

Programme Specification 2017/18

7819 MA Design Management

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	Design Management
Interim Exit awards	Postgraduate Diploma Postgraduate Certificate
FHEQ level of final award	7
UCAS code	N/A
QAA Subject Benchmark or other external reference	Art and Design Undergraduate and Business and Management Postgraduate Subject Benchmarks; QAA Masters' Characteristics
Programme Lead	Dr.Yuanyuan Yin
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 programme

The Design Management programme engages you in the process of managing design in all aspects of business and how design can be use strategically to enhance business performance. Sir George Cox highlighted that "Design is what links creativity and innovation. It shapes ideas to become practical and attractive propositions for users or customers." Excellence in design gives companies the means to gain competitive advantage by creating attractive propositions for more demanding customers. Managing the generation and successful implementation of new ideas is crucial for all companies. With strong focus on current industry practice, the programme explores the effective use of design in commercial, business, social and digital contexts to deliver business goals, and the importance of measuring design effectiveness.

You will be encouraged to develop original and creative ideas that will allow you to negotiate and co-create with designers, marketers, financiers, lawyers, and clients in the pursuit of the best design thinking. Our curriculum is based on the issues of product design and innovation, process design, services design and brand design. You will also investigate the applied issues of risk management, design law, consumer behaviour and corporate identity in relation to sustainable design process and corporate social responsibility and will gain a valuable understanding of how to assess the commercial return on design investments within a company.

The emphasis of this programme is on developing knowledge and understanding of the theoretical and practical issues that underpin the design management process and enable you to build a critical awareness of the role of design in industry. Whilst the role of creativity, innovation and entrepreneurship are examined and discussed in depth, the programme is aimed at students who wish to understand, manage and oversee the process. In this sense it should appeal to students ideally seeking careers as design managers or strategists within the creative industries as well as designers and non-designers from business, management from other sectors, who want to develop their career by taking on a more strategic, managerial role or to accelerate their careers by developing a greater understanding of the value of design and innovation and how to harness its power within a corporate context.

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

This programme will include guest lectures and workshops by specialists in their field. There will normally be a study trip to a particular venue, company or museum as deemed appropriate during both the first and second term. You will be encouraged to attend these study visits but it is understood that, there may be certain exceptional circumstances such as illness which may not make it possible for you to attend. These visits are self-financed and the University will normally be able to obtain group discounts for such visits.

Learning and teaching

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 management professionals.

Teaching and learning methods include: lectures and tutorials, collaborative on-line learning groups, facilitated discussions, workshops, guest speaker presentations and self-directed study, staff and student-led seminars and case study analysis. These methods are designed to integrate theory and practice, to foster a spirit of enquiry, promote collaborative learning and meet a range of learner needs and styles. Key transferable skills are encouraged via the learning and teaching activities throughout the programme. 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 Design Management. 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 creative industry management 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. the challenges of leading and managing creativity in global contexts and multidisciplinary teams
- A3. systematic insight into organisations and professional skills relevant to the creative economy
- A4. the contemporary context and culture of Design Management and the creative industries
- A5. ethical and sustainability debates relevant to Design Management issues and employability
- A6. a range of contemporary contexts relevant to 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 industry-related opportunities will enhance the currency of syllabus content and help establish in-depth knowledge of such organisations and the creative economy, 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
- Interactive 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, and a final project/critical paper)
- digital and visual assignments.

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. research, critique and apply analysis of theoretical studies in Design Management

B3. identify and analyse data and information to evaluate their relevance and validity using a range of sources

- B4.** organise and synthesise a range of complex written and visual information arising from new and changing situations
- 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:

- case studies,
- presentations,
- reflective essays,
- reports

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 and legal 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.

E. Disciplinary specific learning outcomes

Having successfully completed this programme you will be able to:

- E1. develop and demonstrate critical thinking in relation to design management practice and theory in particular contexts
- E2. critically examine and question the parameters and complexity of contemporary debates in design, its practice and theory, and how they inform your research
- E3. effectively undertake a self-motivated and creative approach to specialist research in a design management related topic; integrate and critically examine relevant theories, practices, processes, and contexts; develop appropriate methodologies, evaluate and present findings in a professional manner

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 Design Managers to understand the knowledge and skills required to confidently lead and work in the creative industries. This will include critical analysis and developing your ability to think about your creative and analytical thinking within a global design industry context.

Assessment methods

As above, the assessment methods will include formative and summative assignments, to evidence your evidencing your advanced level knowledge and experience of Design Management. 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 challenges of leading and managing creativity in global contexts and multidisciplinary teams
- An understanding of systematic insight into organisations and professional skills relevant to the creative economy
- An appreciation of the contemporary context of your discipline within its global industry
- An overview of ethical and sustainability debates relevant to the discipline and employability

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 reasonably detailed appreciation of the challenges of leading and managing creativity in global contexts and multidisciplinary teams
- A more comprehensive understanding of systematic insight into organisations and professional skills relevant to the creative economy
- A more detailed appreciation of the contemporary context of your discipline within its global industry
- A more detailed appreciation of ethical and sustainability debates relevant to the discipline and employability

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 Design Management. The compulsory modules consider a broad range of subject specific and employability related topics. Additionally you will engage in academic skills related to conducting 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 a applied understanding and knowledge of issues more specifically linked to Design Management. 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

Indicative content:

Students on the Design Management programme will be introduced to the broader social, political, historical and religious contexts, traditions and cultural origins of design and learning the transformative nature of design in problem solving and managing change. Through various lectures and assignments students will compare the stylistic characteristics of design and design movements and the major traditions that influenced them and recognise the importance of the creative economy, the impact of design and innovation and the integrative strategic nature of these in attaining and further sustaining competitive advantage for the enterprise.

The programme will equip you with a thorough grounding in academic and design research skills, theory and practice, to enable you to plan and pursue an original independent research project with an appropriate methodology. The research element of the course will enable you to locate, interrogate, analyse and synthesise information from a variety of sources and perspectives, drawing balanced and insightful conclusions and develop ideas applicable to your research

By the end of the programme you will also have been introduced to and gained an appreciation and understanding of the role of and importance of design in wider contexts including, organizational management, legal and financial implications, brand equity design, customer experience design, future forecasting, digital and service design, corporate social responsibility and sustainable design.

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:

- A Personal Academic tutor and a Senior Tutor
- Programme handbooks
- Module support material (increasingly in electronic form).
- Core research skills module at the start of your programme
- Postgraduate research students handbook
- WSA Intranet site with programme documentations and information
- 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 feed back 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
Batchelor's degree	2.2	<p>Accepted Subjects: Advertising/Arts/Events/Fashion/Hospitality/Logistics, Supply Chain/Tourism Management, Marketing/PR/International Trade/Commerce, Advertising, Psychology/Sociology, Graphic Art, Art/Fashion/Interior/Product Design, Journalism/Media</p> <p>Excluded Subjects: Accounting/Finance, HR, Business English, Chinese Languages and Literature, Music/Acting/Drama/Performance</p>
Pre-Masters	Pass	You are able to progress to this MA programme via the University's Pre-Masters programme

Mature applicants

Mature applicants are welcome provided they have a background in a design related field. This programme will enable you to better understand the management issues related to design and how design can be used strategically. Mature students with some commercial experience often add expertise and their experience is appreciated by other students.

English language proficiency

Overall	Listening	Reading	Writing	Speaking
6.5	5.5	6.0	6.0	5.5

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

Graduates from the MA Design Management programme typically gain employment in various design and management related roles in a wide range of corporate and creative industries including Design agency work, Marketing and Brand Management. The various roles that students will undertake within this area include those of Design Managers, Account handlers, Consumer insight consultant, Design strategists, Brand Managers, Marketing Communication experts and a range of other executive level roles within the creative industries. Our graduates find employment opportunities within these roles either working for agencies or their clients and in some cases choose to operate as freelance practitioners or consultants within their chosen career pathway. Whilst the majority of our graduates find employment in strategic design, marketing or branding roles, some also find employment as creatives or set up their own businesses.

External Examiner(s) for the programme

Name Julie Tinson

Institution. University of Stirling

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

7819 MA Design Management 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						E. Disciplinary Specific Learning Outcomes		
		A1	A2	A3	A4	A5	A6	B1	B2	B3	B4	B5	B6	C1	C2	C3	C4	C5	C6	E1	E2	E3
ARTD6118	Design Management 1 (Cr)	•	•		•		•	•	•			•	•	•			•			•	•	•
ART66119	Design Management 2 (Cr)	•	•	•	•	•		•		•	•		•		•	•		•	•	•	•	•
ARTD6113	Professional & Academic Skills 1 (Cm)	•		•		•	•	•	•			•	•	•			•	•				
ARTD6114	Professional & Academic Skills 2 (Cm0)	•			•			•	•			•	•	•		•	•		•			
ARTD6120	Strategic Design Management and Marketing (Cm)		•		•			•		•	•				•		•					
ARTD6121	Final Project (Cr)	•	•			•	•	•	•	•	•	•	•	•		•	•	•	•		•	•

Appendix 2

7819 MA Design Management assessment mapping document

Module Code	Module Title	Assessment 1	Assessment 2
ARTD6118	Design Management 1 (Cr)	Critical report (3000 words) 100%	n/a
ART66119	Design Management 2 (Cr)	Critical report (3000 words) 100%	n/a
ARTD6113	Professional & Academic Skills 1 (Cm)	Portfolio (3000 words equivalent) 100%	n/a
ARTD6114	Professional & Academic Skills 2 (Cm)	3000 word research proposal – 100%	n/a
ARTD6120	Strategic Design Management and Marketing (Cm)	An individual Critical Report (3000 words) 100%	n/a
ARTD6121	Final Project (Cr)	Illustrated, Critical paper (10,000 words) – 100%	n/a

Appendix 3

7819 MA Design Management 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
ARTD6118 Design Management 1	10	20	Core	ARTD6119 Design Management 2	10	20	Core
ARTD6113 Professional & Academic Skills 1	10	20	Comp	ARTD6114 Professional & Academic Skills 2	10	20	Comp
ARTD6120 Strategic Design Management and Marketing	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			
				ARTD6121 Final Project	30	60	Core

Appendix 4

7819 MA Design Management 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
Approved Calculators		The University approved models are Casio FX-570 and Casio FX-85GT Plus. These may be purchased from any source and no longer need to carry the University logo.
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.