

Programme Specification

Programme Title and Name of Award	MA Graphic Novels and Children's Book Illustration		
Academic Level	Level 7	Total Credits	180 credits
Professional Body Accreditation / Qualification	N/A		
HECoS Code	100062		
Criteria for Admission to the Programme	<p>The University's standard criteria for admissions apply. Please refer to the Applicant Information pages of the University website for more information. For APL, please refer to the University website.</p> <p>Detailed criteria for admission to this programme can be found on the programme webpage: https://www.cumbria.ac.uk/study/courses/postgraduate/graphic-novels-and-childrens-book-illustration/</p>		
Teaching Institution	University of Cumbria		
Owning Department	Institute of the Arts		
Programme delivered in conjunction with	N/A		
Principal Mode of Delivery	Face-to-Face		
Pattern of Delivery	Full-time, Part-time		
Delivery Site(s)	Brampton Road, Carlisle		
Programme Length	Full-time: 1 Year (standard), 5 Years (Maximum) Part-time: 2 Years (standard), 5 Years (Maximum)		
Higher Education Achievement Report (HEAR)	Upon successful completion of this programme, you may receive a Diploma Supplement/Higher Education Achievement Report (HEAR).		
Exit Awards	You may be awarded one of the following Exit Awards if you fail to achieve the requirements of the full programme. PGDip Graphic Novels and Children's Book Illustration (120 credits)		

	PGCert Graphic Novels and Children's Book Illustration (60 credits)
Period of Approval	1st August 2020 to July 31 st 2026

Cumbria Graduate Attributes

Throughout your studies, you will be provided with the skills and knowledge relevant to the global workplace. All successful graduates of the University of Cumbria will be:

Enquiring and open to change

Self-reliant, adaptable and flexible

Confident in your discipline as it develops and changes over time

Capable of working across disciplines and working well with others

Confident in your digital capabilities

Able to manage your own professional and personal development

A global citizen, socially responsible and aware of the potential contribution of your work to the cultural and economic wellbeing of the community and its impact on the environment

A leader of people and of places

Ambitious and proud

Programme Features

The MA Graphic Novels & Children's Book Illustration is a best-practice, forward-thinking Masters' programme, which builds upon existing successful undergraduate and postgraduate provision within the University of Cumbria Institute of the Arts. This predominately taught programme brings together two distinct visual fields, the comic-strip novel and the illustrated picture book, to explore a range of practical and theoretical approaches to drawn narratives and sequential storytelling. The programme is designed to suit anyone progressing from undergraduate arts studies and mid-career professionals wishing to advance their studio practice. The programme has been designed in consultation with external partners, the *Lakes International Comic Art Festival* and has a strong outward facing, professional ethos.

This programme will provide you with the skill-based, technical, theoretical and applied knowledge needed within the dynamic and transitional cultural economy. Programme content addresses the practical and the critical aspects of what it takes to create meaningful visual stories which resonate with audiences and readers. Throughout the programme you will foster and refine your practical ideas and skills, working either individually or collaboratively on short or extended project briefs, towards a sustained portfolio of professional illustration practice. You will encounter a range of approaches to graphic storytelling and experience a broad spectrum of studio-centric, two-dimensional, hand-rendered, digital and lens-based materials and processes. This degree also invites you to consider critical issues pertaining to storytelling and readership, including: the foundational elements of narrative, form and structure, rhythm and pacing, the dynamic between text and image, negotiating spatial relationships, narration, design and rendering style, the mediating hand of the artist, genre and historical perspectives, ideological concerns and the wider cultural context in which graphic novels and children's picture books are produced, disseminated and interpreted.

The programme starts in September for both full-time and part-time modes of study. The full-time

schedule is taught over one full calendar year, with an extended spring semester (May to July) and students work towards a final MA exhibition in early September. The part-time schemata follows a similar pattern of delivery and will allow you to manage module workload over two calendar years. In year 2, as a part-time student you will work alongside the full-time cohort on the final major project (ARDE7003), which will necessitate a period of study over the summer months. However, you will have a longer lead-in time to conceptualise and develop your work. There is designated space in the first-year curriculum to allow for this.

Elements of employability are embedded and developed at each level of the programme. You will gain insight into the mainstream and independent publishing sphere and the role of the freelance illustrator via programme content and staff expertise, exposure to professional networks such as the *Association of Illustrators* and guest lectures from established comic-strip practitioners and book illustrators. You will be given opportunities to exhibit and promote your work at keynote graduate showcase and festival events, nationally and internationally. Furthermore, you will be encouraged to contribute to the programme anthology, published annually by the Institute of the Arts to showcase innovative practice. The anthology serves as a unique selling point for the programme and will open up further opportunities for cross-disciplinary exchange with other programmes, for example Creative Writing or Film and Television production.

The Institute of the Arts has a longstanding relationship with the *Lakes International Comic Art Festival* (LICAF) that dates back to the inaugural event in 2013. The MA Graphic Novels & Children's Book Illustration programme is a natural development of this dynamic collaboration. In previous years staff and students from the Institute of the Arts have participated directly in the festival: promoting and selling zine related material and actively contributing to and participating in festival activities. This year (2019) sees the first American National Cartoonists Society festival (NCSFEST) at Huntington Beach, California organised with LICAF directorship, a venture that will open up exciting opportunities for student visits and professional exchange.

Alongside our LICAF related activity, students have benefitted from a thriving programme of visiting speakers and exhibitions at Brompton Road, featuring leading international practitioners in the field of narrative illustration. Recent exhibitions and visiting speakers to the campus include; Stephen Appleby, Jill Calder, Joe Decie, Oliver East, Heroines (group show), Olivier Kuglar, Kaisa Leka, Luke McGarry, Steve McGarry, Sara Ogilvie, Phono+Graphic (group show), Frank Santoro, Bryan Talbot and Mary Talbot. To conclude, if you have a passion for drawing and telling stories and want to advance your practice to a professional level, then this Masters' programme is for you.

Aims of the Programme

The overall aims of the Programme are:

To foster systematic research-based methodologies and enable you to analyse, theorise, develop and communicate ideas at Masters' level

To encourage artistry and innovation in sequential storytelling and narrative illustration: to empower students to develop knowledge of a range of discipline-based materials and processes

To critically examine the inter-relationship between theory and practice, to encourage you to contextualise your studio practice as a cultural, intellectual and professional activity

To enable you to produce an advanced, sustained body of work which is published and/or exhibited to professional standards of presentation

To encourage personal drive and entrepreneurship through planning and implementing project briefs at an advanced professional level

Level Descriptors

Level Descriptors describe in general terms the expected outcomes you will achieve at each level of study as you progress through your programmes. They describe the relative demand, complexity, depth of learning and learner autonomy associated with a particular level of learning and achievement. The University's Level Descriptors are aligned to the national Framework for Higher Education Qualifications (FHEQ) and are a key mechanism for ensuring the academic standards of the University's provision.

At Level 7 (Master's level), you will be able to demonstrate that you have the ability:

To display a systematic understanding of knowledge, and a critical awareness of current problems and/or new insights, much of which is at, or informed by, the forefront of your academic discipline, field of study or area of professional practice.

Employ advanced subject-specific and cognitive skills to enable decision-making in complex and unpredictable situations.

Generate new ideas and support the achievement of desired outcomes

Accept accountability for decision making including the use of supervision

Analyse complex concepts and professional situations by means of synthesis of personal and work place reflection and data drawn from scholarship and research in the field.

Programme Outcomes – Knowledge and Understanding

The programme provides opportunities for you to develop and demonstrate the following:

After 60 credits of study (PGCert) you will be able to demonstrate:

K1. *Advanced synthesis and review:* cultivated powers of critical reasoning in respect to analysis of cultural texts, visual and academic written communication and presentation.

K2. *Relational knowledge and underpinning:* understanding the connection between theory and practice, with practice being guided or informed by theoretical and/or philosophical considerations.

K3. *Critical awareness:* in the selection and deployment of appropriate research methodologies and skill-based approaches in relation to visual storytelling briefs.

After 120 credits of study (PGDip) you will be able to demonstrate:

K4. *Professional framing:* a knowledge and understanding of cultural, ethical and professional contexts and concerns, in respect to your own burgeoning studio practice, relevant creative fields and the broader aspects of the contemporary publishing landscape.

K5. *Project negotiation and application:* to initiate and implement effective creative and technical processes and project manage (plan, organise, monitor and complete) a publishing brief to an advanced standard.

After 180 credits of study (MA) you will be able to demonstrate:

K6. *Originality and versatility:* in the selection and mastery of materials and processes to elicit a sustained and articulate response to a self-initiated and/or live publishing brief.

K7. *Advanced reflection and mediation:* on inherent strengths and weaknesses of project work, identifying opportunities for further development.

Programme Outcomes – Skills and other Attributes (including Employability Skills)

The programme provides opportunities for you to develop and demonstrate the following:

After 60 credits of study (PGCert) you will be able to demonstrate:

- S1.** *Advanced communication skills:* to structure and articulate ideas and arguments clearly to an audience; understanding the requirements and needs (eg technical and non-technical) of different audiences; making effective use of body language and presentational style.
- S2.** *High level digital skills and IT literacy:* technical dexterity, flexibility and efficiency to access relevant data and present information appropriately.
- S3.** *High level review and assessment of critical evidence:* through rational and systematic application of advanced research skills.

After 120 credits of study (PGDip) you will be able to demonstrate:

- S4.** *Independent learning and/or strategic planning required for continued professional development* including, an awareness of; personal strengths and the competencies needed for current and future roles, the potential of changing technologies and processes.
- S5.** *Entrepreneurial skills,* which may include: a willingness to nurture and/or launch a new venture, an understanding of where to access support for enterprise, awareness of funding mechanisms and how to approach outside bodies, agencies or clients.
- S6.** *Interpersonal skills,* including: emotional intelligence and integrity, drive and motivation, effective listening and communication, reliability, team-leading, group negotiation and collaboration.

After 180 credits of study (MA) you will be able to demonstrate:

- S7.** *Advanced project planning and monitoring skills,* including; self-direction, preparing briefs, documentation, time management, decision making, co-ordination and resource management, contingencies response and lateral thinking.
- S8.** *Professional standards of presentation:* organisation and design in regard to the dissemination, promotion, exhibition and/or publication of creative media materials.
- S9.** *Career planning:* be able to consider and articulate strategies for effective career development

External and Internal Reference Points

The following Subject Benchmark Statements and other external and internal reference points have been used to inform the Programme Outcomes:

Department for Business, Innovation & Skills Graduate Labour Market Statistics (2016)
QAA Masters Degree Characteristics (2015)
QAA Quality Code for Higher Education: Part A Setting and Maintaining Academic Standards (2014)
QAA The Higher Education Credit Framework For England (2008)
QAA Subject Benchmark Statements: Art & Design (2017)
QAA Framework for Higher Education Qualifications in England, Wales and Northern Ireland
UoC Academic Regulations and Academic Procedures and Processes
UoC Strategic Plan

Graduate Prospects

As a successful graduate of the MA Graphic Novels and Children's Book Illustration programme you will be able to pursue a variety of career options. Prospects.ac.uk states that completing a postgraduate programme represents a significant investment in your own practice and demonstrates to potential employers your commitment to "personal growth and gives you the opportunity to develop your portfolio and expand a network of contacts in the industry" (<https://www.prospects.ac.uk/careers-advice/what-can-i-do-with-my-degree/illustration>).

A postgraduate qualification will ensure that your Curriculum Vitae stands out to potential employers in a highly competitive environment. According to the latest available figures from the *Department for Business, Innovation and Skills* (2015*) although graduates and postgraduates enjoyed similar overall employment rates in 2015 (approx. 87%), postgraduates had much greater high skilled employment rates, with 78% of all working age postgraduates in high skill employment compared to 66% of all working age undergraduates. In this context 'high-skill' employment is defined as Standard Occupation Classification (SOC codes 1-3) which includes: managers, directors and senior officials; professional occupations and associate professional and technical occupations.

*https://assets.publishing.service.gov.uk/government/uploads/system/uploads/attachment_data/file/518654/bis-16-232-graduate-labour-market-statistics-2015.pdf

Furthermore, a masters in narrative illustration will be suitable if you are seeking a career in teaching at further education (FE) or higher education (HE) level, and essential if you are keen to pursue advanced academic study at doctorate level.

Employability skills are central to the success of our graduates and so we have embedded key professional skills and industry collaboration into this programme design and ethos.

Transferrable skills (skills valued by most employers):

Being able to work independently

To be critically reflexive and responsive

The ability to work effectively with others – to show good interpersonal skills

The ability to project-manage your time effectively, to budget and allow for contingencies

Advanced innovation, creativity and problem-solving

Clear communication & presentation skills

To be able to negotiate, mediate and liaise with outside bodies, creative agencies and/or clients

To possess up-to-date technical and theoretical knowledge, to be aware of current trends

Progression Routes:

Independent freelance illustration practice

Salaried employment in a related creative field

Setting up your own business

Teaching at FE and HE level

Postgraduate PhD level study and academia

Examples of Post-graduate Destinations:

Comic-strip artist
Book illustrator
Concept Artist (film and television, moving image advertising and game design)
Animator
Editorial or Reportage illustrator
Printmaker
Community Arts
Teaching and Academia

Learning, Teaching and Assessment Strategies employed to enable the Programme Outcomes to be Achieved and Demonstrated

As a post-graduate student at the University of Cumbria, you are part of an inclusive educational community that recognises diversity and promotes creativity. You will have opportunities to learn by interacting with others in a collegiate, facilitative and dynamic arts environment. Teaching, assessment and student support will allow equal and equitable opportunities for you to optimise your potential and develop autonomy.

Facilitated by our expert practitioner staff, you will develop your practice in a setting that is well equipped, flexible, and stimulating. The pedagogical approaches to learning, teaching and assessment set out in the text below have been developed in line with current University of Cumbria guidelines within the University's [Learning, Teaching and Assessment Strategy](#).

Learning and Teaching

The MA Graphic Novels and Children's Book Illustration offers a unique arts campus experience, enhanced with the provision of a designated post-graduate studio base. Taught and practical elements take place at the University's Brampton Road Campus in Carlisle, just to the north of the Lake District National Park and World Heritage Site.

The programme pedagogy encourages progressive, practice-led approaches to the study of graphic novels, comic-strips and children's picture books through a structured timetable of; theoretical lectures, practical workshops, student-led, peer-to-peer seminars, action based and experiential research, self-directed and tutorial-based learning. Staff on the programme are experienced practitioners and researchers who are published in the field and utilise research-informed methods and expertise in their teaching. As a student on the programme you will benefit from regular visiting speakers and exhibitors, as well as specific content directed at professional development and planning, fostering aspiration and career readiness.

The programme has been designed to promote an increasing emphasis on self-direction as you work progressively through each stage of the programme, leading (at masters' level) to the management, implementation and public dissemination of a substantial creative project. Throughout the programme, the interrelationship of theory and practice is key to enable you to appreciate the benefits of critical self-reflection and cultivate the techniques and theoretical expertise needed to become a reflexive practitioner; to situate your studio practice and future professional development within relevant social, economic, intellectual and ethical contexts.

The first stage (PGCert) can be considered as foundational. You will be introduced to cultural and theoretical frameworks in ARDE7001 *The Critical Practitioner*, as well as critical and practical approaches to narrative illustration in GNCB7001 *Visual Storytelling*. There is also instruction provided on post-graduate academic skills to enable you to apply the appropriate standards of scholarship,

rigour and fluency in respect to research and writing at Level 7 study.

In the second (PGDip) stage, you will consolidate and build upon conceptual and technical skills developed in semester one. GNCB7002 *Production & Publication* will encourage you to expand the portfolio exercises produced for GNCB7001 into a more extensive and sustained piece of work, whilst at the same time addressing some of the logistical issues associated with the production of a publication for print or online consumption. This will allow you opportunity to problem solve and pilot your working process before tackling the final major project. Students work in tandem on ARDE7002 *Project Proposal & Professional Development* (the forerunner for the ARDE7003 *Major Project* module) providing an intersection to explore potential links between critical inquiry, practice, entrepreneurship and engagement within the wider professional world. In this module, you will cultivate a carefully prepared project proposal, underpinned with appropriate and relevant research.

The final masters (MA) stage and 60-credit module ARDE7003 MA *Major Project* is the realisation of the ARDE7002 creative brief and will be self-directed towards your career ambitions, comprising a sustained body of narrative work, published or exhibited to a high professional standard, with an accompanying critical appraisal.

The breadth of input from staff and the multiple mechanisms of engagement signalled here are intended to optimise learning opportunities across all practical and theoretical activity. To promote student learning, all module content and supportive material is open and accessible to you via the university Blackboard platform. This includes but is not restricted to:

programme documentation, timetabling, staff details and support mechanisms

module guides and assessment briefs

module learning materials, critical readings and PPT presentations

assessment exemplars, guidance and feedback

weekly notices and announcements, extra-curricular and/or professional opportunities

access to *Linkedin Learning*, the American online portal which offers accessible video courses for a wide range of design software and hardware, creative and business skills

The Brampton Road campus is part of an impressive lineage, a tradition of art and design education in Carlisle that stretches back nearly 200 years and continues to be a passionate, thriving creative community. The campus is a vibrant arts environment which has an up to date arts library and industry standard studio facilities, including well-equipped print workshops, Mac and PC computer studios carrying the latest design and multimedia software and high-specification hardware. You will work and study in close proximity to others in the postgraduate community, affording opportunities for cross-disciplinary exchange, collaboration and further media training. To facilitate project briefs and ensure professional development you will have full access to relevant technical support staff. We have all the advantages of being part of a University, whilst retaining the atmosphere and spirit of an Art College.

Summative and Formative Assessment

This programme has been carefully considered in accordance with University of Cumbria academic regulations. Assessment criteria are published within module descriptors and module guides and are closely linked to the aims and learning outcomes established at each stage of the programme.

Assessment is comprised of both formative and summative methods;

Formative assessment is generally concerned with ongoing progress. The regular formative review of your academic and project work, which is either in draft form or in the process of being completed is an important part of the learning process. This may be in the form of negotiated briefs, peer or self-critiques and tutor feedback (verbal and/or written). Formative assessment is used to:

encourage the development of subject specific intellectual and practical skills; to help you acquire the

knowledge you need for any summative assessment.

encourage the development and practice of inter-personal skills such as working in teams, giving presentations, leading and contributing to seminars.

Summative assessment is chiefly concerned with evaluating performance, the quality and substance of work completed by you, cross-referenced against individual module aims and learning outcomes. Opportunities for summative assessment may include; transferable and/or employability skills (embedded in assignments), formulation of creative briefs, theoretical essays, oral presentations, practical assignments and/or portfolio of discrete tasks, major project and final dissemination of major project. Furthermore, there may be opportunities within the programme for you to work jointly or collaboratively on creative projects (for example: GNCB7002 Production & Publication). In these instances, performance and contribution will be individually assessed. At postgraduate level, it is important to note that the module pass mark is set at 50%.

The workload across full-time and part-time routes has been carefully considered within each module schedule so as to negate deadline 'bunching' to allow you to manage your assessment briefs effectively, to make the most out of programme content and work towards a successful outcome.

To ensure parity and academic rigour, assessment involves at least two members of staff and where appropriate (for example, some written assignments) may involve anonymous marking by a member of staff not associated with the programme team. Detailed and timely written and verbal feedback is provided in response to all work presented. If requested by the student and/or where appropriate, staff will be available for further discussion at a post-assessment tutorial.

It is important to state that all assessment has a diagnostic dimension, which seeks to identify and explore the strengths and weaknesses in your work with a view to facilitating further learning and career development. Within the programme structure assessment as a formal evaluation is considered as an important learning tool, as much as it is a means to measure achievement. It is also vital that any assessment is authentic and relevant to the professional sphere of publishing and illustration. Staff expertise, together with additional industry input from visiting artists, is geared towards enabling you to make informed choices about your practice and future career.

Student Support

We provide responsive learner support that promotes student success. Our approach to learner support is designed to support achievement and progression, champion inclusivity and accessibility, prepare you for opportunities beyond study, and promote independence and resilience, enabling you to achieve your potential. As a student of the University of Cumbria, you will be taught by academics and expert practitioners who facilitate learning through structured inquiry. Our studio and workshop areas are inclusive working spaces, accessible to all. You will be provided with access to high quality academic resources through physical and digital libraries and will be supported to develop skills that enable you to become a critical, reflective, discerning and independent learner and researcher.

Postgraduate students get a comprehensive package of support at the University of Cumbria.

Initial and ongoing induction

You will be inducted during the first few weeks after enrolment in key resource areas for the MA Graphic Novels and Children's Book Illustration programme: printmaking workshops, audio visual (AV), computer resource areas and access to the library published and on-line material. Staff aligned to particular modules may conduct separate inductions in equipment/software use or build in opportunities for bespoke or class-based media training to facilitate development of creative projects. Furthermore, you are encouraged to be proactive in seeking out the relevant technical support staff and/or request additional workshop inductions (printmaking, editing suites etc) to further enhance your

studio practice.

Personal Tutoring

Early on in the first semester you will be allocated a Personal Tutor (PT). This tutor will be involved in the delivery of the programme and will be responsible for support and guidance in respect to learning, development and pastoral matters. Your Personal Tutor will be proactively involved in the delivery of your programme and will have contact with you throughout your time at the University. They will support your learning and development, including through tutorials, Progress Reviews and other support as outlined in the Personal Tutoring Policy. The PT should be the first port of call should you have any concerns regarding your ability to engage fully with the programme. If appropriate, the PT will liaise with university services for student support, for example; Library and Academic advisors, Information Services and Student Support Services. The PT will arrange tutorials at least three times in the course of the year but you can request a tutorial at any time should you need it.

Personal Development Planning

As part of the meta-cognitive cycle you will be required to collate and maintain information provided by teaching and auxiliary staff (tutorial records, timetables, readings, workshop information, on-line links etc) together in one place. Students on the MA Graphic Novels and Children's Book Illustration are also encouraged to create and maintain a research blog throughout the duration of the course. The blog should be seen as an ongoing resource and a point of dialogue; a means of negotiating, articulating and disseminating issues and points raised on the programme as well as identifying opportunities for further research.

Library and Academic Support (based in Information Services)

Module leaders will collaborate with Library and Academic Advisors to ensure that your reading and resource lists are current, and items are available via the library discovery tool OneSearch. In order to maximise access, availability and usefulness, eBooks and electronic journal titles will, in most cases, be prioritised. You can access a wide range of electronic and print content using [OneSearch](#) and you can find out more about key texts, databases and journals for your subject by accessing the library's [subject resources webpages](#). Where appropriate, module reading and resource lists will be made available to you electronically using the University's [online reading and resource list system](#).

The [Skills@Cumbria](#) service can help support your academic skills and success throughout your programme. The service is delivered by a team of professional Library and Academic Advisors. It includes a suite of [online self-help resources](#) accessible 24/7 via the University's website and Blackboard site. It also provides group and individual advice and guidance accessible through and alongside your course and by different means such as face to face, email or virtual. Visit [skills@cumbria](#) for more details.

IT and Technical Support

Technology is an invaluable asset when it comes to studying, so it's important you know how to make the most out of the excellent [facilities](#) we have available. Our aim is to ensure you can access university electronic resources from anywhere or any device, whether on or off campus. The [Student Hub](#) is your one-stop gateway to all university systems, Outlook email, and OneDrive. Whether you consider yourself a computer expert or you're not confident about your IT skills, we're always around to ensure you get the level of support you need. We have a wealth of information and support available on the [website](#) and have a dedicated IT Service Desk where you can talk to someone by phone or log your question online from anywhere, at any time.

Student Support Services

Student Support Services offer a wide range of support, including: careers and employability, financial help, counselling, health and wellbeing and support for disabled students and those with specific learning requirements. We also offer mentoring by trained students which you can request at any point during your studies. We know that you want to get the most out of your programme, make the best

use of your time and find or continue in the career you always dreamed of. Access university support and facilities easily and quickly via the [website](#) and/or via the Student Services guidance tile on the [Student Hub](#).

In addition to the range of guidance above, you have the opportunity to further develop your personal, academic and professional skills by taking part in a number of initiatives coordinated and delivered by professional services advisers:

Preparing for Postgraduate Study

This free online pre-entry Masters' level course is available free of charge through the Open Education Platform powered by Blackboard as is Head Start Plus. It provides a useful insight into the academic requirements of study at postgraduate level and is recommended to students who are about to start their PG qualification.

To access the course simply follow the link to <https://openeducation.blackboard.com/cumbria> and set-up a free account with Open Education. Once logged on, select the course free of charge and work through it at your own pace.

Mature Students' Events

Whether it is a coffee morning, lunchtime gathering or a social event, there are events happening throughout the year to link you up with other mature students who will also be juggling a number of commitments alongside their studies.

Help is at Hand Events

Keep a look out for these interactive events on campus around October and January. You are encouraged to attend these as they showcase the range of support available here and give you the opportunity to talk to people from Finance, Accommodation, the Students' Union, the Wellbeing and Disability Team etc.

Career Ahead+

Career Ahead+ is the University of Cumbria's Employability Award. Completing Career Ahead+ will help you recognise and develop your skills, providing a greater opportunity for you to get the job you want when you graduate. The award is based on what employers look for in an ideal candidate, in relation to skills, knowledge and experience. You will be supported with career direction, gaining experience, and providing all the skills needed to complete the perfect application and be successful in that all-important job interview. Contact careerahead@cumbria.ac.uk or visit www.cumbria.ac.uk/careerahead for more information.

Programme Curriculum Map					
Academic Level	Module Code	Module Title	Credits	Module Status*	Programme Outcomes achieved
7	ARDE7001	The Critical Practitioner	20	Compulsory	K1, K2, K3 S1, S2, S3
7	GNCB7001	Visual Storytelling	40	Compulsory	K1, K2, K3 S1, S2
7	ARDE7002	Project Proposal and Professional Development	20	Compulsory	K1, K2, K3, K4, K5 S1, S2, S3, S4, S5, S9
7	GNCB7002	Production and Publication	40	Compulsory	K2, K3, K4, K5 S1, S2, S4, S5, S6
7	ARDE7003	MA Major Project	60	Compulsory	K1, K2, K3, K4, K5, K6, K7 S1, S2, S3, S4, S5, S6, S7, S8, S9
Notes					
<p>This programme operates in accordance with the University's Academic Regulations and Academic Procedures and Processes.</p> <p>A failed student will not be permitted to re-register on the same programme.</p>					

* Key to Module Statuses	
Compulsory Modules	Must be taken although it may possible to condone/compensate as a marginal fail (within the limits set out in the Academic Regulations and provided that all core or pass/fail elements of module assessment have been passed)

Programme Delivery Structure: Full Time				
Module Code	Module Title	Delivery Pattern	Method(s) of Assessment	Approximate Assessment Deadline
		Autumn Semester / Spring Semester / Extended Spring Semester		
ARDE7001	The Critical Practitioner	Autumn	Written assignment (70%) Oral assessment / presentation (30%)	January
GNCB7001	Visual Storytelling	Autumn	Portfolio (80%) Written assignment (20%)	January
Students exiting at this point with 60 credits would receive a PGCert Graphic Novels and Children's Book Illustration				
ARDE7002	Project Proposal and Professional Development	Spring	Written assignment (50%) Portfolio (50%)	May
GNCB7002	Production and Publication	Spring	Project Work (80%) Oral assessment / presentation (20%)	May
Students exiting at this point with 120 credits would receive a PGDip Graphic Novels and Children's Book Illustration				
ARDE7003	MA Major Project	Extended Spring	Portfolio (100%)	August
Students exiting at this point with 180 credits would receive an MA Graphic Novels and Children's Book Illustration				

Programme Delivery Structure: Part Time				
Module Code	Module Title	Delivery Pattern	Method(s) of Assessment	Approximate Assessment Deadline
		Autumn Semester / Spring Semester / Extended Spring Semester		
ARDE7001	The Critical Practitioner	Autumn (Year 1)	Written assignment (70%) Oral assessment / presentation (30%)	January (Year 1)
GNCB7001	Visual Storytelling	Autumn/Spring (Year 1)	Portfolio (80%) Written assignment (20%)	May (Year 1)
Students exiting at this point with 60 credits would receive a PGCert Graphic Novels and Children's Book Illustration				
ARDE7002	Project Proposal and Professional Development	Spring (Year 2)	Written assignment (50%) Portfolio (50%)	May (Year 2)
GNCB7002	Production and Publication	Autumn/Spring (Year 2)	Project Work (80%) Oral assessment / Presentation (20%)	May (Year 2)
Students exiting at this point with 120 credits would receive a PGDip Graphic Novels and Children's Book Illustration				
ARDE7003	MA Major Project	Extended Spring (Year 2)	Portfolio (100%)	August (Year 2)
Students exiting at this point with 180 credits would receive an MA Graphic Novels and Children's Book Illustration				

Methods for Evaluating and Improving the Quality and Standards of Learning	
Mechanisms used for the Review and Evaluation of the Curriculum and Learning, Teaching and Assessment Methods	<p>Module Evaluation Questionnaires</p> <p>Programme Validation and Periodic Review</p> <p>Annual Monitoring</p> <p>Peer Review of Teaching</p> <p>External Examiner Reports</p> <p>Student Success and Quality Assurance Committee</p> <p>Institute Leadership Team meetings</p>
Mechanisms used for gaining and responding to feedback on the quality of teaching and the learning experience – gained from: Students, graduates, employers, placement and work-based learning providers, other stakeholders, etc.	<p>Staff Student Forum</p> <p>Module Evaluation Forms</p> <p>Programme Evaluation: National Student Survey, UK Engagement Survey</p> <p>Module/Programme/Personal tutorials</p> <p>Meetings with External Examiners</p>

Date of Programme Specification Production:	March 2019
Date Programme Specification was last updated:	September 2019
For further information about this programme, refer to the programme page on the University website	