# Course Specification

BA (Hons) Games Art

BGART

2020/21

**Undergraduate Material Information**
**IMPORTANT INFORMATION FOR APPLICANTS**

**Version date: July 2020**

# <u>Undergraduate Material Course Information Summary</u>

## Revised Course Structure and Delivery Information for Academic Year 2020/21 in Response to Coronavirus Covid-19 and Associated Public Health England Guidance as at 3 July 2020

## PART 1 of 2: Important General Information about Course Delivery for Leeds Beckett University Awards in 2020/21 (Information Specific to Your Course is Provided in PART 2)

**Introduction**

This document contains important information about Leeds Beckett University's planned approach to course delivery and assessment in 2020/21. It provides an update to the information previously available in our online prospectus. You should read this document carefully so that you are aware of any changes that affect your course.

Information is provided in two parts:

The University is informed by Public Health England (PHE) Covid-19 advice and guidance for maintaining a Covid-secure learning and working environment. We have made arrangements to continue to provide a high-quality educational experience in a way that protects the safety and wellbeing of both students and staff. We are engaging closely with Leeds Beckett Students' Union to inform the arrangements and will also be informed by feedback provided by our individual students.

Public Health England guidance continues to evolve, so the arrangements for delivery of your course and use of the campus may need to change during the academic year to continue to protect students and staff.

The taught content advertised at each level of study, or its equivalent, will be delivered across the academic year 2020/21. We have identified an appropriate mix of blended learning – a mix of face-to-face, on-campus, online and digital content and teaching and learning for each subject, reflecting what will maximise learning as well as supporting more vulnerable learners and enabling the university as a whole to minimise transmission risk.

Covid-19 social distancing measures will be implemented during 2020/21 for teaching, learning, assessment and student support.

In the event of further government lockdowns, either local or national, we will prioritise digital and online learning and support to enable students to continue with their studies.

If there is an easing of Covid-19 restrictions, we will continue to provide blended delivery for teaching block 1 or semester 1 in 2020/21. We will keep teaching blocks 2 and 3 or semester 2 under review, informed by Public Health England advice. We may revert to different proportions of on-campus learning and online learning delivery later in the academic calendar year or a later teaching block. Learning will remain accessible for students who are unable to attend on campus sessions.

## How we will communicate with you

We have sent information to applicants who have accepted an offer by email on the plans for delivery of your course in 2020/21, the academic calendar (teaching block delivery or alternative) applicable for your course and on the options available to you as a prospective student, to enable you to make informed choices.

As the situation evolves, further information on local course delivery arrangements will be provided to you in emails from your School.

In addition to the course specific information set out in this document and the above communications, the University's Covid-19 microsite contains information for students and applicants, including information relating to University accommodation and University facilities and services. The Covid-19 microsite is regularly reviewed and updated as the situation, advice and planning evolve and is available at: https://www.leedsbeckett.ac.uk/COVID19/#tabplaceholder2.

## Key terms and conditions

Further important information for applicants and students is available on our web site: https://www.leedsbeckett.ac.uk/information-for-applicants-and-students/ . This includes information about the student contract, fees and funding, your rights of cancellation, the student protection plan and the University complaints process. It is essential that you read the information on this webpage carefully as it sets out the rights and obligations that will

form the contract between you and the University upon accepting an offer and information about how to make a complaint.

## Start dates

Our academic year will begin at the normal time. Start dates will be notified to direct applicants via their offer letter or for UCAS applicants, via UCAS Track. The length of the course is confirmed in the information about your course in Part 2 of this document below.

## Location of delivery

In academic year 2020/21, it is planned that your course will be delivered via a blend of online and digital learning and on-campus teaching and learning, with the necessary Covid-19 social distancing and other measures in place on campus informed by Public Health England advice and guidance.

Information on how blended teaching and learning will be delivered and the location of any on-campus delivery is provided in a subsequent section of this document entitled '**Teaching and Learning Activities'**.

Information on the delivery of placements and other off-campus learning opportunities is provided in a subsequent section of this document entitled '**Placements and Other Off-Campus Learning Opportunities'**

## Course Fees

Your course fee is stated in your offer letter. The course fee published for 2020/21 on the University's Online Prospectus and included in your offer letter has not changed. Other additional costs remain as published on our original Online Prospectus information in addition to the areas of costs outlined below.

The course will be delivered via a blended approach that includes online teaching and learning, digital learning and on campus sessions. If a further lockdown is necessary then delivery will be continued and supported via online and digital learning. Students are advised that they will need a personal digital device for this purpose. The University's wide range of student support services available for students also includes a laptop loans scheme. Students may wish to bring an existing personal device or purchase or lease a laptop or similar device for their personal use which would be an additional cost. The costs of this would vary depending on your individual requirements but can be in the region of £400-800 depending on the device.

The University is developing a means-tested Covid-19 Financial Assistance Package to support students to acquire a laptop should this be needed. Students may also apply for a living expenses fund for unexpected personal hardship as a result of the Covid-19 Crisis.

Students will need to follow the Public Health England advice and any specific national requirements for maintaining personal safety and hygiene to protect themselves and others from the Covid-19 risks. These personal safety measures such as the wearing of face coverings will be an additional cost that students need to consider.

Where PPE is an essential requirement for the nature of the course you are undertaking this will be detailed below.

## Timetable Information

This course will be scheduled using a teaching block/semester-based delivery and will be specified in timetable information.
The 2020/21 academic calendar and term dates are available on our web site at:
https://www.leedsbeckett.ac.uk/-/media/files/academic-calendars/2021-student-calendar-sept.pdf?la=en

The academic year 2020/21 will start on the dates notified to you.

Taught sessions will normally be scheduled and included in your timetable. This will include on-campus sessions that you should attend. In 2020/21, depending on your course, this may also include scheduled online teaching and learning sessions where student engagement is required at a specified time and tutor pre-recorded lectures and scheduled discussion sessions. Module information will be made available online by the school for enrolled students.

Timetables will be made available to students during induction week via:

1. The Student Portal (MyBeckett)
2. The Leeds Beckett app

You should discuss any difficulties relating to your engagement with timetabled sessions with your Course Administrator.

## Policies, Standards and Regulations (www.leedsbeckett.ac.uk/public-information)

Covid-19 social distancing measures will be in place for teaching, learning, assessment and student support in 2020/21. This means that there will be operational requirements and protocols in place for the way in which your course is delivered and the way in which University activities, facilities, and spaces operate which students and staff will need to follow.

In the event of further government lockdowns either local or national in response to Covid-19, we will prioritise digital and online learning and support to enable students to continue

with their studies. We may need to implement approved emergency Covid-19 pandemic academic regulations to take account of the impact of Covid-19 general extenuating circumstances.

## Sandwich Placements, Other Placements and Other Off-Campus Learning Opportunities

Covid-19 response measures are likely to impact on the arrangements for placements, field trips, volunteering and other off-campus activities. If available, these are likely to operate with appropriate social distancing arrangements. Employers may reduce the availability of placement or volunteering opportunities due to the impact of Covid-19 on their operations.

The availability or type of placements with employers, study abroad or volunteering opportunities, may be restricted. The University follows the UK Government's Foreign and Commonwealth travel advice and is also informed by any specific in-country international travel restrictions or requirements.

The University's current position is that we will not facilitate outward (from UK) international/overseas placements, study abroad or volunteering activity in 2020/21. This is to protect students and minimise the risk of you being stranded abroad in the event of a lockdown and the introduction of national/local travel restrictions. We will only consider international placements for students whose domicile address is in the country of their placement.

Inward Erasmus study (from other EU countries to the UK under this scheme) will be supported where these align with the teaching blocks academic calendar delivery dates. There may be other national or international travel restrictions or quarantine measures or specific work-place Covid-19 measures that impact on these opportunities.

Should the Covid-19 response and alert level be amended any activity may also be subject to Covid-19 employer, local or in-country requirements applicable at the time of the placement/activity. We will keep the position under review for teaching blocks 2 and 3 or semester 2, informed by Public Health England and the UK Government's Foreign and Commonwealth travel advice.

Students will have access to advice and support from the University careers and employability team during their studies via the online resources and support.

Further information on placements or other off-campus learning opportunities applicable to your course is provided below.

**Professional Accreditation or Recognition Associated with the Course**

We will prioritise face-to-face teaching and practical teaching to meet any requirements of relevant professional, statutory and regulatory bodies (PSRB) if your course includes these elements. This will ensure that your course retains its full professional status.

Specific information on applicable professional statutory or regulatory body recognition or requirements for your course is summarised below.

**Teaching and Learning Activities**

The way we will deliver this course and teaching, learning and assessment activities in 2020/21 will be informed by Public Health England advice and guidance on Covid-19 secure requirements and the need for social distancing for the protection of students and staff.

You will experience a blended approach to learning for 2020/21; this is a mix of face-to-face, on campus online, and digital content, teaching and learning.

We are working within the government 2 metre social distancing measures for Teaching Block 1 so we are not planning to deliver large-group teaching on campus throughout 2020/2021. This will ensure that maximum space will be available for small-group teaching.

In most cases, the taught content will also be available online so you can still access it if you are not able to attend campus due to the pandemic (for example, due to self-isolation, shielding or travel restrictions). There will be digital content and recorded lectures available online to support students who may be unable to travel to campus. In some circumstances, other formal taught sessions may also be recorded.

In the event of a further government lockdown in response to Covid-19, we will prioritise digital and online learning and support to enable students to continue with their studies and study towards achieving any specified professional statutory and regulatory body accreditation requirements where this applies.

If there is an easing of Covid-19 restrictions, we will continue to provide blended delivery for teaching block 1 or semester 1 in 2020/21. We will keep teaching blocks 2 and 3 or semester 2 under review, informed by Public Health England advice (see Introduction section above).

Further information on local course delivery arrangements will continue to be available from your School.

Students will be kept up to date with new information when this is available via this University web site.

## Learning Support

### Our approach to delivering student support in 2020/21

Given the planned social distancing measures in place on campus for 2020/21 to ensure safe delivery of services for students and staff, some of the arrangements for student support will be accessible online.

We are committed to ensuring you continue to have opportunities to access the learning and wellbeing support that you need over the forthcoming year. General learning spaces, including access to libraries, will be available to be booked online; and where specialist space is needed, this will either be provided: as normal; created in newly adapted spaces; or replicated as part of an enhanced suite of online resources.

We want to provide a safe environment for students and staff, so on-campus delivery of student support services will be limited. This may mean that campus-based school offices will operate within defined core office hours. However, full access to advice, learning support and specialist services will be delivered via telephone, email, video calls and online live chat. The Students' Union will also be implementing social distancing arrangements for student advice services.

### Access to Library support in 2020/21

The Library offers access to thousands of resources via MyBeckett or the Library website (http://libguides.leedsbeckett.ac.uk/home) which also provides full details of all our services.

In response to Covid-19, and the need for social distancing for the protection of students and staff, the libraries will be available via a booking system in 2020/21 for students to study, access PCs and laptops, printer/ copiers, and other equipment, and to use the books and journals.

The Library and Student IT Advice Service is available by online chat, email or phone, and provides support on using the University's online and digital services, finding information, borrowing, Office 365, MyBeckett, online meetings, saving your work, passwords, etc.
- online (including 24/7 chat): http://libguides.leedsbeckett.ac.uk/contact_us
- by phone - 0113 812 1000 (24/7 IT support)

The Library Academic Support Team can help you develop your academic skills such as critical thinking, academic writing and analysing data, and research skills such as how to find, use and evaluate information for your studies. The team liaises with your lecturers to provide the information resources you need for your subject and to arrange academic skills sessions to support you in your studies. They also have a wide range of short tutorials available on the Library's YouTube channel:
https://www.youtube.com/channel/UCFFd5u75zmy00EnkM9F2zPQ

**Support from your School**

If you have a question or a problem relating to your course, your Course Administrator is there to help you. Course Administrators work closely with academic staff and can make referrals to teaching staff or to university specialist support services as appropriate. They can also arrange for a confirmation of attendance letter, and a transcript on your behalf. You may also like to contact your Course Representative or the Students' Union Advice team for additional support with course related questions.

**Student Advice and Support**

If you have any questions about life at our University in general, you may contact the Student Advice Hub to speak to one of our Student Services Advisers. This team, consisting of recent graduates, are able to support you throughout your time here. They will make sure you have access to and are aware of the support, specialist services, and opportunities our University provides. Our Student Advice Hub will be operating via live chat, video, telephone and email services. Telephone lines - 0113 812 3000 will open as usual 09.00-17.00 Mon-Fri. You can book an appointment via telephone or online video chat with an adviser via the link at: https://www.leedsbeckett.ac.uk/studenthub/student-experience-team/. This is where contact details for all specialist support services can also be found. You can also email the team at studentadvicehub@leedsbeckett.ac.uk.

**Range of Support Services Available**

There is a range of support for disabled or vulnerable students. Any student with a disability, who may or may not have declared this to the University and wishes to discuss their learning support for the year ahead or their status as a Covid-19 extremely vulnerable person, should contact their Disability Adviser for their School who is based in Student Services to discuss their support needs in the first instance. The service contact details are disabilityadvice@leedsbeckett.ac.uk or telephone 0113 812 5831. Students who are classed at Covid-19 Extremely Vulnerable (i.e. you have received a Shielding Letter from the NHS) but who do not regard themselves as disabled, and have not registered with the Disability Team, should discuss any support arrangements they may need, directly with their Course Director and if resident in halls, their Residential Life Team.

Once enrolled, you will have access to our virtual learning environment, MyBeckett. Within this system you will see two tabs (Support and Opportunities) where you can find online information and resources for yourselves. The Support tab gives you access to details of services available to give you academic and personal support. These include Library Services, the Students' Union, Money advice, Disability advice and support, Wellbeing, International Student Services and Accommodation. There is also an A-Z of Support Services, and access to online appointments/registration. The Opportunities tab is the place to explore the options you have for jobs, work placements, volunteering, and a wide range of other opportunities. For example, you can find out here how to get help with your CV, prepare for an interview, get a part-time job or voluntary role, take part in an international project, or join societies closer to home.

You can also access details of all University student support teams at our web A-Z of Services.  This can be found at https://www.leedsbeckett.ac.uk/studenthub/student-support/. Here you can obtain further information including service contact details, access self-help resources or book an appointment with a range of support services.

In order to provide you with information on student services support in 2020/21 in response to the changing Covid-19 position, updated information will be provided on our University Covid-19 microsite.

# Part 2: Important Information Specific to Applicants/Prospective Students of BA (Hons) Games Art for 2020/21

| | |
|---|---|
| **Award** | Bachelor of Arts (with Honours) Games Art |
| **Contained Awards** | Bachelor of Arts Games Art |

*(for students who achieve 60 credits at Level 6, having successfully passed Levels 4 and 5 and who meet the learning outcomes for a BA unclassified degree)*

Diploma of Higher Education Games Art

*(for students who achieve 120 credits at Level 5, having successfully passed Level 4, and who meet the learning outcomes for a DipHE)*

Certificate of Higher Education Games Art

*(for students who achieve 120 credits at Level 4 and who meet the learning outcomes for a CertHE)*

Standard Leeds Beckett University Contained awards apply when Regulation 4.3.4 "Undergraduate Profiles of Achievement" is fulfilled. The Award will be recommended by a Progression and Award Board.

Students should be aware that there are single modules on this programme that are worth 80 credits on their own, and failure to meet the module pass rate will impact on whether students are eligible for a particular contained award.

| | |
|---|---|
| **Awarding Body** | Leeds Beckett University |
| **Level of Qualification & Credits** | Level 6 of the Framework for Higher Education Qualifications, with 120 credit points at each of Levels 4, 5 and 6 of the UK Credit Framework for Higher Education (360 credits in total) |

**Course Lengths & Standard Timescales**

The standard start date for Leeds Beckett University induction week is reproduced below and relates to the majority of students starting a course in September 2019. A proportion of courses have alternate start dates which are displayed on the online prospectus and additionally will be notified to the students concerned via the offer letter. Non-September starters will also have their start dates confirmed in their offer letters.

- 3 years (full time, campus based)

    Starts 21st September 2020/ Ends June 2023

- 6 years (part time, campus based)

Starts 21st September 2020/ Ends June 2026

## Timetable Information

This course will be taught via 3 x 10-week teaching block-based delivery. Details of on campus and other scheduled sessions will be confirmed in your timetable.

Further information on learning and teaching activities and your modules is provided in a later section of this document.

## Placements and Other Off-Campus Learning Opportunities

While most applicants will not undertake prolonged placement activity in the first year of study, shorter work based placements, field trips or volunteering opportunities may have been offered at early stages of the course.

## Policies, Standards and Regulations (www.leedsbeckett.ac.uk/public-information)

There are no further additional or non-standard regulations which relate to your course.

## Key Contacts

**Your Course Director**              Che Guevara John

**Your Academic Advisor**           To be allocated to you at induction.

**Your Course Administrator**      Adnan, Khanzada (a.khanzada@leedsbeckett.ac.uk)

## Professional Accreditation or Recognition Associated with the Course

N/A

## Course Overview:

Games and interactive media are at the forefront of the creative entertainment sectors, with digital games converging with more traditional forms of consumer media. As a course, we aim to produce creatives who can drive this medium forward, with creative thinking and artistic authorship at its centre. Students aspirations and areas of curiosity will form the basis by which they will iterate and evolve to produced work with unique and individual qualities.

As part of this process, students will be encouraged to share best practice and information/interests within peer groups to help their work to critically progress and develop. They will also be encouraged to explore outside of their subject specific areas, and use non-games, media and artefacts as disruption tools to encourage novel and unique identities in practice.

**Aims**

The course aims to support students to become innovative, independent learners and critical thinkers. They will be encouraged to reflect upon their learning experience and engage in all aspects of University life.

At Level 4, students will be orientated and integrated into their new learning environment. They will develop a sound understanding of the key concepts the knowledge/skills required for successful completion of the course.

At Level 5 the emphasis will be consolidation and deeper contextualisation as they become more immersed in their specialisms.

At Level 6, students will be required to demonstrate a significant level of impendence as they become increasingly knowledgeable and reflective. At the end of their studies, students will be able to demonstrate the application of their knowledge and skills within real-world contexts.

Students will be engaged through a variety of teaching and learning approaches whilst studying the BSc (Hons) Games Art course. Challenging and authentic tasks will be used to stretch the students' capabilities in real-world learning and assessment, resulting in deeper learning opportunities. Each module on the degree will consist of 20 credits (with the exception of the L6 final year Project, 40 credits) which equates to 200 notional learning hours. Group sessions and supporting activities (practical's/tutorials) where possible on-campus will be conducted with appropriate social distance measures in place.

The course presents a structured/organised vertical and horizontal mapping of learning and development across all levels, with students provided with a focused programme of study.

Theory, practice and associated study materials are delivered via tutorials and practical sessions. During Semester 1 of Levels 4 & 5, students develop the study skills required in critically reflecting on their learning and responding to product/practice based assignment tasks. Semester 2 will see students apply their learning to an integrated project that demonstrates progressive key skills development horizontally across the level year. L6 students are provided with opportunities to extend and apply game design theory and practice within related creative, science and technology areas with advanced modules in asset creation, serious games and software engineering.

Evaluation, critique and reflection is embedded in all learning and teaching activities, in addition, learning and teaching activities are supplemented by guest lectures delivered by relevant creative industrial practitioners and educators.

**Course Learning Outcomes**

At the end of the course, students will be able to:

| 1 | Develop an industry standard art-based portfolio, for the games industry and digital sectors |
|---|---|
| 2 | Have a comprehensive understanding of the appropriate digital technique and technologies needed to create 2D and 3D art works, within the area of games art. |
| 3 | Have the ability to analyse and interact with the creative community, to enhance and reflect upon their own working practices and methodologies. |
| 4 | Have the ability to critically evaluate and engage with abstract and novel concepts to produce a body of creative work. |

## Teaching and Learning Activities and Your Modules

Blended delivery will take place as timetabled face-to-face, on campus tutorials as well as supportive, enhanced and extended learning opportunities provided online by teaching teams. Students will be provided with the opportunity to access module material on-demand via the universities traditional VLE (Virtual Learning Environment) as well as keeping informed and engaged via dedicated social media channels & community technologies Microsoft Teams, Discord & Slack.

Within its learning and assessment strategies, the course adopts a 20 credit & two 40 credit study model at L4, increasing to an 80-credit module & two 20 credit modules & level 5 & 6. The approach with foster & encourages independent, deeper subject enquiry as well as creative and critical thinking within its cohort. A student-centred experience is fundamental to the design of the course and its delivery across all study years, as well as an agile approach in responding to industry and employability needs & requirements.

The large modules are facilitated by an organic and holistic approach to learning. This provides students with a creative learning environment that tolerates mistake making. The flux of discovery and synthesis embedded within design practice & creative development invariably leads to peaks and troughs that rarely conform to the shorter blocks of assessment normally associated with conventionally sized modules units.

The Course employs a wide range of learning opportunities and teaching methods, informed by curriculum review, pedagogic research and continuous staff development. Course Review, Enhancement Meetings and Student Rep sessions are annually scheduled as part of our planning processes where the performance of modules, teaching methods are evaluated, addressed and actioned by the course team.

Aligning to the University's Strategic Plan and KPI's, the course will prioritise the key areas of improving and widening participation, research & enterprise and commitment to employability within the region. Within the context of the School (Leeds School of Arts) the course is reflective of the current School's Strategic Plan of expanding its creative technologies portfolio.

https://www.leedsbeckett.ac.uk/staffsite/-/media/files/staff-site/strategic-planning-support/strategic-planning-framework/201819-school-of-ccte-accountability-report--nov-18.pdf?la=en

The course is structured to introduce the fundamentals of key skills requirements in the development and production of Game Art, aligned vertically and horizontally across all levels, with students provided with a focused and essential programme of study. Each double module presented at L4 & L5 will contain a portfolio element, where students will be able to demonstrate a collective set of digital artefacts representative of teaching, course & staff supported guided study, as well as directed independent learning objectives.

Theory, practice and associated study materials are delivered via lectures, tutorials, seminars and practical lab sessions. During Levels 4 & 5, students develop the study skills required to critically reflect upon their learning and responding to practice-based assignment tasks contributing to their portfolio development. Additionally, Cultural Studies at L5 will provide opportunities for students to reflect on historical art & cultural visual language methodologies to analyse and inform design strategies as well as foster a global outlook.

STEAM (Science, Technology, Engineering the Arts and Mathematics) and related practices, provides the model for application of creative technologies within the context of a cross-disciplinary learning environment. Adding value to how related subjects can promote creative problem-solving, is at the centre of the course and embedded within modules such as Game Technologies at L5 and L6 Industry Portfolio. Production and optimisation of asset pipelines require a fundamental understanding of middleware game engines and computer visualisation technologies.

Evaluation, critique and reflection is central to all learning and teaching activities. In addition, learning and teaching activities are supplemented by guest lectures delivered by relevant creative industrial practitioners and educators.

| Level 4 | |
|---|---|
| **Teaching Block 1** | **Core (Y/N)** |
| Game Art Fundamentals (20 credits) | Y |
| Game Design Theory (20 credits) | Y |
| **Teaching Block 2** | **Core (Y/N)** |
| Introduction to Environment Design (20 credits) | Y |
| Game Art Fundamentals (20 credits) | Y |
| **Teaching Block 3** | |
| Game Design Theory (20) | Y |
| Introduction to Character Design (20) | Y |

**Level 5 Core Modules (2021/22 for FT students and 2022/23 and 2023/24 for standard PT students)**

Portfolio (80 credits)
Cultural Studies (20 credits)
Game Technologies (20 credits)

**Indicative Level 5 Option Modules (delivery years as per Level 5 core modules above)**

N/A

**Level 6 Core Modules (2022/23 for FT students and 2024/25 and 2025/26 for standard PT students)**

Personal Project (80 credits)
Dissertation (20 credits)
Industry Project (20 credits)

**Indicative Level 6 Option Modules (delivery years as per Level 6 core modules above)**

N/A

**Assessment Balance and Scheduled Learning and Teaching Activities by Level**

The assessment balance and overall workload associated with this course are calculated from core modules and a sample of option module choices undertaken by a typical student. They have been reviewed and confirmed as representative by the Course Director.

A standard module equates to 200 notional learning hours, which may be comprised of teaching, learning and assessment, placement activities and independent study. Sandwich placement years spent out of the University are not be included in the calculation unless they are credit bearing and attributed to a level of the course. Modules may have more than 1 component of assessment.

Level 4 is assessed by coursework predominately with some practical assessments

Level 5 is assessed by coursework predominately with some practical assessments

Level 6 is assessed by coursework predominately with some practical assessments

| Overall Workload | Level 4 | Level 5 | Level 6 |
|---|---|---|---|
| Teaching, Learning and Assessment | hours | hours | hours |
| Independent Study | 912 hours | 766 hours | hours |
| Placement | hours | hours | hours |

**NB: These hours will be updated soon. If you would like to discuss the workload with a member of Leeds Beckett staff, please email l.g.jones@leedsbeckett.ac.uk.**

**Learning Support Arrangements**

Students will be supported in their learning though a mixed and blended strategy, incorporating use of the universities VLE tools as well as social and community/team management technologies such as Slack & Discord.

We plan to deliver some group sessions and lectures online and some practical teaching and learning, small group seminars/tutorials on-campus with appropriate social distance measures in place where possible.

It is also or intention to make hardware and software available for use on-campus where possible and to make arrangements for student use of equipment and software away from campus.

Some practical face-to-face assessment and teaching will continue, where social distancing/Government guidelines permit.

Social distancing and PPE are required to be adhered to in keeping with the government guidelines. These may include masks, gloves, individual responsibility for cleaning workstations and one way systems around buildings. Students will be informed of the requirements and any changes via email.