

Undergraduate Foundation Programme Art & Design



Programme Details

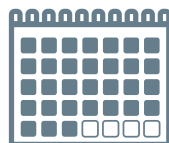


Who is this programme designed for?

This programme is designed to prepare international students, who have completed senior secondary education, for entry to undergraduate studies at the top universities across the UK and France.

The Undergraduate Foundation Programme (UFP) is set at level 3.

How long will I study for?



This programme lasts one academic year (nine months). The year is divided into three terms of approximately 10 weeks. On average, students will undertake between 16 and (up to) 22 hours of classroom-based study per week. At ONCAMPUS Paris students may study up to 25 hours per week.

At **ONCAMPUS Loughborough** students study a two semester programme that lasts one academic year [nine months]. Each semester includes, on average, 13 teaching weeks, one reading week and one assessment week. If English Language level is below the requirements for the 2 semester option, students will take an additional term of English Language study before starting this programme. On average, students will undertake 21 (and up to 25) hours of classroom-based study per week.

Please note: Minimum and maximum hours are estimated, hours may vary depending on the student's academic and English level and may be adjusted throughout their course.

Students will be expected to timetable self-study hours in addition to the classroom-based hours.

English Language forms up to six hours of a student's timetable, is compulsory for students who are below the required level for progression, and will be integrated into the teaching of academic subjects as well as being taught separately if students need additional support. Students who are at or above the required English level for progression are likely to follow a reduced timetable.

What will I study?

This programme includes English and two academic subject modules. English will be integrated into the teaching of academic subjects, as well as being taught separately if students need additional support to develop their English language.

How will I be assessed?

You will be assessed at regular intervals throughout the programme to ensure you are making the progress required to successfully complete the programme.

Final assessments for each module will be spread across the academic year.

Assessment methodologies are aligned to those that will be experienced in the University environment, and include project and portfolio work and exhibitions.





Modules

Modules may vary by **ONCAMPUS** centre as shown in the table below and may change depending on progression degree. You will have English incorporated into your study plan if required..

Centre	Art Practice and Creative Design (double weighted)	Contextual Studies
ONCAMPUS LOUGHBOROUGH	✓	✓
ONCAMPUS PARIS	✓	✓
ONCAMPUS READING	✓	✓
ONCAMPUS SOUTHAMPTON	✓	✓

ONCAMPUS Paris will be running from September 2024

Art Practice and Creative Design Module

The aim of this module is to enable you to acquire a broad skill base to establish a portfolio for your chosen discipline.

This module will facilitate you to develop your ideas and critical capacities through experimentation in the use of 2D, 3D, film, performance and/ or digital media and to apply this knowledge to your own independent work.

Teaching will be through a range of assignment briefs which will verse you in how to plan, realise and present your own work in preparation for managing a self-directed project in the final term.

This module will provide you with a diverse series of projects from which to build a varied and rich portfolio for application to your chosen undergraduate study.

This module is double weighted and you will be timetabled for 12 classroom hours per week.





Learning Outcomes and Assessment Criteria

01

Show evidence of experimentation, research and the ability to develop their work through exploring different materials, techniques and processes

1. Experiment with a range of different materials and techniques to develop creative work
2. Research and recognise relevant examples of artists/designers approaches to working experimentally
3. Reflect on own work, showing consideration for personal development
4. Demonstrate ability to effectively select and present portfolio work

02

Evaluate their skills and knowledge in developing creative work linked to art and design specialism

1. Develop creative projects linked to specialism and given brief(s)
2. Demonstrate a conceptual investigation of the subject matter
3. Critically reflect on own work, showing awareness of how other artists/designers/filmmakers etc have informed your work
4. Demonstrate ability to effectively select and present portfolio work

03

Evidence their journey from initial concept of project to the final outcome

1. Apply research and investigation throughout the process of their project
2. Show ability to navigate through technical/material problems to reach creative solutions
3. Demonstrate concept development of final project

05

Apply visual skills to communicate their creative intentions

1. Produce a final portfolio in preparation for progression, evidencing progression of their work over the year
2. Demonstrate how their exploration of materials has enabled them to evolve creatively
3. Ability to develop and articulate distinct visual language
4. Effectively document and present own work through photography or equivalent

04

Plan and organise the production of a final project

1. Produce a proposal and schedule of study as the basis of an independent final project
2. Effectively manage workflow of project to meet a deadline

06

Exhibit an independent exhibition of a final project

1. Exhibit and effectively display a final project



Contextual Studies

This module will introduce you to the fundamental critical and contextual research skills used within art and design enquiry. You will become familiar with how to think analytically in response to visual culture, and how to employ academic research conventions through analysing artworks/artefacts. You will also develop an understanding of key Art Historical movements and how art and visual culture has evolved with societal change. This knowledge will enable you to contextually place your own work in relation to your chosen field.



Learning Outcomes and Assessment Criteria

01

Recognise and understand how to analyse and compare the work of artists and designers, exploring the impact on audiences

1. Identify artists and designers and methods of production
2. Demonstrate ability to compare and contrast artists/artwork from visual culture
3. Evidence research and understanding of contextual and cultural impacts of artworks others work

02

Demonstrate knowledge and understanding of art historical and visual culture

1. Recognise and analyse a significant Art Movement
2. Discuss the link of this movement with your own creative practice

03

Conduct relevant contextual research to support, ground and inform own work

1. Conduct research of appropriate historical, contemporary and contextual information
2. Identify the research strands/sources that have informed the development of own work, discussing the connection to individual projects

04

Reflect on own independent project work and ideas

1. Explain the concept behind final project (Module 1)
2. Reflect on the strengths and weaknesses of own final project

Contextual Studies Module

This module will enable you to situate your own work through acquiring an understanding of technological and art historical contexts to cultural production.

You will gain insight into how technological developments determine media engagement, and to critically consider media's role within society and culture.

You will also develop an understanding of how key Art Historical movements have responded to and been shaped through these technological advancements. This knowledge will enable you to contextually place your own work in relation to your chosen field.



Learning Outcomes and Assessment Criteria

01

Research methods: Citing using Harvard Referencing

1. Identify the course content and its requirements
2. Students will identify their own motivations for pursuing the subject
3. Discuss Term 1 assignments and identify requirements

02

Industrialisation or Broadcasting

1. Identify how modernisation is connected to a range of technological, economic and political processes associated with the birth of the industrial revolution
2. Teach students to think about the key aspects of the industrial revolution
3. BBC - Public Service broadcasting
4. BBC - as providing entertainment, education and information
5. Discuss trust in relation to broadcasting

03

Print and the Still image

1. Identify how mass media has changed the nature of image making
2. History and development of Mass Media
3. Examine role media plays
4. Discuss nature of reproduction
5. Hand versus the machine
6. Image dissemination through web
7. Memory and still image

04

Live and moving images

1. Media as central to our conception of time
2. Memory and live image
3. Video as record of an event
4. Movie frame made up of still images
5. Early inventors of moving image Edward Muybridge, Lumiere brothers
6. Memory and moving image

Textbooks

Art Practice and Creative Design

Bishop, C. (2005). *Installation Art: A Critical History*. 1st edn. London: Tate Publishing.

Borrelli, L. (2004). *Fashion Illustration Next*. 1st edn. San Francisco: Chronicle Books LLC.

De Saumarez, M. (2007). *Basic Design: The Dynamics of Visual Form*. 2nd edn. London: Herbert Press Ltd.

Contextual Studies

Allen, RC. (2017). *The Industrial Revolution: A very short introduction*. Oxford: OUP Oxford.

Berger, J. (2008). *Ways of Seeing*. 1st edn. London: Penguin Classics.

Biagi, S. (2016). *Media/Impact: An Introduction to Mass Media*. 12th edn. California: Wadsworth Publishing.

Example Timetable






Please note this is an example timetable and will vary for every student. Students should anticipate lessons starting earlier than 9am or later than 5pm. Students will be expected to allocate self study and revision hours within their timetable which will be given at the start of the academic term.

	9-10	10-11	11-12	12-1	1-2	2-3	3-4	4-5
Mon	English	English		Lunch	Personal Tutorial	Art Practice and Creative Design	Art Practice and Creative Design	Art Practice and Creative Design
Tues	Art Practice and Creative Design	Art Practice and Creative Design	Art Practice and Creative Design	Lunch	English	English		
Wed		English	English	Lunch		Contextual studies		
Thur	Art Practice and Creative Design	Art Practice and Creative Design	Art Practice and Creative Design	Lunch			Contextual studies	Contextual studies
Fri	Art Practice and Creative Design	Art Practice and Creative Design	Art Practice and Creative Design	Lunch				

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