



LEEDS
BECKETT
UNIVERSITY

Course Specification

BA (Hons) Illustration

Course Code: BILLU

2021/22

Award & Title

BA (Hons) Illustration (BILLU)

Applicant Facing Course Specification for 2021/22 Undergraduate Entrants

Confirmed at MAR/2021

General Information

Award	Bachelor of Arts (with Honours) Illustration
Contained Awards	Bachelor of Arts Illustration Diploma of Higher Education Illustration Certificate of Higher Education Illustration
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	<p>Start dates will be notified to students via their offer letter. The length of the course is confirmed below, and modes of delivery will be confirmed prior to the start date in line with Government guidance:</p> <ul style="list-style-type: none">• 3 years (full time)• 6 years (part time)
Part Time Study	<p>PT students will be supported by the course team to determine an appropriate selection of modules from the level for each year of study. PT delivery is usually at half the intensity of the FT equivalent course, although there may be flexibility to increase your pace of study to shorten the overall course duration. Some modules may be delivered in a different sequence to that defined within this information set but the modules offered within each level are consistent. Please note that the work placement option is not generally available to PT students.</p>
Location(s) of Delivery	City Campus, Leeds

Entry Requirements

Admissions criteria are confirmed in your offer letter. Details of how the University recognises prior learning and supports credit transfer are located here: www.leedsbeckett.ac.uk/studenthub/recognition-of-prior-learning.

Admissions enquiries may be directed to: AdmissionsEnquiries@leedsbeckett.ac.uk.

Course Fees

Course fees and any additional course costs are confirmed in your offer letter. Fees enquiries may be directed to Fees@leedsbeckett.ac.uk.

Timetable Information

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

- i) The Student Outlook Calendar
- ii) The Student Portal (MyBeckett)
- iii) The Leeds Beckett app

Any difficulties relating to timetabled sessions may be discussed with your Course Administrator.

Policies, Standards and Regulations (www.leedsbeckett.ac.uk/academicregulations)

Exemption approved

4.1 Pass/Fail Assessment

Classification determined by:

1/3: level 5 (second semester only)

2/3: level 6

Key Contacts

Your Course Director

Dr Ian Truelove

Your Academic Advisor

An Academic Advisor will be allocated during induction

Your Course Administrator

Matt Allen illustrationadmin@leedsbeckett.ac.uk

Other 'In Year' Work Placement Information

Summary

The course provides students with the opportunity for work-related learning through a range of 'live' project work undertaken in levels 5 and 6. Students are encouraged to undertake national and international competition briefs which are externally assessed by industry professionals and

academics. Students have opportunities to benefit from visiting practitioners from diverse fields within the creative industries.

Alongside the School and specific course visiting lecturer programme, organised studio visits are scheduled alongside external exhibitions and event

The course will draw upon its vast alumni and extensive local, national and international connections to locate and establish opportunities for internships and placements. Recent successes have seen graduates undertake internships at *Build, Dust, Field, Spin and The Tetley*, which have subsequently led to employment.

Length

Work related activity is an integral part of the courses delivery and is therefore implicit within all studio modules. The course offers multidisciplinary experience within the expanded field of Illustration. Students are tutored through decisions regarding specialisms and professional practice. Not all students may source a placement or internship relevant to their particular practice but those that do are offered the opportunity to make industry contacts and negotiate an internship or placement as part of their final year of study.

Location

Students negotiate placements or internships within design studios or in-house design departments and design-related opportunities within charitable, arts-based, educational organisations. Students experience a wide range of work-related activities, which may include illustration for print and screen, preparation for client presentations, concept development, sourcing of digital content and administrative duties.

Professional Accreditation or Recognition Associated with the Course

N/A

Course Overview

The course draws its expertise from a dynamic team of staff with a wealth of professional and educational experience. It represents the breadth of practice within the fields of Illustration, Animation and the Graphic Arts. The expansive range of activities typically includes drawing, sequential illustration and animation, illustration for print and screen, three-dimensional forms, printmaking and creative writing. Students are encouraged to explore this breadth in the earlier stages of the course as a means of understanding their own creative potential. This initial exploration supports students to progress towards narrowing their area of interest and engage with a deeper level of creative investigation.

The course is based on a modular structure and provides undergraduate students with the opportunity to develop the technical and practical skills required for professional Illustration practice and postgraduate study, as well as essential interpersonal and transferable skills. This is supported by a diverse learning experience, which recognises the importance of personal and professional resilience, external and professional engagement, inclusivity, entrepreneurship, resourcefulness and social responsibility. In developing critical thinkers, the course aims to engage students as life-long learners, equipped to contribute to an ever-changing creative landscape, with the graduate

attributes of enterprise, digital literacy and a global outlook.

Aims

The aims of the programme are to allow students to:

- Acquire and develop the necessary technical and practical skills and personal attributes to perform successfully as socially responsible, creative professionals within the field of Illustration and connective disciplines.
- Engage with a pertinent, current and inclusive curriculum that is appropriate and responsive to the needs and aspirations of all students.
- Develop a creative, reflective and self-critical approach which enables students to locate their study and creative practice within the wider social, cultural, historical, critical, technical and professional contexts of Illustration.
- Be autonomous critical thinkers and make contextual judgements of their own work and that of others.
- Develop transferable skills and nurture attitudes for life-long, self-determined learning, in order to create or respond to a broad range of career opportunities or to undertake further study.

Course Learning Outcomes

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

1	Creatively utilise processes, techniques and materials in the production of coherent, individually appropriate and critically informed work that is capable of operating within the professional context of Illustration.
2	Communicate ideas, interpretations, intentions and outcomes within appropriate academic and professional contexts, to a culturally diverse audience.
3	Integrate practical, creative and critical skills in the production and presentation of a studio practice that is representative of an individual and professional creative Illustrator or Animator
4	Locate their studio practice within appropriate social, cultural, historical, critical, technical and professional contexts, including a wider global perspective of Illustration and the creative industries.
5	Use entrepreneurial, creative and transferable skills in answering Illustration project briefs/commissions through the process of research, analysis, experimentation, development and articulation.
6	Demonstrate a capacity for autonomy and critical reflection, in a range of creative scenarios.

Teaching and Learning Activities

Summary

The course explores the breadth of Illustration and encourages students to push and cross boundaries. This results in a wide constituency of practices, media and techniques. Students are

encouraged, after a period of initial orientation and skills acquisition, to pursue their own negotiated creative practice through the course. This approach requires a broad and diagnostic period where practical/technical, creative and critical skills are developed both as individuals and within negotiated collaborative endeavours. This is followed by an increased focus on the student's own individual practice (*this may still take place as a part of a team or within specific collaborative projects*).

Students experience a full range of learning and teaching activities, including practical workshops, formal lectures, seminars, informal studio discussions, live projects, critiques and demonstrations, all appropriate to the study of the subject and aligning with professional practices.

Through project briefs students are introduced to the main technical workshops and through repeated use of these facilities become technically proficient as they progress through the course. The range of technical (digital and analogue) skills, processes and techniques that the students are encouraged to engage with builds the varied skillset appropriate to employment within the sector.

External 'live' projects, placements and commissions are an aspect of the latter half of the course providing students with the opportunity to explore a mixture of commercial and community/public body-based briefs. These projects provide students with authentic real-world experiences and insights into the professional context of Illustration as well as preparing their skillsets accordingly.

Your Modules

This information is correct for students progressing through the programme within standard timescales. Part time students will be supported by the course team to determine an appropriate selection of modules from the level for each year of study. Students who are required to undertake repeat study may be taught alternate modules which meet the overall course learning outcomes. Details of module delivery will be provided in your timetable.

Level 4

Semester 1	Core (Y/N)	Semester 2	Core (Y/N)
Introduction to Illustration (20 Credits)	Y	Illustration Projects (40 Credits)	Y
Illustration Processes (20 Credits)	Y	Contextual & Historical Studies (20 Credits)	Y
Visual Literacy (20 Credits)	Y		

Level 5

Semester 1	Core (Y/N)	Semester 2	Core (Y/N)
Specialist Illustration Projects 1 (Responsive) (20 Credits)	Y	Negotiated Illustration Projects (40 Credits)	Y
Specialist Illustration Projects 2 (Disruptive) (20 Credits)	Y	Critical & Professional Study (20 Credits)	Y
Key Debates in Illustration (20 Credits)	Y		

Level 6

Semester 1	Core (Y/N)	Semester 2	Core (Y/N)
Negotiated Studio Practice (40 Credits)	Y	Extended Studio Practice (40 Credits)	Y
External Opportunities & Professional Practice (40 Credits)	Y	External Opportunities & Professional Practice (40 Credits)	Y

The option modules listed are indicative of a typical year. There may be some variance in the availability of option modules.

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 typical option module choices undertaken by students on the course. They have been reviewed and confirmed as representative by the Course Director, but applicants should note that the specific option choices students make may influence both assessment and workload balance.

A standard module equates to 200 notional learning hours, which may be comprised of teaching, learning and assessment, any embedded placement activities and independent study. Modules may have more than one component of assessment.

Assessment

Level 4 is assessed by coursework predominantly

Level 5 is assessed by coursework predominantly

Level 6 is assessed by coursework predominantly

Workload

Overall Workload	Level 4	Level 5	Level 6
Teaching, Learning and Assessment	410 hours	430 hours	350 hours
Independent Study	790 hours	770 hours	850 hours
Placement	-	-	Negotiable

Learning Support

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 specialist professional services as appropriate. They can give you a confirmation of attendance letter, and a transcript. You may also like to contact your Course Rep or the Students' Union Advice team for additional support with course-related questions.

If you have any questions about life at our University in general, call into or contact the Student Advice Hub on either campus. This team, consisting of recent graduates and permanent staff, are available 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. There is a Student Advice Hub on the ground floor of the Rose Bowl at City Campus and one in Campus Central at Headingley. You can also find the team in the Gateway in the Leslie Silver Building at City Campus. Email enquiries may be directed to studentadvicehub@leedsbeckett.ac.uk.

Within MyBeckett 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.