

- read, write and converse in English, to a standard necessary for academic study; applicants with IELTS 6.0 should contact Admissions directly.
- show that applicants have an understanding of the chosen course;
- demonstrate that applicants have the necessary (or required) academic, artistic and practical skills, as appropriate, to enable them to embark upon their chosen course of study;
- show that applicants are motivated to undertake the chosen course of study;
- show an awareness of, and interest in, creative ideas.

Applicants will have achieved one of the following:

- Two full A-Levels and GCSE Maths and English at Grade C or above
- UCAS Tariff score of 80-96
- Foundation Diploma in Art and Design

- BTEC, National Diploma or equivalent

Applications are welcome from those who may not possess formal entry qualifications, mature students, or with qualifications different to those listed. Such applicants should demonstrate their potential to complete the course successfully at interview stage.

International students may be Skype interviewed or may send an electronic portfolio. All international applicants should have English language to IELTS Level 6 and should contact Admissions directly.

Do applicants required a Disclosure and Barring Service (DBS) Check?

No

Opportunities for students on successful completion of the programme

We work closely with the BFI, Creative Skillset and Industry, making any work-related learning opportunities a priority for our students.

There are many different options available to students within this field, including:

- Makeup artist
- Makeup assistant
- Crowd Supervisor
- Hairdresser
- Chief Hairdresser
- Hair Supervisor
- Wig Supervisor
- Prosthetic Supervisor
- Prosthetic Technician
- Prosthetic Artist
- Junior Prosthetic Artist

Postgraduate study, for those students with a conventional and/or strong academic profile accompanied by practical expertise, is welcome in all education sectors, with more traditional routes of MAs in related subjects such as Period Hair & Wigs or Prosthetics & Sculpting.

Recognition of Prior Learning

Previous study, professional and / or vocational experiences may be recognised as the equivalent learning experience and permit exemption from studying certain modules. Please refer to our [Credit Accumulation webpages](#) for further guidance.

Student Support

During the course of their studies, students will be supported in the following ways:

- At the start of their studies all students will receive a full **induction** to the programme which will include introduction to the staff responsible for delivering the course, and access to library and IT facilities
- The **Programme Handbook** will outline the exact nature of the course and how it is structured, including the availability of option modules

- Each student will be allocated a **Personal Tutor** who will support their academic development, be able to advise and guide them with their studies and, where necessary, give advice on study options
- Students will be able to access our full range of **support services**, including the Learning Development Unit for skills and study support, the Library, the Careers and Employability Team, Student Finance Team, Accommodation and Counselling Services

Programme specific support (if applicable)

N/A

Appendices

Quality Assurance

Awarding Body:	Buckinghamshire New University
Language of Study:	English
QAA Subject Benchmark Statement(s):	Art and Design (2017)
Assessment Regulations:	<i>Academic Assessment Regulations (Appendix 6 for specific regulations for this programme)</i> , accessible via the Academic Advice webpages (https://bucks.ac.uk/students/academicadvice)
Does the Fitness to Practise procedure apply to this programme?	No
Ethics Sub-committee	Art and Design
Date Published / Updated:	September 2019
Date programme re-approval required:	2024-25

Other awards available on programme (Exit Qualifications)

Please refer to the *Academic Qualifications Framework* for Exit Qualifications recognised by the University and credit and module requirements.

Name of Exit Qualification:	Certificate of Higher Education (CertHE)
Full name of Qualification and Award Title:	CertHE Hair and Make-Up for Film and Performance
Credits requirements:	120 Credits
Module requirements:	ALL 120 Credits at Level 4
Learning Outcome	
Demonstrate an ability to present, evaluate and interpret relevant information, in order to develop lines of argument and make sound judgements in accordance with basic theories and concepts of their areas of study.	
Evidence knowledge of the underlying concepts and principles associated with their areas of study, and an ability to evaluate and interpret these within the context of that area of study	
Communicate the results of their study/work accurately and reliably, and with structured and coherent arguments	
Develop the qualities and transferable skills necessary for employment requiring the exercise of some personal responsibility.	

Name of Exit Qualification:	Diploma of Higher Education (DipHE)
Full name of Qualification and Award Title:	DipHE Hair and Make-Up for Film and Performance

Credits requirements:	240 Credits
Module requirements:	ALL 120 Credits at Level 4 ALL 120 Credits at Level 5
Learning Outcome	
Evidence knowledge and critical understanding of the well-established principles of their areas of study, and of the way in which those principles have developed	
Demonstrate an ability to apply underlying concepts and principles outside the context in which they were first studied, including, where appropriate, the application of those principles in an employment context	
Evidence an understanding of the limits of their knowledge, and how this influences analyses and interpretations based on that knowledge.	
Use a range of established techniques to propose solutions to problems arising from a previous analysis	
Display the qualities and transferable skills necessary for employment requiring the exercise of personal responsibility and decision-making.	

Name of Exit Qualification:	Ordinary Degree
Full name of Qualification and Award Title:	Bachelor of Arts Hair and Make-Up for Film and Performance
Credits requirements:	300 Credits
Module requirements:	ALL 120 Credits at Level 4 ALL 120 Credits at Level 5 ANY 60 Credits at Level 6 excluding dissertation module
Learning Outcome	
Demonstrate a systematic understanding of key aspects of their areas of study, including acquisition of coherent and detailed knowledge, at least some of which is at, or informed by, the forefront of defined aspects of a discipline	
Evidence an ability to deploy accurately established techniques of analysis and enquiry within a discipline	
Devise and sustain arguments, and/or to solve problems, using ideas and techniques at the forefront of a discipline	
Describe and critically comment upon particular aspects of current research, or equivalent advanced scholarship, in the discipline	
Show an appreciation of the uncertainty, ambiguity and limits of knowledge	
Demonstrate the ability to manage their own learning, and to make use of scholarly reviews and primary sources	