

## 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.

|   |   |
|---|---|
| <b>Programme Title:</b>   |   |
| <b>BA (Hons) Production Design (Screen and Stage) / BA (Hons) Production Design (Screen and Stage) with Foundation Year</b> |   |
| <b>Programme (AOS) Code(s):</b>   | <b>BA1PDF1, BA1PDF4</b>                         |
| <b>UCAS Code:</b>   | <b>TBC</b>                                      |
| <b>Name of Final Award:</b>   | <b>Bachelor of Arts with Honours, BA (Hons)</b> |
| <b>Level of Qualification:</b>  | <b>Level 6</b>                                  |
| <b>Regime of Delivery:</b>  | <b>Attendance</b>                               |
| <b>Mode(s) of Delivery:</b>   | <b>Full Time</b>                                |
| <b>Typical Length of Study (Years):</b>   | <b>3 years or 4 years with Foundation Year</b>  |
| <b>Professional Body Recognition / Accreditation (including specific requirements where applicable):</b>                    | <b>N/A</b>                                      |

### Brief Description of the Programme

BA (Hons) Production Design (Screen and Stage) aims to develop creative, reflective and skilled professionals in the production design practices of theatre, film and television. The programme provides an environment in which practical experimentation, innovation and creativity are highly valued as part of the learning process. Course materials are rooted in contemporary practice, benchmarked by ongoing input from industry and contextualised by a historical and theoretical overview. Students will learn to respond innovatively to design briefs, to produce high quality outcomes, through rigorous research, analysis, experimentation and development of skills. Imagination and an understanding of design methods, aesthetics and form, as well as technical skills such as workshop and production techniques, CAD and technical drawing, are essential, enabling the production of high-quality outcomes that meet all requirements. Provided with a broad range of core skills required for the creative industry, students will hone and develop their specialist interests, graduating with a portfolio tailored to suit their chosen profession.

The programme supports the development of talent required in the film and media industries, in particular within the production design and art departments, providing a practical understanding of the skills required to produce industry-approved results. It also emphasises 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 professions 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 and related industries.

Supported by extensive workshop facilities and technical resources at Bucks, students will gain valuable insight into industry practices. The University also has a base at Pinewood Studios, one of

the world's leading centres for film and television productions. Students will have opportunities to enjoy the experience of being part of the Pinewood Studios community and be able to participate in different activities the studios can offer outside the regular working hours, such as screenings and other events. 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 and opportunities to work in collaborative ways across the School.

## Programme Aims

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| 1 | Provide students with core subject knowledge and research skills to enable them to apply and extend their production design practice from conceptualisation of ideas to realisation of outcomes. |
| 2 | Present students with a range of industry-standard craft, techniques and skills in production design in an international context which can be developed and applied to their practice.           |
| 3 | Provide students with key skills for employability and professional development through input from 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, safe and appropriate outputs.                        |
| 5 | Enable students to situate and analyse their practice within cultural, theoretical and historical contexts, including awareness of the film, performance and production 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: |   |
| <b>Graduate Attribute: Knowledge and its application (K)</b>          |   |
| K1  | Apply knowledge of production design concepts, skills theories to practical design work   |
| K2  | Demonstrate a detailed and sophisticated knowledge of the historical and contemporary context of the subject area   |
| K3  | Communicate effectively as a design thinker and practitioner with an informed, critical insight into their own work within the context of the broader field of art and design |
| K4  | Respond to different design challenges and devise programmes of work which will result in successful and timely resolution  |
| K5  | Evidence technical proficiency through the effective manipulation of several techniques within the production design department   |
| <b>Graduate Attribute: Creativity (C)</b>                             |   |
| C1  | Produce written interpretations of design briefs and be able to illustrate these with appropriate references  |
| C2  | Explore initial ideas intuitively and conceptually using different 2D and 3D media  |
| C3  | Create a sustained piece of analytical, contextual, creative and visually literate work   |
| C4  | Realise the possibilities of a script, score and other textual and documentary sources  |

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|--|--|
| C5   | Apply the methods and techniques learned to review, consolidate, extend and apply their knowledge and understanding, and to initiate and carry out projects              |
| <b>Graduate Attribute: Social and ethical awareness and responsibility (S)</b> |  |
| S1   | Demonstrate a safe, sustainable and responsible working proficiency in a range of materials and manufacturing processes  |
| S2   | Analyse existing products and components using a range of design methods, suggest improvements, and evaluate their success   |
| S3   | Develop logical and critical thinking skills in relation to existing and emerging technologies   |
| S4   | Effectively communicate with team members and talent to produce effective and widely accepted results  |
| S5   | 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 |
| <b>Graduate Attribute: Leadership and self-development (L)</b>                 |  |
| L1   | Devise schedules and proposals for projects, work independently, ethically, meet deadlines, standards and costs  |
| L2   | Respond to feedback and work as part of a multidisciplinary team through collective and creative engagement and collaboration  |
| L3   | Effectively communicate and present complex work in a variety of situations and methods  |
| L4   | Apply entrepreneurial skills to existing business systems and to innovate and create new business models   |
| L5   | Evidence understanding of how their emerging production design practice relates to wider cultural, social, political, critical, technical or commercial contexts         |

## Programme Structure

Programmes are structured in stages. The number of stages will vary depending on the mode (e.g. full-time, part-time), 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.*

### Foundation Level (Optional for students on degree programmes)

| Code  | Module Title  | Credit | Core / Option | Compensable (Normally Yes) |
|-------|---|--------|---------------|----------------------------|
| FY026 | Preparing for Success - Knowledge and Creativity            | N/A    | Core          | Yes                        |
| FY027 | Preparing for Success – Self-development and Responsibility | N/A    | Core          | Yes                        |

|       |  |     |      |     |
|-------|--|-----|------|-----|
| FY028 | Inquiry Based Learning                 | N/A | Core | Yes |
| FY041 | Introduction to Design and Development | N/A | Core | Yes |

#### Level Four

| Code  | Module Title                           | Credit | Core / Option | Compensable (Normally Yes) |
|-------|--|--------|---------------|----------------------------|
| PD406 | Materials & Processes                  | 30     | Core          | Yes                        |
| PD411 | Design Communication and Visualisation | 30     | Core          | Yes                        |
| PD412 | Design from Script                     | 30     | Core          | Yes                        |
| PD413 | Contextual Studies 1                   | 30     | Core          | Yes                        |

#### Level Five

| Code  | Module Title                               | Credit | Core / Option | Compensable (Normally Yes) |
|-------|--|--------|---------------|----------------------------|
| PD511 | The Visual and Spatial Narrative           | 30     | Core          | Yes                        |
| PD512 | Collaborative Design and Practice          | 30     | Core          | Yes                        |
| PD513 | Professional Studies for Production Design | 30     | Core          | Yes                        |
| PD514 | Contextual Studies 2                       | 30     | Core          | Yes                        |

#### Level Six

| Code  | Module Title                           | Credit | Core / Option | Compensable (Normally Yes) |
|-------|--|--------|---------------|----------------------------|
| AD603 | Professional Practice                  | 30     | Core          | Yes                        |
| PD611 | Final Major Project                    | 60     | Core          | No                         |
| PD612 | Contextual Report on Production Design | 30     | Core          | Yes                        |

### 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 Art & Design sector benchmarks acknowledge that teaching, learning and assessment regimes adopted in the sector will embrace a wide range of approaches around a core of studio and workshop tuition, where currency will be maintained by strong links with allied professions and practitioners. The School's courses are practice based, supported by contextual studies, and are structured to prepare students to take increasing responsibility for the content and direction of their creative work, and to become increasingly independent in their studies as the course progresses. Such self-directed and self-initiated study approaches are the primary means by which a student's independent learning skills develop and culminate with the public exhibition of a student's body of work.

The teaching, learning and assessment methodologies used within the School and detailed below, are consistent with those described in the Benchmarks. Contextual and theoretical based projects as well as practical studio-based projects are the principal vehicle for teaching and learning. These are either tutor-initiated or live industry projects comprising the presentation of a creative

problem, resolved through information delivered by lecture or seminar, supported by personal research and informed by studio-based activities. Learning is further developed through interactive lectures and reading seminars, group critique, and through personal development supported by individual tutorial. Students are expected to undertake independent study which includes wider reading, preparation for lectures / seminars, ongoing studio practice, and engagement with industry (both cultural and commercial).

The BA (Hons) Production Design (Screen and Stage) degree 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 students 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 and lecturers
  - Independent workshop time and practical sessions supervised by technicians
  - Visualisation of proposed material using CAD and similar software
  - Time spent in preparation for assessments
- Students will also experience visits to outside bodies, such as prop stores, sets and set stores, material suppliers and manufacturing professionals, 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 for some of the programme and led by industry specialists, students are exposed, on a daily basis, to real world 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.*

The course team work closely with a range of creatives and professionals within the production design 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.

There are additional costs associated with all studies, which require consideration, when planning and budgeting for expenditure. Additional course costs for BA (Hons) Production Design (Screen and Stage) are outlined below:

### **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**

Bucks will provide the tools, materials, consumables for all demonstrations and students' orientation in relation to products. Any materials required beyond the demo stage (e.g. for coursework or projects) will need to be covered by the student; these costs can vary depending on what materials are required (see project costs below). Students will have to acquire their tool kit, including hand tools, drawing equipment and modelling 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 may be required to source/hire their own talent/models/props for particular assessments – costs from this can range between £100 and £500 per year.

Bucks will also produce a price list for printing material, stationery, workshop materials among other small expenses which students can independently purchase for project work.

### **Study Trips**

Compulsory study tours and trips within the UK will cost between £100 and £200 per year with optional overseas trips estimated at between £200 and £1000.

### **In year or end of year exhibitions and projects**

This course requires exhibitions and major projects so additional costs will be incurred. 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. Materials costs for this will vary depending on scale and selection, and could be between £200 - £800.

### **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) |
|-----------------|------------------------------|----------------------------------|--|
| Foundation Year | 336                          | 864                              |  |
| Year One        | 360                          | 840                              |  |
| Year Two        | 357                          | 843                              |  |
| Year Three      | 293                          | 907                              |  |

## 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').

The course operates a regime of formative and summative assessment, which allows students to develop their work continuously with clear tutorial guidance. Formative, summative and diagnostic in-situ assessments are regarded as positive learning tools and constructive, feed-forward / feedback from assessment offers students clear guidance with regard to future development. Assessment strategies support students' understanding of their learning processes and are designed to foster a deep approach to learning. Strategies also promote autonomous learning and self-evaluation as vital elements within the overall learning process.

Self- and peer-evaluation constitute an important part of formative assessment and, on occasion, of the formal summative assessment process. Assessment criteria accommodate the speculative enquiry common to most disciplines in art and design, and provide fair and accurate assessment of teamwork and individual contributions to the overall outcome of collaborative projects.

Oral and written feedback on assessed work is an important feature of students' learning. Art and design has a strong tradition of providing students with comprehensive oral feedback through tutorials and critiques, but written feedback has increasingly supplemented this predominantly oral tradition, reflecting the art and design community's awareness of good practice in teaching, learning and assessment. Support systems at institutional and discipline levels identify student needs and provide relevant help and advice for both academic and pastoral matters. Research indicates that dyslexia is more prevalent amongst students of art and design than in other subjects, and the university has a Learning Development Unit and Student Services who are experienced in enabling support for individual needs.

The following assessment activities are used on this programme:

Summative:

- Presentations
- Written assignments (essays, blogs, contextual reports)

- Sketchbooks
- Workshop exercises and material experiments
- Drawings and CAD work
- Finished pieces in studio
- Portfolios

Formative:

- Essay/presentation/digital assessment drafts
- On-going studio work

Feedback type (type depends on the nature of each assignment):

- Written via Blackboard/Turnitin and/or feedback forms
- Oral
- Peer

Assignments will be marked according to the grading descriptors for each level of study.

Feedback and marks for assignments will be available and provided to students within 15 working days

## Classification

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| <b>Calculation of final award:</b> | <b>Level 6: 67%</b><br><b>Level 5: 33%</b> |
|------------------------------------|--|

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

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:

- Successful applicants will attend an interview with portfolio.
- International students may be Skype interviewed or may send an electronic portfolio.
- All international applicants should have English language to IELTS level 6 or above.

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| <b>Do applicants require a Disclosure and Barring Service (DBS) Check?</b> | <b>No</b> |
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## Opportunities for students on successful completion of the programme

Employability is key to the programme, which is designed so that the students are introduced to relevant areas of the creative industries. Each of the modules at every level of study on the programme will enable the student to engage with production design, reflecting upon the knowledge and skills learnt so they can graduate with a portfolio of work tailored to the relevant sector of the creative industries suited to them. This is achieved through live briefs, workshops, talks with industry practitioners, competitions, external events and working in our studios and workshops.

Opportunities available for students after completion of the award:

- Production Designer for the creative industries (e.g. film, theatre, live dance/performance)
- Design Assistant or Designer
- Art Director or Assistant
- Model maker
- Buyer or Production Specifier
- Studio Manager / Production Design Co-ordinator
- Film/theatre/performance Stylist
- Film Illustrator
- PR / Marketing
- Post Graduate Study

## 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

## Appendices

### Quality Assurance

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| <b>Awarding Body:</b>  | Buckinghamshire New University   |
| <b>Language of Study:</b>  | English  |
| <b>QAA Subject Benchmark Statement(s):</b>                             | <ul style="list-style-type: none"> <li>• QAA Art &amp; Design Subject Benchmark Statement (2017)</li> <li>• QAA Framework for Higher Education Qualifications (2014)</li> <li>• QAA Education for Sustainable Development</li> </ul> |
| <b>Assessment Regulations:</b>   | <i>Academic Assessment Regulations</i> , accessible via the Academic Advice webpages ( <a href="https://bucks.ac.uk/students/academicadvice">https://bucks.ac.uk/students/academicadvice</a> )                                       |
| <b>Does the Fitness to Practise procedure apply to this programme?</b> | No   |
| <b>Ethics Sub-committee</b>  | Art and Design   |
| <b>Date Published / Updated:</b>                                       | September 2020, November 2020, August 2021   |
| <b>Date programme re-approval required:</b>                            | 2025-26  |

### 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.

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| <b>Name of Exit Qualification:</b>   | Ordinary Degree  |
| <b>Full name of Qualification and Award Title:</b>   | BA Production Design (Screen and Stage)  |
| <b>Credits requirements:</b>   | 300 Credits  |
| <b>Module requirements:</b>  | ALL 120 Credits at Level 4<br>ALL 120 Credits at Level 5 PLUS the following Level 6 modules: <ul style="list-style-type: none"> <li>• PD611 Final Major Project</li> </ul> |
| <b>Learning Outcome</b>  |  |
| Apply knowledge of a wide range of production design concepts, skills and theories to realise the possibilities of practical, technical and conceptual 2D and 3D design and textual work |  |
| Communicate effectively as a design thinker and practitioner with an informed, critical insight into their own work within the context of the broader field of art and design            |  |
| Respond to different design challenges and devise programmes of work which will result in successful and timely resolution   |  |
| Apply the methods and techniques learned to review, consolidate, extend and apply their knowledge and understanding, and to initiate and carry out projects                              |  |
| Demonstrate a safe, sustainable, ethical and responsible working proficiency in a wide range of materials and manufacturing processes  |  |

Develop logical, critical thinking and entrepreneurial skills in relation to existing and emerging technologies and business models

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

Devise and effectively communicate schedules and proposals to a multidisciplinary team for complex projects, work independently, ethically, meet deadlines, standards and costs

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| <b>Name of Exit Qualification:</b>                 | <b>Diploma of Higher Education (DipHE)</b>   |
| <b>Full name of Qualification and Award Title:</b> | <b>Diploma of Higher Education (DipHE) in Production Design (Screen and Stage)</b> |
| <b>Credits requirements:</b>                       | <b>240 Credits</b>   |
| <b>Module requirements:</b>                        | <b>ALL 120 Credits at Level 4<br/>ALL 120 Credits at Level 5</b>                   |

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| <b>Learning Outcome</b>  |  |
| Apply knowledge of production design concepts, skills theories to practical work, respond to design challenges and devise programmes of work which will result in successful and timely resolution |  |
| Evidence technical proficiency through the effective manipulation of several techniques within the production design department and work independently and ethically                               |  |
| Produce written interpretations of design briefs, explore ideas intuitively, and be able to illustrate these with appropriate references and using different 2D and 3D media                       |  |
| Realise the possibilities of a script, score and other textual and documentary sources   |  |
| Demonstrate a safe, sustainable and responsible working proficiency in a range of materials and manufacturing processes  |  |
| Develop logical and critical thinking skills in relation to existing and emerging technologies   |  |
| Effectively communicate with team members and talent to produce effective and widely accepted results in a variety of situations and methods   |  |
| Respond to feedback and work as part of a multidisciplinary team through collective and creative engagement and collaboration  |  |

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| <b>Name of Exit Qualification:</b>                 | <b>Certificate of Higher Education (CertHE)</b>   |
| <b>Full name of Qualification and Award Title:</b> | <b>Certificate in Higher Education (CertHE) in Production Design (Screen and Stage)</b> |
| <b>Credits requirements:</b>                       | <b>120 Credits</b>  |
| <b>Module requirements:</b>                        | <b>ALL 120 Credits at Level 4</b>   |

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| <b>Learning Outcome</b>  |  |
| Apply knowledge of production design concepts, skills theories to practical design work                                    |  |
| Respond to different design challenges and devise programmes of work which will result in successful and timely resolution |  |
| Produce written interpretations of design briefs and be able to illustrate these with appropriate references               |  |

Explore initial ideas intuitively and conceptually using different 2D and 3D media

Demonstrate a safe, sustainable and responsible working knowledge in a range of materials and manufacturing processes

Effectively communicate with team members and talent to produce effective and widely accepted results

Devise schedules and proposals for projects, work independently, ethically, meet deadlines, standards and costs

Respond to feedback and work as part of a multidisciplinary team through collective and creative engagement and collaboration