

**University of Plymouth  
Academic Partnerships**

**Truro & Penwith College**

# **Programme Quality Handbook**

**BA (Hons) Craft and Design**

**2022–23**

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## WELCOME AND INTRODUCTION

### Welcome and Introduction to BA Craft and Design

Welcome to the BA Craft and Design. This course will provide an exciting opportunity to study a combination of Design Craft disciplines. Higher-level skills will be developed in ceramics, textiles and metals, using digital design applications and contextual and professional understanding within a multi-disciplinary learning experience.

The course is split into four semesters, two per year. Students will gain understanding as to how to respond to design ideas, concepts, and problem solve by developing individual practice and outcomes. Academic, professional and contextual understanding will inform practice for industry and employment. The programme will promote and support reflective practitioners, effective communication in a variety of forms to a range of audiences.

This programme has been designed to equip you with the skills and knowledge base required to work in your chosen specialism or other graduate opportunities. It is also a platform from which you can undertake additional vocational and academic qualifications.

This Programme Quality handbook contains important information including:

- The approved programme specification
- Module records

**Note:** the information in this handbook should be read in conjunction with the current edition of the Truro and Penwith Student Handbook available on Digital Campus which contains student support based information on issues such as finance and studying at HE along with the University's Student Handbook <https://www.plymouth.ac.uk/your-university/governance/student-handbook> and your Learning, Teaching and Assessment Handbook available on your programme virtual learning environment (Moodle).

# Programme Specification

## **Award**

**Final Award Title: BA (Hons) Craft and Design**

**UCAS Code: W700**

**HECoS Code: 100048 design  
100895 crafts  
101361 creative arts and design**

**Awarding Institution: University of Plymouth**

**Teaching Institution: Truro and Penwith College**

**Accrediting Body N/A**

## **Distinctive Features of the Programme and the Student Experience**

The new BA (Hons) Craft and Design will provide an opportunity to progress from level 4 and level 5 study in a combination of Design Craft Making disciplines or be adaptive to innovate an individual making discipline. Higher-level skills will be developed in primarily ceramics, textiles and metals, using design processes and digital design applications to realise personal investigative ideas and solutions. Contextual and professional awareness will underpin academic research and making of design and craft.

The programme is suitable for level 5 students progressing from full and part-time art and design related courses. It would also appeal to industry professionals, who have an interest in design craft and digital applications within design and one module, 'Making a Living from Art & Design' may be of value as a specialist module to support self-employed individuals working within the creative industries.

The current art and design craft 'revolution' is indicative of a growing appetite and interest. Historic and contemporary craft practice has been at the heart of Cornwall's cultural heritage for a significant time and is recognised as part of the county's and the South West's creative identity.

This programme will provide an opportunity to develop practical and academic skills beginning with modules which develop design skills and contextual research providing an engagement with the professional world of design and craft through a design for industry module and an academic research module that provides relevant background for the rest of the final year. Working through the design for industry module will enable students to understand how the parameters of live briefs or situations can be used to create design solutions and a professional presentation. Through researching historic and contemporary visual and written material for the research module students gain an understanding of the context of the professional nature of art, design, craft.

An important aspect of the final year will be how students continue the development of their personal professional practice in addition to their employability skills. They will evidence their explorations with ideas and materials through a technical research project in which they will conduct individual and relevant research into art, craft design practice and engagement with technical challenges and solutions. Outcomes you develop and produce from this broad experimentation will culminate as your Final Major Project and will be shown as an exhibition. Students will be given an opportunity to partake in competitions and attend guest lectures.

In the second semester the relevant detail and practice that has been developed is showcased in a way to support the opportunity for self-employment, and activity linked to making a living from design craft practice. The programme will promote and support reflective practitioners, effective communication in a variety of forms to a range of audiences, the end of year exhibition will be an additional opportunity for students to build upon these skills and market some of their work

The Art & Design team, as educators and practitioners are part of a large network of local employers, makers and organisations.

Our Alumni work within local, national and international creative industries, across a range of art and design practice. The programme will take a global approach to studying design craft and making; this course will aim to be unique in its breadth of practice within Cornwall.

The BA (Hons) Craft & Design has the following distinctive features:

- Students will be able to focus their design craft practice onto a selected or combination of multi-disciplinary design craft making. Students will be able to fully utilise materials, processes, skills and industries to explore creative digital design processes.

- A Higher Education environment, where all making and knowledge within each module is holistically valued.
- The course is truly vocational and will apply academic and intellectual rigor, enabling students to develop their own individual practice from this knowledge base, linking all aspects of the course together through the final major project.
- The course develops students' understanding of creative practice and makes clear links between theory, practice and employment within the creative industries.
- Students have access to professional tools and equipment, studio space and technicians within dedicated art and design and HE buildings.
- Regular individual tutorial support and guidance will be a strong feature of this course.
- Employability is embedded within the programme and students are given various opportunities to develop relevant skills.

### **Relevant QAA Subject Benchmark Group(s)**

The programme development was informed by the following:-

UK Quality Code for Higher Education Part A: Setting and Maintaining Academic Standards

UK Quality Code for Higher Education, Part B: Assuring and enhancing academic quality: Chapter B1 – B11

UK Quality Code for Higher Education, PART C: Information ABOUT HIGHER EDUCATION PROVISION

Annex D: Outcome classification descriptions for FHEQ Level 6 and FQHEIS Level 10 degrees

[Subject Benchmark Statement: Art and Design](#)

## Programme Structure

### Full-time Route

YEAR 1 (LEVEL 6)				
Module Code	Module Title	Credits	Core / Optional	Semester
TRUR3069	Creative influences	20	Core	1 & 2
TRUR3070	Design for Creative Industries	20	Core	1 & 2
TRUR3071	Making a Living from Art, Craft & Design	20	Core	1 & 2
TRUR3072	Craft & Design Technical research	20	Core	1 & 2
TRUR3073	Craft & Design Final major project	40	Core	1 & 2

### Part-time Indicative Route

#### Part-time Route (3 years)

YEAR 1 (LEVEL 6)				
Module Code	Module Title	Credits	Core / Optional	Term / Semester
TRUR3069	Creative Influences	20	Core	1 & 2
TRUR3071	Making a Living from art, craft & design	20	Core	1 & 2
TRUR3070	Design for Creative industries	20	Core	1 & 2

YEAR 2 (LEVEL 6)				
Module Code	Module Title	Credits	Core / Optional	Term / Semester
TRUR3072	Craft & Design Technical research	20	Core	1 & 2
TRUR3073	Craft & Design Final major project	40	Core	1 & 2

## **Programme Aims**

The programme intends to:

- A1. Evaluate the appropriateness of different making methods, techniques and outcomes within design craft, leading to the production of work that meets real challenges within the creative industries.
- A2. Develop makers' critical and reflexive understanding of historical and contemporary issues and practices through academic research that support the context in which practice is undertaken.
- A3. Develop makers' critical and creative independence, flexibility and reflexivity across individual work and demonstrate the development and extension of ideas and practice towards outcomes
- A4. Develop entrepreneurial and enterprising students with the ability to sustainably create, make and develop opportunities within real economic contexts.
- A5. Enable students to engage in academic and vocational practice that allows development of employment within the creative industries or future study.

## **Programme Intended Learning Outcomes**

### **Knowledge and understanding**

On successful completion graduates should be able to:

- 8.1.1 source and research relevant material, assimilating and articulating relevant findings and manage information from a variety of sources, articulating ideas and information
- 8.1.2 have an appropriate understanding of the role of the crafts person in contemporary art and design practice, identify Intellectual Property (IP) issues, prevent infringements of other's IPRs, and take the appropriate steps to safeguard the innovation and commercialisation processes.



- 8.1.3 undertake production processes and professional practices relevant to design craft within art and design and of ways of conceptualising creativity and authorship.

### **Cognitive and intellectual skills**

On successful completion graduates should be able to:

- 8.2.1 complete diverse forms of research for visual analysis, essays, projects, creative productions or dissertations involving sustained independent and critical enquiry.
- 8.2.2 initiate and produce distinctive and creative work within various forms of design craft applications and processes and apply ethical principles and personal values to that work
- 8.2.3 contextualise practice through analysis and synthesis, anticipate and accommodate change, work within contexts of ambiguity, uncertainty and unfamiliarity

### **Key and transferable skills**

On successful completion graduates should be able to:

- 8.3.1 benefit from the critical judgements of others and recognise personal strengths and needs.
- 8.3.2 display self-management that enables them to study independently, set goals, manage workloads and meet deadlines
- 8.3.3 analyse and evaluate through comparison and reflection

### **Employment related skills**

On successful completion graduates should be able to:

- 8.4.1 identify personal strengths and needs and reflect on personal development.
- 8.4.2 Understand the role of the crafts person in the contemporary art and design practice industry
- 8.4.3 use employment and business skills that develop past strategies with the future on-line and digital society and its interaction with design craft practitioners

## Practical skills

On successful completion graduates should be able to:

- 8.5.1 communicate and present ideas and work to audiences in a range of situations
- 8.5.2 be proficient in using a range of current and innovative design craft materials and technologies.
- 8.5.3 work independently and creatively, organise and manage self-directed projects reflecting a sense of personal practice and style

## Admissions Criteria, including APCL, APEL and Disability Service arrangements

All applicants must have GCSE (or equivalent will be considered) Maths and English at Grade 4/C or above plus a relevant level 3 qualification. Applicants will be interviewed to assess the experience/capabilities for successful entry and completion of the course.

Entry Requirements for BA (Hons) Craft and Design	
FdA Design Craft Maker	Pass or above at level 5
T&PC HND in Art & Design	Other relevant level 5 qualifications may require APCL.
Relevant level 5 qualification	
Previous experience	Would only be considered through an APEL process with associated costs.
Other HE qualifications / non-standard awards or experiences	Considered on an individual basis through an interview process.
APEL / APCL possibilities	APEL/APCL will be considered as per University of Plymouth Regulations
Interview / Portfolio requirements	All students will be interviewed and a portfolio may be requested.
Independent Safeguarding Agency (ISA) / Disclosure and Barring Service (DBS) clearance required	Students are expected to purchase a current DBS, if required for placement.

Apply online at [www.ucas.com](http://www.ucas.com). For further information on the admissions process contact [heEnquiry@truro-penwith.ac.uk](mailto:heEnquiry@truro-penwith.ac.uk) or 01872 267061.

## **Progression criteria for Final and Intermediate Awards**

Students undertaking the BA (Hons) Craft & Design may progress onto Masters programmes or go into employment or self-employment.

Upon completion of the BA (Hons) Craft & Design, students may be suited to work in a variety of settings and these opportunities include, but are not limited to, working in the following sectors:

- Ceramicist /ceramics technician
- Textile maker/textiles technician
- Silversmith and jewellery technician
- Gallerist
- Product design technician
- Craft workshop/business manager
- Craft marketing

## **Non-Standard Regulations**

N/A

## **Transitional Arrangements**

N/A

## Appendices

### Appendix A: Programme Specification Mapping

Module contribution to the meeting of Programme Learning Outcomes

CORE MODULES: tick those Programme Learning Outcomes the module contributes to through its assessed learning outcomes.

Core Modules		Programme Learning Outcomes contributed to (for more information see Section 8)															Compensation Y/N	Assessment Element(s) and weightings E1- exam T1- in-class test C1- coursework P1 - practical
		8.1 Knowledge & understanding			8.2 Cognitive & intellectual skills			8.3 Key & transferable skills			8.4 Employment related skills			8.5 Practical skills				
		8.1.1	8.1.2	8.1.3	8.2.1	8.2.2	8.2.3	8.3.1	8.3.2	8.3.3	8.4.1	8.4.2	8.4.3	8.5.1	8.5.2	8.5.3		
Level 6	TRUR3070 Design for Creative Industries		✓					✓	✓	✓		✓		✓			Y	C1 – 100%
	TRUR3069 Creative Influences	✓			✓	✓	✓								✓	✓	Y	C1 – 100%
	TRUR3071 Making a Living from Art, Craft and Design		✓	✓				✓			✓	✓	✓			✓	Y	C1 – 100%
	TRUR3072 Craft & Design Technical research			✓	✓					✓			✓	✓	✓		Y	C1 – 100%
	TRUR3073 Craft & Design Final major project	✓				✓	✓		✓		✓					✓	N	C1 – 100%

# LEVEL 6

# MODULE RECORDS

## UNIVERSITY OF PLYMOUTH MODULE RECORD

### SECTION A: DEFINITIVE MODULE RECORD

**MODULE CODE:** TRUR3070 **MODULE TITLE:** Design for Creative Industries

**CREDITS:** 20

**FHEQ LEVEL:** 6

**HECoS CODE:** 100048 design

**PRE-REQUISITES:** None

**CO-REQUISITES:** None

**COMPENSATABLE:** Yes

**SHORT MODULE DESCRIPTOR:** Interpret and develop design digital skills and awareness of creative industry standards. Determine how design solutions are explored within personal design craft practice, innovation and industries using digital applications. Understanding and utilisation of designed three-dimensional forms, digital skills and physical materials will support and encourage individual exploration and professional design solutions.

#### **ELEMENTS OF ASSESSMENT** – see *Definitions of Elements and Components of Assessment*

<b>E1</b> (Examination)		<b>C1</b> (Coursework)	100%	<b>P1</b> (Practical)		<b>T1</b> (In-Class Test)	
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**SUBJECT ASSESSMENT PANEL to which module should be linked:** Art & Design

**Professional body minimum pass mark requirement:** N/A

#### **MODULE AIMS:**

- to achieve proficiency and extend theoretical and practical knowledge of design within the creative industries, the importance and relevance of external factors in the development of design solutions.
- to respond to the requirements of design briefs in a coherent and professional manner
- to use judgement to meet the requirements of a specific deadline.

**ASSESSED LEARNING OUTCOMES:** (refer to Programme Specification for relevant Programme Intended Learning Outcomes)

At the end of the module to learner will be expected to be able to:

<b>Assessed Module Learning Outcomes:</b>	<b>Programme Intended Learning Outcomes (PILOs) contributed to:</b>
1. Show critical understanding of influences and external constraints upon the design process and the ability to demonstrate the use of an appropriate range of media, methods and processes	8.1.2, 8.3.1
2. Demonstrate expertise of professional standards in the selection and use of appropriate 2D and 3D design materials.	8.4.2, 8.5.1
3. Produce a design portfolio and presentation of work associated with design industries	8.5.1
4. Apply critical judgement to research methods, visual research, material processing and project management	8.3.2, 8.3.3

**DATE OF APPROVAL:** February 2020

**DATE OF IMPLEMENTATION:** 2021

**DATE(S) OF APPROVED CHANGE:** N/A

**FACULTY/OFFICE:** Academic Partnerships

**SCHOOL/PARTNER:** Truro and Penwith College

**SEMESTER:** 1 & 2

## **SECTION B: DETAILS OF TEACHING, LEARNING AND ASSESSMENT**

Items in this section must be considered annually and amended as appropriate, in conjunction with the Module Review Process. Some parts of this page may be used in the UNISTATS return and published on the extranet as a guide for prospective students. Further details for current students should be provided in module guidance notes.

<b>ACADEMIC YEAR:</b> 2022-23	<b>NATIONAL COST CENTRE:</b> 143
<b>MODULE LEADER:</b> Sean Dugan	<b>OTHER MODULE STAFF:</b>
<b>SUMMARY OF MODULE CONTENT:</b>  Students to make use of external design craft industry standards to develop creativity and individual outcomes using digital applications. To undertake creative industry research, devise briefs, explore and select developmental design ideas and solutions that are recorded and analysed through a portfolio of drawings, photographs, mock ups, images and models. Develop design awareness which advances understanding and expertise with emphasis on combining design creativity, competency, innovation and professionalism.	

<b>SUMMARY OF TEACHING AND LEARNING</b> <i>(Refer to HESA KIS definitions)</i>		
<b>Scheduled Activities</b>	<b>Hours</b>	<b>Comments/Additional Information</b> (briefly explain activities, including formative assessment opportunities)
Seminar	4	
Tutorial	1	
Project Supervision	3	
Supervised Time in Studio/Workshop	10	
Guided Independent Study	182	
<b>Total</b>	<b>200</b>	(NB: 1 credit = 10 hours of learning; 10 credits = 100 hours, etc.)

### **SUMMATIVE ASSESSMENT**

<b>Element Category</b>	<b>Component Name</b>	<b>Component Weighting</b>
Coursework	A portfolio of a design journey: response to briefs, ideas, development and outcome.	100%  =100%

### **REFERRAL ASSESSMENT**

<b>Element Category</b>	<b>Component Name</b>	<b>Component Weighting</b>
Coursework	Like for like	100%

<b>To be completed when presented for Minor Change approval and/or annually updated</b>	
<b>Updated by:</b> Andrew Smart Date: 18/12/19	<b>Approved by:</b> Mark Dunford Date: 18/12/19

## UNIVERSITY OF PLYMOUTH MODULE RECORD

### SECTION A: DEFINITIVE MODULE RECORD

**MODULE CODE:** TRUR3071    **MODULE TITLE:** Making a Living from Art, Craft & Design

**CREDITS:** 20

**FHEQ LEVEL:** 6

**HECoS CODE:** 100048 design

**PRE-REQUISITES:** None

**CO-REQUISITES:** None

**COMPENSATABLE:** Yes

**SHORT MODULE DESCRIPTOR:** Determine and evaluate understanding of professional requirements for design craft maker. Valuing negotiation, innovation and entrepreneurship for employment and self-employment. Legal and ethical aspects of tendering, contracts, finance, accounting and tax issues are considered to prepare the student for life in the creative industries after graduation. Comparison of contemporary makers will inform practice.

**ELEMENTS OF ASSESSMENT** – see *Definitions of Elements and Components of Assessment*

<b>E1</b> (Examination)		<b>C1</b> (Coursework)	100%	<b>P1</b> (Practical)		<b>T1</b> (In-Class Test)	
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**SUBJECT ASSESSMENT PANEL** to which module should be linked: Art & Design

**Professional body minimum pass mark requirement:** N/A

#### **MODULE AIMS:**

- awareness of business and employability factors within craft and design
- predict budgets and explain financial planning for own practice
- to develop a professional practice awareness within a competitive environment

**ASSESSED LEARNING OUTCOMES:** (refer to Programme Specification for relevant Programme Intended Learning Outcomes)

At the end of the module to learner will be expected to be able to:

<b>Assessed Module Learning Outcomes:</b>	<b>Programme Intended Learning Outcomes (PILOs) contributed to:</b>
1. Evaluate professional creative practice; reflecting on the process and how to further develop and extend the reach of promotion and audience engagement	8.1.2, 8.4.3
2. Evaluate and cost and plan a project for presentation	8.4.3
3. Develop and present a formal exhibition plan	8.1.3, 8.5.3
4. Reflect on the process of selection of competitive bids for work and how to develop professionally within the creative industries.	8.3.1, 8.4.1, 8.4.2

**DATE OF APPROVAL:** February 2020

**FACULTY/OFFICE:** Academic Partnerships

**DATE OF IMPLEMENTATION:** 2021

**SCHOOL/PARTNER:** Truro & Penwith College

**DATE(S) OF APPROVED CHANGE:** N/A

**SEMESTER:** 1 & 2



## **SECTION B: DETAILS OF TEACHING, LEARNING AND ASSESSMENT**

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<b>ACADEMIC YEAR:</b> 2022-23	<b>NATIONAL COST CENTRE:</b> 143
<b>MODULE LEADER:</b> Claire Trevorrow	<b>OTHER MODULE STAFF:</b>
<b>SUMMARY OF MODULE CONTENT:</b>  Examine and investigate the professional requirements for design craft makers. Applications of entrepreneurship for employment and self-employment, including legal and ethical aspects of tendering contracts, finance, accounting and tax issues to prepare the student for life in the creative industries after graduation. Comparison of contemporary practitioners will inform practice.	

<b>SUMMARY OF TEACHING AND LEARNING</b> <i>(Refer to HESA KIS definitions)</i>		
<b>Scheduled Activities</b>	<b>Hours</b>	<b>Comments/Additional Information</b> (briefly explain activities, including formative assessment opportunities)
Seminar	5	
Project Supervision	1	
Lecture	11	
Guided Independent Study	183	
<b>Total</b>	<b>200</b>	(NB: 1 credit = 10 hours of learning; 10 credits = 100 hours, etc.)

### **SUMMATIVE ASSESSMENT**

<b>Element Category</b>	<b>Component Name</b>	<b>Component Weighting</b>
Coursework 1	Brand material and marketing strategy (identity)	50%
Coursework 2	Professional competitive tender for exhibition	50%
		=100%

### **REFERRAL ASSESSMENT**

<b>Element Category</b>	<b>Component Name</b>	<b>Component Weighting</b>
Coursework	Competitive bid for funding that requires an outline of marketing and identity.	100%

<b>To be completed when presented for Minor Change approval and/or annually updated</b>	
<b>Updated by:</b> Mark Dunford Date: 18/12/19	<b>Approved by:</b> Andrew Smart Date: 18/12

## UNIVERSITY OF PLYMOUTH MODULE RECORD

### SECTION A: DEFINITIVE MODULE RECORD

**MODULE CODE:** TRUR3069 **MODULE TITLE:** Creative Influences

**CREDITS:** 20 **FHEQ LEVEL:** 6 **HECoS CODE:** 101361 creative arts and design

**PRE-REQUISITES:** None **CO-REQUISITES:** None **COMPENSATABLE:** Yes

**SHORT MODULE DESCRIPTOR:** Develop research methodologies within a negotiated contextual research project to inform personal and professional practice for an extended illustrated essay. The work will examine social, cultural and historical art, craft, design practice that reflects personal influences and themes. The critical evaluation of the study will inform individual understanding in relation to art, craft, design and making issues.

**ELEMENTS OF ASSESSMENT** – see *Definitions of Elements and Components of Assessment*

<b>E1</b> (Examination)		<b>C1</b> (Coursework)	100%	<b>P1</b> (Practical)		<b>T1</b> (In-Class Test)	
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**SUBJECT ASSESSMENT PANEL** to which module should be linked: Art & Design

**Professional body minimum pass mark requirement:** N/A

**MODULE AIMS:**

- to develop a research methodology and manage an individual project
- to investigate and evaluate in depth material reflecting contextual interest
- to critically analyse and interpret information, presenting the findings in an appropriate format.

**ASSESSED LEARNING OUTCOMES:** (refer to Programme Specification for relevant Programme Intended Learning Outcomes)

At the end of the module to learner will be expected to be able to:

<b>Assessed Module Learning Outcomes:</b>	<b>Programme Intended Learning Outcomes (PILOs) contributed to:</b>
1. Plan and manage a self-initiated project which develops and supports an interest within craft practice	8.2.1, 8.2.2
2. Apply appropriate research methods to foster enquiry, analysis and an effective means of communication	8.1.1, 8.5.2
3. Develop a critical language which enables evaluative reflective judgements and reasoned arguments relevant to own practice	8.2.3, 8.5.3

**DATE OF APPROVAL:** February 2020

**DATE OF IMPLEMENTATION:** 2021

**DATE(S) OF APPROVED CHANGE:** N/A

**FACULTY/OFFICE:** Academic Partnerships

**SCHOOL/PARTNER:** Truro & Penwith College

**SEMESTER:** 1 & 2

## **SECTION B: DETAILS OF TEACHING, LEARNING AND ASSESSMENT**

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<b>ACADEMIC YEAR:</b> 2022-23	<b>NATIONAL COST CENTRE:</b> 143
<b>MODULE LEADER:</b> Claire Trevorrow	<b>OTHER MODULE STAFF:</b>
<b>SUMMARY OF MODULE CONTENT:</b> Negotiated contextual research project which informs and evaluates personal and professional practice and provides evidence for an extended essay. The work will explore artworks and makers pertinent to the student and examine social, cultural and historical art, craft, design practice that reflects personal influences and preoccupations within the professional design craft world.	

<b>SUMMARY OF TEACHING AND LEARNING</b> <i>(Refer to HESA KIS definitions)</i>		
<b>Scheduled Activities</b>	<b>Hours</b>	<b>Comments/Additional Information</b> (briefly explain activities, including formative assessment opportunities)
Lecture	11	
Seminar	5	
Tutorial	1	
Project Supervision	1	
Guided Independent Study	182	
<b>Total</b>	<b>200</b>	(NB: 1 credit = 10 hours of learning; 10 credits = 100 hours, etc.)

### **SUMMATIVE ASSESSMENT**

<b>Element Category</b>	<b>Component Name</b>	<b>Component Weighting</b>
Coursework	Extended Essay reflecting a negotiated area of study	100%  =100%

### **REFERRAL ASSESSMENT**

<b>Element Category</b>	<b>Component Name</b>	<b>Component Weighting</b>
Coursework	Like for Like	100%

<b>To be completed when presented for Minor Change approval and/or annually updated</b>	
<b>Updated by:</b> Mark Dunford Date: 18/12/19	<b>Approved by:</b> Andrew Smart Date: 18/12/19

## UNIVERSITY OF PLYMOUTH MODULE RECORD

### SECTION A: DEFINITIVE MODULE RECORD

**MODULE CODE:** TRUR3072 **MODULE TITLE:** Craft & Design Technical Research

**CREDITS:** 20

**FHEQ LEVEL:** 6

**HECoS CODE:** 100895 crafts

**PRE-REQUISITES:** None

**CO-REQUISITES:** None

**COMPENSATABLE:** Yes

**SHORT MODULE DESCRIPTOR:** Select, research and record technical skills, processes, methods and materials in pursuit of innovative design and manufacturing opportunities for the personal Craft & Design Final Major Project. Involving the advanced development of ideas through traditional skills and processes or investigating contemporary and historic technologies, processes and materials.

**ELEMENTS OF ASSESSMENT** – see *Definitions of Elements and Components of Assessment*

<b>E1</b> (Examination)		<b>C1</b> (Coursework)	100%	<b>P1</b> (Practical)		<b>T1</b> (In-Class Test)	
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**SUBJECT ASSESSMENT PANEL** to which module should be linked: Art & Design

**Professional body minimum pass mark requirement:** N/A

**MODULE AIMS:**

- to develop and manage technical aspects of making
- to investigate and develop their personal interest in processes and technical skills
- to demonstrate their ability to critically analyse processes and outcomes.

**ASSESSED LEARNING OUTCOMES:** (refer to Programme Specification for relevant Programme Intended Learning Outcomes)

At the end of the module to learner will be expected to be able to:

Assessed Module Learning Outcomes:	Programme Intended Learning Outcomes (PILOs) contributed to:
1. Plan, perform and record a systematic technical research programme which informs the creative design process	8.2.1, 8.4.3
2. Show critical understanding of the influence manufacturing processes have on the design process	8.5.2
3. Generate ideas, evaluate and select appropriate manufacturing solutions	8.3.3, 8.5.1
4. Analyse the selection and use of appropriate manufacturing processes	8.1.3, 8.3.3

**DATE OF APPROVAL:** February 2020

**DATE OF IMPLEMENTATION:** 2021

**DATE(S) OF APPROVED CHANGE:** N/A

**FACULTY/OFFICE:** Academic Partnerships

**SCHOOL/PARTNER:** Truro and Penwith College

**SEMESTER:** 1 & 2

## **SECTION B: DETAILS OF TEACHING, LEARNING AND ASSESSMENT**

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<b>ACADEMIC YEAR:</b> 2022-23	<b>NATIONAL COST CENTRE:</b> 143
<b>MODULE LEADER:</b> Martin Page	<b>OTHER MODULE STAFF:</b> Lisa Mortensen, Becca Dowsett, Reece Ingram
<b>SUMMARY OF MODULE CONTENT:</b> Students will use appropriate methods to research the technical skills linked to their final major project. The development of a technical report that outlines the challenges faced, the theoretical research and practical research undertaken and that evaluates the solutions and critiques the practice linked to those developmental processes.	

<b>SUMMARY OF TEACHING AND LEARNING</b> ( <i>Refer to HESA KIS definitions</i> )		
<b>Scheduled Activities</b>	<b>Hours</b>	<b>Comments/Additional Information</b> (briefly explain activities, including formative assessment opportunities)
Lecture	0	
Seminar	2	
Tutorial	5	
Project Supervision	5	
Supervised Time in Studio/Workshop	5	
Guided Independent Study	183	
<b>Total</b>	<b>200</b>	(NB: 1 credit = 10 hours of learning; 10 credits = 100 hours, etc.)

### **SUMMATIVE ASSESSMENT**

<b>Element Category</b>	<b>Component Name</b>	<b>Component Weighting</b>
Coursework	Portfolio that identifies and records the technical challenges, evaluates research into practical solutions and reflects on the development of those solutions through practice.	100%  =100%

### **REFERRAL ASSESSMENT**

<b>Element Category</b>	<b>Component Name</b>	<b>Component Weighting</b>
Coursework	Like for Like	100%

<b>To be completed when presented for Minor Change approval and/or annually updated</b>	
<b>Updated by:</b> Mark Dunford Date: 18/12/19	<b>Approved by:</b> Andrew Smart Date: 18/12/19

## UNIVERSITY OF PLYMOUTH MODULE RECORD

### SECTION A: DEFINITIVE MODULE RECORD

**MODULE CODE:** TRUR3073 **MODULE TITLE:** Craft & Design Final Major Project

**CREDITS:** 40

**FHEQ LEVEL:** 6

**HECoS CODE:** 100895 crafts

**PRE-REQUISITES:** None

**CO-REQUISITES:** None

**COMPENSATABLE:** No

**SHORT MODULE DESCRIPTOR:** Develop ideas, concepts and making within a commercial context and exhibition. Develop a personal research brief and undertake a planned research project using a range of art, craft, design techniques and processes. Confirmatory activity and wide exploration for individual professional development and progression direction. Production and realisation to engage with an audience at exhibition to further increase employability skills.

**ELEMENTS OF ASSESSMENT** – see *Definitions of Elements and Components of Assessment*

<b>E1</b> (Examination)		<b>C1</b> (Coursework)	100%	<b>P1</b> (Practical)		<b>T1</b> (In-Class Test)	
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**SUBJECT ASSESSMENT PANEL** to which module should be linked: Art & Design

**Professional body minimum pass mark requirement:** N/A

#### **MODULE AIMS:**

- to refine and appraise creative intentions and outcomes as a well-informed practitioner.
- to demonstrate a high level of problem solving and inventiveness.
- to develop and present practical strategies, skills and solutions as a designer / maker.

**ASSESSED LEARNING OUTCOMES:** (refer to Programme Specification for relevant Programme Intended Learning Outcomes)

At the end of the module to learner will be expected to be able to:

<b>Assessed Module Learning Outcomes:</b>	<b>Programme Intended Learning Outcomes (PILOs) contributed to:</b>
1. Demonstrate their knowledge and understanding of their practice within a professional and vocational context.	8.1.1, 8.4.1
2. Initiate a self-directed learning project that will demonstrate skills of creativity, synthesis and reflection	8.3.2, 8.5.3
3. Respond to design challenges with well-considered outcomes	8.2.2, 8.2.3

**DATE OF APPROVAL:** February 2020

**FACULTY/OFFICE:** Academic Partnerships

**DATE OF IMPLEMENTATION:** 2021

**SCHOOL/PARTNER:** Truro & Penwith College

**DATE(S) OF APPROVED CHANGE:** N/A

**SEMESTER:** 1 & 2

## **SECTION B: DETAILS OF TEACHING, LEARNING AND ASSESSMENT**

Items in this section must be considered annually and amended as appropriate, in conjunction with the Module Review Process. Some parts of this page may be used in the UNISTATS return and published on the extranet as a guide for prospective students. Further details for current students should be provided in module guidance notes.

<b>ACADEMIC YEAR:</b> 2022-23	<b>NATIONAL COST CENTRE:</b> 143
<b>MODULE LEADER:</b> Martin Page	<b>OTHER MODULE STAFF:</b> Lisa Mortensen, Becca Dowsett, Reece Ingram
<b>SUMMARY OF MODULE CONTENT:</b> Students will exploit materials and processes to display their technical competence and professional attitude. Through a high level of inventiveness, creativity, analysis and specialist understanding, they will demonstrate their critical awareness of their medium and the contemporary location of their personal intent.	

<b>SUMMARY OF TEACHING AND LEARNING</b> ( <i>Refer to HESA KIS definitions</i> )		
<b>Scheduled Activities</b>	<b>Hours</b>	<b>Comments/Additional Information</b> (briefly explain activities, including formative assessment opportunities)
Seminar	5	
Project Supervision	20	
Supervised Time in Studio/Workshop	30	
Guided Independent Study	345	
<b>Total</b>	<b>400</b>	(NB: 1 credit = 10 hours of learning; 10 credits = 100 hours, etc.)

### **SUMMATIVE ASSESSMENT**

<b>Element Category</b>	<b>Component Name</b>	<b>Component Weighting</b>
Coursework	Developmental Design Process' presented through sketchbook or other agreed methods.	60%
	Creation of final artefact for exhibition relating to developmental work.	40% =100%

### **REFERRAL ASSESSMENT**

<b>Element Category</b>	<b>Component Name</b>	<b>Component Weighting</b>
Coursework	Like for like	100%

<b>To be completed when presented for Minor Change approval and/or annually updated</b>	
<b>Updated by:</b> Mark Dunford Date: 18/12/19	<b>Approved by:</b> Andrew Smart Date: 18/12/19