

Programme Specification 2017/18

7818 MA Communication Design

This specification provides a concise summary of the main features of the programme and the learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if s/he takes full advantage of the learning opportunities that are provided.

Awarding Institution	University of Southampton
Teaching Institution	University of Southampton
Mode of study	Full-time
Duration in years	1
Accreditation details	N/A
Final award	Master of Arts
Name of award	Communication Design
Interim Exit awards	Postgraduate Diploma and Postgraduate Certificate
FHEQ level of final award	7
UCAS code	N/A
QAA Subject Benchmark or other external reference	Art and Design Undergraduate Benchmarks and QAA Masters' Characteristics
Programme Lead	Andy Lapham
Date specification was written	May 2016
Date Programme was validated	08/02/2017
Date specification last updated	16/03/2017

Programme overview

Brief outline of the programme

Communication Design is the study of design practice and theory in the context of new media. The practice-led, digitally focussed programme explores issues provoked by a changing media landscape and equips students with practical design tools and methodologies including: user experience (UX) design, user interface (UI) design, prototyping and user testing.

Students gain knowledge and skills principally through practice-led research and produce effective information and interface designs. The course prepares students for work in a rapidly changing sector, or further academic study, by equipping them with practical skills and a critical understanding of new technologies and their wider societal implications and contexts.

The programme is led by educators with industry experience and published research within the fields of design and design education. Industry informed projects and talks with leading design studios feed the curriculum and ensure an intense and rewarding year of study.

Your contact hours will vary depending on your module/option choices. Full information about contact hours is provided in individual module profiles.

Special Features of the programme

Studio space, workshops, guest lectures, creative services centre, access to specialist equipment, study visits.

Teaching and Learning

The Faculty promotes a student-centred approach and this programme uses teaching and learning strategies that will support you to develop into expert post-graduate level design professionals.

Teaching and learning methods are principally practice-led, this means that a student's learning is mainly driven by weekly practical workshops that promote hand-on engagement with the tools, methods and skills required for design development and research. These sessions are supported by tutorials, lectures, "crits" (presentations), facilitated discussions, guest lectures and self-directed study. These methods are designed to teach students how to define a problem space, prototype and test solutions, whilst also developing their critical thinking, encouraging an integration of practice with theory and an understanding of the contexts that design operates within. Along with an emphasis on collaboration, multi-disciplinary approaches and reflective learning students gain wealth of transferable skills that they can draw upon. An overview of the learning relationship between you

and the University is provided in the [University of Southampton Student Charter](#). The Faculty and School of Art is committed to supporting you to enable you to fulfil your academic and personal potential. We will work with you to facilitate your learning, within a multi-cultural context underpinned by mutual respect.

Assessment

Throughout the programme you will be involved in learning through assessment. Assessment tasks will be formative and summative: formative assessment is not marked and is designed to enable you to gain from self-evaluation, peer and academic verbal and written feedback, in order to improve your work for the summative assessment.

The summative assessment includes a range of assignments used to enable you to demonstrate the achievement of intended learning outcomes. Assessment is designed to help you demonstrate your knowledge, critical understanding and application of essential concepts of your practical discipline. Within the programme modules, the approach to assessment is designed to enable you to integrate theory and practice, maximise your skills of critical thinking and analysis, and develop your understanding of design practice in relation to your profession.

Educational aims of the programme

The aims of the programme are:

- To promote originality, insight and critical reflective abilities
- To apply a range of techniques and research methods to your specialist field
- To behave ethically and with integrity and a strong sense of social responsibility
- To develop a range of professional skills relevant to the creative industries including the use of digital tools
- To take responsibility for independent learning and continuing professional development
- To enable an international perspective with a critical awareness of current issues and developments in your subject and profession

Programme learning outcomes

A. Knowledge and understanding

Having successfully completed this programme you will be able to demonstrate knowledge and understanding of:

- A1. current theories and practices arising from your in-depth research and enquiry
- A2. critical and reflective approaches to your own work in response to set and /or self-initiated briefs
- A3. systematic insight into design practices and professional practices relevant to the creative economy
- A4. the contemporary context and culture of communication design and the creative industries
- A5. ethical and sustainability debates relevant to communication design issues and employability
- A6. a range of contemporary contexts relevant to design within the global creative industries and informed by leading research

Teaching and learning methods

The programme employs a variety of learning and teaching methods designed to recognise different learning styles and support you in developing and achieving the learning outcomes. Engagement with academic staff, guest speakers and discipline related opportunities will enhance the currency of the programme content and help establish in-depth knowledge of your practice, with particular reference to professional skills.

You will be expected to take an active role in your learning and one of the many benefits of this approach is that it enables you to reflect on the continuum of knowledge acquisition whilst enabling you to apply this within your context. You will be expected to be reflective and self-aware of your learning needs and those of others who may have different perspectives and backgrounds. You will develop your knowledge and understanding through staff-led teaching and independent learning time.

Teaching methods will include:

- Lectures
- practical and technical workshops
- research skills inductions
- tutor-led seminars
- student-led seminars
- tutorials

- case study analysis
- visiting Lecturers

Learning methods, that include independent learning during non-contact time, will include:

- **reflection on verbal or written feedback:** this may be verbal or written offered during seminars, tutorials, group activities
- **evaluation of feedback:** this may take the form of reflective formative tasks
- group and collaborative projects and tasks
- optional study visits
- independent research and investigation
- online reference material research
- peer group learning and peer assessment tasks
- problem-solving activities
- class discussion/critiques
- student presentations

Assessment methods

The programme will employ a range of assessment and feedback approaches to ensure that the assessment strategy is progressive in complexity and enables you to achieve the learning outcomes whilst enhancing your learning experiences.

Formative (not-marked) assessment will be undertaken at key stages within the taught Semesters 1 and 2, in order to provide you with the ability to evaluate your learning and address any identified issues in advance of your summative (marked) assessment.

Ongoing feedback will be provided from your academic tutor, module lead and peers.

Summative assessment of your knowledge and understanding will be undertaken through formal assessment of work. The assignments are designed to develop and test your growing knowledge and understanding of the subject area.

Formative and Summative assessment methods to test knowledge and understanding for the programme will include:

- oral presentations (group and individual)
- written assignments (essays, reports)
- Digital and visual assignments.
- exhibitions

B. Subject specific intellectual and research skills

Having successfully completed this programme you will be able to:

- B1.** think in a critically reflective and creative manner
- B2.** engage in advanced research and critical analysis and the informed application of theoretical studies applicable to your practice
- B3.** explore advanced individual creativity, vision and personal expression to develop your practice
- B4.** analyse and solve creative and complex problems
- B5.** recognise your own academic strengths and weaknesses, reflecting on your performance and progress and be able to respond to feedback
- B6.** apply critical judgement to advance your research and intellectual skills

Teaching and learning methods

Similarly to your knowledge and understanding skills, you will be provided with resources to enable you to further develop your knowledge base encouraging Masters level thinking with the possibility of progressing to doctoral level after completing this programme. The teaching and learning strategies are the same as above with a focus on a variety of face-to-face contact and online learning and teaching methods

The programme employs a variety of learning and teaching methods designed to recognise different learning styles and support you in developing and achieving critical, reflective and research learning outcomes appropriate to Masters' level. You will be expected to develop an increasingly self-aware approach to learning, managing your learning progress. Teaching and learning strategies that will enable you to demonstrate application of critical, reflective and analytical thinking will include:

- lectures

- academic study skills sessions
- tutor-led seminars
- tutorials
- case study analysis
- visiting Lecturers
- Independent learning, including reflection and evaluation of feedback
- group projects and formative collaborative tasks
- study visits
- independent research
- online reference material and tutorial notes
- peer group learning
- class discussions

Assessment methods

Formative (not-marked) assessment will be undertaken at key stages within the taught Semesters 1 and 2, in order to provide you with the ability to evaluate your learning and address any identified issues in advance of your summative (marked) assessment.

Ongoing feedback will be provided from your academic tutor, module lead and peers.

Summative assessment of your intellectual and research skills will be undertaken through formal assessment of work. The assignments are designed to develop and test your growing ability to research, reflect and critically examine topics appropriate to your subject area.

Formative and Summative assessment methods to test knowledge and understanding for the programme may include:

- Practical projects / tasks
- Vivas
- Crits (Presentations)
- Reflective writing
- Reports
- Blog Posts

C. Transferable and generic skills

Having successfully completed this programme you will be able to:

- C1. take responsibility for your own learning development and academic integrity
- C2. demonstrate ability to work effectively individually and in a team role, solving problems in innovative and creative ways
- C3. demonstrate awareness of ethical considerations
- C4. communicate effectively using a range of media (for example orally, in writing and through digital media)
- C5. manage your time and resources as an independent learner
- C6. evidence the ability to successfully manage and complete an independent project

Teaching and learning methods

Teaching and learning activities are embedded within all of the taught modules to enable you to develop your transferable skills. You will develop transferable communication skills using a variety of media, together with the ability to apply an understanding of ethical frameworks to your work. This will be facilitated through academic study and professional skills sessions, tutor-led and student-led seminars and collaborative projects.

Engagement in individual and group work will promote your ability to take responsibility for your own work and critically reflect on it in a manner that promotes self-awareness and personal development. This will also provide an opportunity for you to work in unfamiliar contexts within a group or team. The Final Project module will provide you with further opportunities to practice working effectively and independently with limited supervision and to exercise your time management skills.

Assessment methods

The methods of assessment are the same as the previous two sections with ongoing feedback provided from your academic tutor, module lead and peers.

The assessment methods are designed to enable you to demonstrate achievement of the transferable and generic skills learning outcomes, which will include your ability to communicate effectively your ideas and concepts, across a wide range of media, appropriate to your academic and professional context. Time management will be assessed through research proposals, where you will be required to plan your final project as an independent learner.

D. Subject specific practical skills

Having successfully completed this programme you will be able to:

- D1.** Examine and interpret varied research materials and engage in methodologies specific to communication and interaction design to inform outcomes.
- D2.** Produce experimental design proposals, prototypes and structure information visually to achieve complex communication objectives.
- D3.** Understand and apply design theory and use cultural, ethical and technological knowledge to shape effective information and interface designs.

Teaching and learning methods

In developing subject specific knowledge in your chosen discipline, you will be supported by highly experienced academics who, as experts in the field, will facilitate you as designers to understand the knowledge and skills required to confidently lead and work in the creative industries. This will include developing your ability to practice as an independent professional able to contribute to developments in your subject and profession.

Assessment methods

As above, the assessment methods will include formative and summative assignments, to evidence your evidencing your advanced level knowledge and experience of Communication Design. Ongoing feedback will be provided from your academic tutor, module lead and peers.

Postgraduate Certificate learning outcomes

Having successfully completed the PG Certificate you will be able to demonstrate knowledge and understanding of:

- An overview of the current theories and practices arising from your in-depth research and enquiry
- An outline appreciation of the critical and reflective approaches to your own work in response to set and /or self-initiated briefs
- An understanding of systematic insight of processes relevant to professional practice
- An appreciation of the contemporary debates in the creative industries and how they inform your practice
- An overview of ethical and sustainability debates relevant to professional practice and employability
- An overview of a range of contemporary contexts relevant to design in the global creative industries

You should be aware that as the PG Certificate is based on the attainment of credit rather than on passing specific modules and you will be able to demonstrate the specific learning outcomes relating to the modules which you have passed.

Postgraduate Diploma learning outcomes

Having successfully completed the PG Diploma you will be able to demonstrate knowledge and understanding of:

- A more comprehensive overview of the current theories and practices arising from your in-depth research and enquiry
- A more detailed appreciation of the critical and reflective approaches to your own work in response to set and /or self-initiated briefs
- A more detailed understanding of systematic insight of processes relevant to professional practice
- A more in depth appreciation of the contemporary debates in the creative industries and how they inform your practice
- A more comprehensive overview of ethical and sustainability debates relevant to professional practice and employability
- A more comprehensive overview of a range of contemporary contexts relevant to design in the global creative industries

You should be aware that as the PG Diploma is based on the attainment of credit rather than on passing specific modules and you will have been able to demonstrate the specific learning outcomes relating to the modules which you have passed.

Programme structure

Programme details

The programme consists of core, compulsory and optional modules. (For definitions see: <http://www.calendar.soton.ac.uk/sectionIV/credit-bearing-progs.html>)

Taught modules are delivered in Semesters 1 and 2, while the Final Project module is a student-led independent project carried out over the summer period.

The core modules provide in depth knowledge relevant to the specialist concepts and methods of Communication Design. The compulsory modules consider a broad range of subject specific and employability related topics. You will use practice-led research to develop an understanding of human centred design and other design theories, tools and practices relevant for design work and/or research with networked digital media. You will be encouraged to critically explore contemporary topics associated with the design industries and digital technologies, including principles of “new” media, interaction design, user experience design, user interface design, data visualisation, remix cultures and post-digital print. Additionally you will engage in academic skills related to conducting desk research, synthesizing and analysing data and writing up your work in accordance with academic expectations appropriate to this level of study. These academic skills are taught alongside general professional skills, whilst a separate ‘Contextual Studies’ module will provide you with an applied understanding and knowledge of issues more specifically linked to Communication Design. The Option module in Semester 2 provides you with an opportunity to further enhance the career-orientation of your studies and tailor your programme towards your professional aspirations.

You will be able to apply the knowledge and skills you develop on the programme through a Final Project, giving you an opportunity to develop an area of personal expertise.

Typical course content

You will use practice-led research to develop an understanding of human centred design and other design theories, tools and practices relevant for design work and/or research with networked digital media. Central to this objective is studio-based learning and teaching, which is driven by practical briefs, workshops and group activities conducted in a dedicated studio space. This hands-on approach to your studies is underpinned by lectures and written tasks, which provide you with an opportunity to discuss theory, debate contextual material and reflect on your work. Study visits and industry informed projects ensure that your work is in dialogue with the key issues and debates shaping the profession.

The programme culminates with the Final Project module in which you develop a practice-led research project around a research question or clearly defined communications problem. This provides an opportunity to critically engage with a key contemporary issue within the discipline and independently build on your existing skills in design and media production. The outputs of this research project will form the centre-piece of your professional portfolio and will be included in a student-led graduate event.

Indicative content:

- Human centred design
- User experience design
- Interaction design
- User interface design
- Design research / Practice led-research
- Critical Speculative Design
- Participatory Cultures
- Data Visualisation
- Mobile / Networked media

Information about pre and co-requisites is included in individual module profiles.

Summary structure of the programme

See Appendix 3

Assessment mapping

See Appendix 2

Additional costs

You are responsible for meeting the cost of essential textbooks, and of producing such essays, assignments, laboratory reports and dissertations as are required to fulfil the academic requirements for each programme of study. Costs that students registered for this programme typically also have to pay for are included in Appendix 4:

Progression requirements

The programme follows the University's regulations for [Progression, Determination and Classification of Results: Standalone Masters Programmes](#) as set out in the University Calendar.

Intermediate exit points

You will be eligible for an interim exit award if you complete part of the programme but not all of it, as follows:

Qualification	Minimum overall credit in ECTS/CATS credits	Minimum ECTS/CATS credits required at level of award
Postgraduate Diploma	at least 60/120	45/90
Postgraduate Certificate	at least 30/60	20/40

Support for student learning

There are facilities and services to support your learning some of which are accessible to students across the University and some of which will be geared more particularly to students in your particular Faculty or discipline area.

The University provides:

- library resources, including e-books, on-line journals and databases, which are comprehensive and up-to-date; together with assistance from Library staff to enable you to make the best use of these resources
- high speed access to online electronic learning resources on the Internet from dedicated PC Workstations onsite and from your own devices; laptops, smartphones and tablet PCs via the Eduroam wireless network. There is a wide range of application software available from the Student Public Workstations.
- computer accounts which will connect you to a number of learning technologies for example, the Blackboard virtual learning environment (which facilitates online learning and access to specific learning resources)
- standard ICT tools such as Email, secure filestore and calendars.
- access to key information through the MySouthampton Student Mobile Portal which delivers timetables, Module information, Locations, Tutor details, Library account, bus timetables etc. while you are on the move.
- IT support through a comprehensive website, telephone and online ticketed support and a dedicated helpdesk in the Hartley Library.
- Enabling Services offering support services and resources via a triage model to access crisis management, mental health support and counselling.
- assessment and support (including specialist IT support) facilities if you have a disability, long term health problem or Specific Learning Difficulty (e.g. dyslexia)
- the Student Services Centre (SSC) to assist you with a range of general enquiries including financial matters, accommodation, exams, graduation, student visas, ID cards
- Career Destinations, advising on job search, applications, interviews, paid work, volunteering and internship opportunities and getting the most out of your extra-curricular activities alongside your degree programme when writing your CV
- Other support that includes health services (GPs), chaplaincy (for all faiths) and 'out of hours' support for students in Halls (18.00-08.00)
- A Centre for Language Study, providing assistance in the development of English language and study skills for non-native speakers.

The Union Southampton (Us.) provides:

- an academic student representation system, consisting of Course Representatives, Academic Presidents, Faculty Officers and the Vice-President Education; Union Southampton provides training and support for all these representatives, whose role is to represent students' views to the University.
- opportunities for extracurricular activities and volunteering
- an Advice Centre offering free and confidential advice including support if you need to make an academic appeal
- Support for student peer-to-peer groups, such as Nightline

Associated with your programme you will be able to access:

- Studio space
- A Personal Academic tutor or Senior Tutor
- Programme handbooks
- Module support material (increasingly in electronic form).
- Core research skills module at the start of your programme

- Blackboard
- Inductions
- Technical demonstrations as required
- Specialist workshop activity support as required
- Module and Project briefings
- The Gallery at Winchester: changing local, national and international visual art and craft exhibitions
- Computing and ICT facilities throughout WSA: large scale specialist printers; ICT facilities also available on the Highfield campus
- WSA Library. Specialist collections and resources, including the Artists' book Collection, the Knitting Reference Library, and the DVD and video collections together with specialist inductions and support linked to your course of study

Methods for evaluating the quality of teaching and learning

You will have the opportunity to have your say on the quality of the programme in the following ways:

- Completing student evaluation surveys for each module of the programme
- Acting as a student representative on various committees, e.g. Staff: Student Liaison Committees, Faculty Programmes Committee OR providing comments to your student representative to feedback on your behalf.
- Serving as a student representative on Faculty Scrutiny Groups for programme validation
- Taking part in programme validation meetings by joining a panel of students to meet with the Faculty Scrutiny Group

The ways in which the quality of your programme is checked, both inside and outside the University, are:

- Regular module and programme reports which are monitored by the Faculty
- Programme validation, normally every five years.
- External examiners, who produce an annual report
- A national Research Assessment Exercise (our research activity contributes directly to the quality of your learning experience)
- Higher Education Review by the Quality Assurance Agency for Higher Education

Criteria for admission

The University's Admissions Policy applies equally to all programmes of study. The following are the typical entry criteria to be used for selecting candidates for admission. The University's approved equivalencies for the requirements listed below will also be acceptable. The entry criteria for our programmes are reviewed annually by the Faculty. **Please note these are the entry requirements for the Academic year 2018/19. Applicants should refer to their specific offer conditions on their offer letter.**

Qualification	Grade/ GPA	Subjects requirements	Specific requirements
Bachelor's degree	2.2	Accepted Subjects: Graphic design, Interaction design, Communication design, Visual design, Media Studies, Communication Studies, Advertising design. Excluded Subjects: Non-practice-based subjects, Fine Art.	Main entry criterion is Portfolio

Pre-Masters	Pass	You are able to progress to this MA programme via the University's Pre-Masters programme
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The University's Admissions Policy www.southampton.ac.uk/admissions-policy applies equally to all programmes of study. The following are the typical entry criteria to be used for selecting candidates for admission.

Applicants with relevant industry experience may also be considered. All students applying to the course will benefit from technical literacy in Adobe Creative Suite software and should be able to work within with Microsoft Windows or Apple operating systems.

Mature applicants

Relevant Professional experience.

English language proficiency (IELTS)

Overall	Listening	Reading	Writing	Speaking
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6.0	5.5	5.5	5.5	5.5
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For a full list of English language tests accepted can be viewed here:

<http://www.southampton.ac.uk/studentadmin/admissions/admissions-policies/language.page>

Career opportunities

On the MA Communication Design programme you will explore the design theories, tools and practices used by professional designers and design researchers working with networked digital media. This means exploring user modelling techniques, design research methods, how to define a problem space, idea generation, prototyping and final production.

Through the University's Excel Southampton placement programme, Communication Design students have undertaken placements with a range of local organisations. Possible career destinations include: Digital Designer, Web Designer, Interaction Designer, User Experience Designer, User Interface Designer, Information Designer, Data Visualiser, Mobile Designer, Digital Product Developer, Graphic Designer, Front-end Designer, Visual Designer, Print / Digital Publishing Designer, Design Researcher, Brand / Content Manager, Project Manager, Artworker.

External Examiner(s) for the programme

Name: Mr Edward Bagenal

Institution: Goldsmith's College, University of London

Students must not contact External Examiner(s) directly, and external examiners have been advised to refer any such communications back to the University. Students should raise any general queries about the assessment and examination process for the programme with their Course Representative, for consideration through Staff: Student Liaison Committee in the first instance, and Student representatives on Staff: Student Liaison Committees will have the opportunity to consider external examiners' reports as part of the University's quality assurance process.

External examiners do not have a direct role in determining results for individual students, and students wishing to discuss their own performance in assessment should contact their personal tutor in the first instance.

Please note: This specification provides a concise summary of the main features of the programme and the learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if s/he takes full advantage of the learning opportunities that are provided. More detailed information can be found in the programme handbook (or other appropriate guide) or online at:

<http://www.southampton.ac.uk/wsa/index.page>

As a research-led University, we undertake a continuous review of our programmes to ensure quality enhancement and to manage our resources. As a result, this programme may be revised during a student's period of registration; however, any revision will be balanced against the requirement that the student should receive the educational service expected. Please read our Disclaimer to see why, when and how changes may be made to a student's programme.

Programmes and major changes to programmes are approved through the University's programme [validation process](#), which is described in the University's Quality handbook.

Revision History

1. Validated 08/02/2017

Appendix 1

7818 MA Communication Design learning outcomes mapping document

Core = Cr, compulsory = cm

Module Code	Module Title	A. Knowledge and Understanding						B. Subject Specific Intellectual Skills						C. Transferable and Generic Skills						D. Subject specific practical skills		
		A1	A2	A3	A4	A5	A6	B1	B2	B3	B4	B5	B6	C1	C2	C3	C4	C5	C6	D1	D2	D3
ARTD6115	Design and New Media (Cr)		X	X	X		X			X	X	X	X		X		X	X		X		X
ARTD6116	Design Laboratory (Cr)	X	X	X	X	X	X	X	X	X	X				X	X	X	X		X	X	X
ARTD6112	Professional & Academic Skills (Cm)	X		X	X		X		X	X	X	X	X	X			X		X			
ARTD6117	Final Project (Cr)	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X

Appendix 2

7818 MA Communication Design assessment mapping document

Module Code	Module Title	Assessment 1	Assessment 2
ARTD6115	Design and New Media (Cr)	Portfolio Design Outputs, Process Documentation and Reflective Blog Project Report (800 words) 100%	N/A
ARTD6116	Design Laboratory (Cr)	Interim Project Report (800 words) 20%	Portfolio Design Outputs, Process Documentation Reflective Blog 80%
ARTD6112	Professional & Academic Skills (Cm)	Visual Presentation (equivalent 1500 words) 50%	1500 word illustrated reflective critique of your practice 50%
ARTD6117	Final Project (Cr)	Portfolio Design Outputs, Process Documentation and Project Report (equivalent 1500 words) 100%	N/A

Appendix 3

7818 MA Communication Design programme structure

All Core and Compulsory modules must be taken.

You should choose option modules totalling 10 ECTS/20 CATS in Semester 2. All option modules are offered subject to availability and timetabling constraints.

Semester 1				Semester 2			
Modules	ECTS	CATS	Core, Compulsory or Option	Modules	ECTS	CATS	Core, Compulsory or Option
ARTD6115 Design and New Media	20	40	Core	ARTD6116 Design Laboratory	20	40	Core
ARTD6112 Professional & Academic Skills (practice)	10	20	Comp	ARTD6152 Creative Thinking and Problem Solving	10	20	Option
				ARTD6155 Experimental Publishing	10	20	Option
				ARTD6157 Global Marketing	10	20	Option
				ARTD6153 Digital Cultures	10	20	Option
				ARTD6151 Sustainability	10	20	Option
				ARTD6158 Visual Culture	10	20	Option
				ARTD6154 Entrepreneurship	10	20	Option
				ARTD6156 Exploring the Visual Language of Display	10	20	Option
				Summer period			
				ARTD6117 Final Project	30	60	Core

Appendix 4

7818 MA Communication Design additional costs

Students are responsible for meeting the cost of essential textbooks, and of producing such essays, assignments, laboratory reports and dissertations as are required to fulfil the academic requirements for each programme of study. In addition to this, students registered for this programme typically also have to pay for the items listed in the table below

In some cases you will be able to choose modules (which may have different costs associated with that module) which will change the overall cost of a programme to you. Details of such costs will be listed in the Module Profile. Please also ensure you read the section on additional costs in the University's Fees, Charges and Expenses Regulations in the University Calendar available at www.calendar.soton.ac.uk.

Main Item	Sub-section	PROGRAMME SPECIFIC COSTS
Exhibition Materials		The programme features exhibitions of student work and students will be required to purchase the materials they need to display their work to a professional standard.
Stationery		You will be expected to provide your own day-to-day stationary items, e.g. pens, pencils, notebooks, etc). Any specialist stationery items will be specified under the Additional Costs tab of the relevant module profile.
Textbooks		Where a module specifies core texts these should generally be available on the reserve list in the library. However due to demand, students may prefer to buy their own copies. These can be purchased from any source. Some modules suggest reading texts as optional background reading. The library may hold copies of such texts, or alternatively you may wish to purchase your own copies. Although not essential reading, you may benefit from the additional reading materials for the module.
Equipment and Materials Equipment	Art Equipment and Materials: Drawing paper; painting materials; sketchbooks	Students on the Studio pathways will be required to purchase Sketchbooks the cost of which will vary.
	Art Equipment and Materials: Fabric, Thread, Wool	Students taking the Studio based Fashion Design and Textile Design Pathway will be required to purchase their own materials, the cost of which will vary. A student can choose the quality.
	Design equipment and materials:	Standard construction/modelling materials will be provided where appropriate, unless otherwise specified in a module profile. For customisation of designs/models calling for material other than standard construction/ modelling materials, students will bear the costs of such alternatives.
Printing and Photocopying Costs	Written Coursework	In most cases, written coursework such as essays; projects; dissertations are submitted online and by hard copy. The costs of printing a hard copy for submission of such coursework will be the responsibility of the student. The cost of photocopying will also be the responsibility of the student. https://www.southampton.ac.uk/isolutions/students/printing
	Portfolio	Printing for the collation of a student's portfolio will be the responsibility of the student.
Optional Visits (e.g. museums, galleries)		Some modules may include optional visits to a museum, galleries, or industry. You will normally be expected to cover the cost of travel, admission and food unless otherwise specified in the module profile.
Parking Costs		Free parking is not normally available on campus to students.
Travel		The Union Southampton provide a mini free bus service which runs every 2 hours between the Winchester Campus and the Highfield Campus. Students are responsible for all other daily travel expenses.