

Study with us

About your course

Course(s) covered

Code	Title
CTWMADGD	MA Art and Design (Graphic Design) - Online

You can find full details of your course, module information and entry requirements in the *Programme Specification*.

Key facts

Start dates:

Semester A intake: 17th Sept. 2018

How long it takes:

Part-time master level: 2 years

Credits:

PGCert level: 60 credits (as the exit award only)

PGDip level: 120 credits (as the exit award only)

Master level: 180 credits

Academic Year

Academic Year 2018 – 2019

The University's academic year is made up of 3 semesters.

- Semester A runs from Monday 17 September 2018 to Friday 11 January 2019
- Semester B runs from Monday 14 January 2019 to Friday 17 May 2019
- Semester C runs from Monday 20 May 2019 – Friday 13 September 2019

Important points

The Programme provides an experience that is centred on both individual practice and practice within the context both of the creative and cultural industries and cultural studies.

This is a practice-led Programme for students who want to develop their specialist skills at an advanced level. This Programme aims to give students an understanding of cutting-edge practice, develop their creative potential as a practitioner and give them the entrepreneurial skills they need to work successfully in their chosen specialist area of creative art and design. Core content is delivered via video lecture and online resources across the whole cohort group and students are allocated to small tutor groups for small-group and individual online support. The Programme is centred on individual practice and encourages critical dialogue between traditional methods, disciplines and media. Practice modules develop individual practice through a combination of work-in-progress critiques via online galleries, online tutorials and video lectures. A sustained body of creative work forms the basis of assessment, supported by written documentation and assignments. The course is also designed to develop research skills to an advanced level and ensure students have a critical knowledge of the work of other practitioners in their specific field. Students are expected to be self-motivated and personally ambitious, yet understand the importance of collaboration and networking opportunities as they occur and have a flexible approach to problem solving.

The programme aims to provide students with the opportunities to:

- acquisition of knowledge, understanding and skills that serves the needs of local, national and global economies and to prepare students for work in the rapidly evolving world of the creative and cultural industries;
- provision of a postgraduate learning environment for students which encourages exchanges between students studying various art and design disciplines at an advanced level and within a supportive peer learning context;
- provision of an informed understanding of the professional and commercial contexts in the creative industries and the application of these to other relevant contexts;
- provision of a repertoire of transferable skills;
- to enable students to operate as practitioners within their chosen field with reference to knowledge and understanding and skills that are at the forefront of their discipline;
- to provide a challenging environment which stimulates debate and fosters innovative and creative approaches to the subject;
- to provide students with a critically well-informed understanding of their chosen individual and discreetly differing disciplines at an advanced level;
- to provide students with a learning environment and intellectual framework which enables them to develop a conceptual and intellectual awareness of their chosen disciplines and current best practices at an advanced level.

IT Skills required:

Basic IT skills are a requirement for anyone wishing to study online. For example, you will need to be confident using an internet browser, communicating via email and using Microsoft Office tools (e.g. Word, Excel) or equivalent. An ability to learn and adapt to new technologies is also important, for example, you may be asked to participate in a virtual classroom session, contribute to a discussion forum or complete an online assessment/test.

For this course, it would also be helpful to have at least a basic understanding of Photoshop.

Outline Programme Structure

	Semester A (September to January)	Semester B (January to May)	Semester C (May to September)
Year 1	Research and Enquiry (15 credits)	Creative Economies (15 credits)	Practice 2: Art and Design (30 credits)
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Year 2	Discourse and Reflection: Art and Design (30 credits)		
	Major Study: Graphic Design (60 credits) <i>(starts in Semester A and extends into semester C)</i>		

Course delivery

This course is delivered 100% online via the University's virtual learning environment StudyNet. Students are expected to commit to all elements of their programme of study, be punctual in their virtual attendance and meet deadlines. Students may be required to attend some specific timetabled online sessions for their programme, arranged in negotiation with the student.

You will find full details on your assessment schedule in the relevant Module Guide which will be published at the start of the module.

Number of study hours will vary depending on your prior knowledge and experience with the subject. The expectation for a 15-credit module is 150 hours (equivalent to around 12 hours per week over 12 weeks).

Method of assessment

The Programme is modular in structure and delivery and assessment is 100% coursework. This will be a mix of presentations, written work, as well as the submission of group work and practical work.

The learning outcomes will be assessed against a standard appropriate to master degree level of study as set out in the learning outcomes.

Additional expenses

You can find full details of your course tuition fees in the *Fees and Finance Policy*.

Course specific requirements:

Distance learning students must have their own appropriate space/studio or equivalent during the period of study. They must also have sustained access to computer and internet facilities and the ability to ensure that work can be submitted electronically. They must also ensure that peer learning and tutor communication can take place through email and StudyNet.

System requirements:

To study Online, you will need access to a suitable computer and a good reliable Internet connection. Most modern PCs and Macs (less than five years old) should be fine. As a guide, you need a minimum of:

Description	Mandatory/ Optional	Estimated cost (UK prices 2016)
Desktop or laptop computer	Mandatory	Starts at £250
Display (screen resolution 1024x768 minimum)	Mandatory	Starts at £50
Headset with microphone (built in if using laptop)	Optional	Starts at £15
Webcam (built in if using laptop)	Mandatory	£10-£50
Broadband Internet Connection (2mbps minimum)	Mandatory	Starts at £10/month
Microsoft Office 365 account for the duration of your studies The package will give you: <ul style="list-style-type: none"> • Full, installed Office applications Word, Excel, PowerPoint, Outlook, Publisher, and OneNote on up to 5 PCs or Macs. • Office on tablets and phones for the Office experience on up to 5 tablets and 5 phones. • Online versions of Office including Word, Excel, and PowerPoint. • File storage and sharing with 1 TB storage. 	Mandatory	Provided by the University at no cost to students / FREE
A scanner or digital camera, in order to digitise your handmade work	Mandatory	Starts at £50
Basic video editing software, such as Windows Movie Maker or iMovie	Mandatory	FREE with most operating systems
You will also need whatever software you wish to use to produce your work. This will differ depending on the kind of work you hope to produce during your studies. Almost all students find that they need Adobe Photoshop. Graphic Designers will likely require Adobe InDesign. Adobe offers a variety of Creative Cloud packages, with discounts for students.	Mandatory	Start at £15.49 a month. For more information please visit the Creative Cloud pricing website .

Full system requirements details can be found on the UH Online website <http://www.herts.ac.uk/apply/schools-of-study/uh-online/how-does-online-study-work/system-requirements>

Attendance to the UK Award Ceremony:

On completion of your programme of studies, you will have the opportunity to attend our UK Award Ceremony. When registering for the Ceremony you will receive 1 free graduate ticket for yourself.

Attendance to the UK Award Ceremony may incur additional costs i.e. guest tickets, travel and accommodation. The exact value of these costs will depend on when you will graduate and where you are travelling from.

Details regarding attendance to the Award Ceremony can be found on the website <http://www.herts.ac.uk/ceremonies>