

## Programme specification

### 1. Overview/ factual information

<b>Programme/award title(s)</b>	BA (Hons) Creative Arts
<b>Teaching Institution</b>	Open College of the Arts
<b>Awarding Institution</b>	The Open University (OU)
<b>Date of first OU review</b>	June 2022
<b>Date of latest OU review</b>	
<b>Next review</b>	
<b>Credit points for the award</b>	360
<b>UCAS Code</b>	
<b>JACS Code</b>	
<b>Programme start date</b>	
<b>Underpinning QAA subject benchmark(s)</b>	Art and Design (2019), Communication, Media, Film and Cultural Studies (2016)
<b>Other external and internal reference points used to inform programme outcomes</b>	
<b>Professional/statutory recognition</b>	
<b>Mode(s) of Study (PT, FT, DL, Mix of DL &amp; Face-to-Face)</b>	PT DL
<b>Duration of the programme for each mode of study</b>	
<b>Dual accreditation (if applicable)</b>	N/A
<b>Date of production/revision of this specification</b>	May 2025

**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 on the learning outcomes, content, and teaching, learning and assessment methods of each module can be found in student module guide(s) and the students handbook.**

**The accuracy of the information contained in this document is reviewed by the University and may be verified by the Quality Assurance Agency for Higher Education.**

### 2.1 Educational aims and objectives

1. To widen access to education in the creative arts at undergraduate level through Open and Flexible Learning.
2. To provide an intellectually stimulating interdisciplinary programme based on high quality study and tutor support.
3. To encourage individual, creative responses to ideas through a flexibility of choice from a range of practical skills.
4. To develop student's creative capacities and their ability to synthesise, reflect, respond and apply findings.
5. To develop a critical understanding of key themes and topics relevant to the study of Creative Arts and the social, historical, global and cultural context in which it is practised.
6. To provide a high-quality online learning environment that is diverse and inclusive, well resourced with relevant topics and debates broadening their engagement with it both creatively and intellectually.
7. To foster high-level ethical and professional standards and an awareness of the possibilities offered by existing and new developments in the creative arts to expand their application.
8. To develop autonomous learners capable of applying intellectual and practical skills in a chosen area of contemporary creative arts activity appropriate to employment, further study, or life-long learning.

### 2.2 Relationship to other programmes and awards

(Where the award is part of a hierarchy of awards/programmes, this section describes the articulation between them, opportunities for progression upon completion of the programme, and arrangements for bridging modules or induction)

Students who choose not to pursue / or are unable to complete the full BA (Hons) award may be considered for an exit award of a CertHE, DipHE or BA.

2.3 For Foundation Degrees, please list where the 60 credit work-related learning takes place

N/A

2.4 List of all exit awards

CertHE Creative Arts  
DipHE Creative Arts  
BA Creative Arts  
BA Hons Creative Arts

### 3. Programme structure and learning outcomes

#### Programme Structure - LEVEL 4

<b>Compulsory modules</b>	<b>Credit points</b>	<b>Optional modules</b>	<b>Credit points</b>	<b>Is module compensatable?</b>	<b>Semester runs in</b>
Creative Arts 1.1: Experience Creative Arts (CA4ECA)	40	N/A	N/A	NO	N/A
Creative Arts 1.2: Creative Arts Skills (CA4CAS)	40	N/A	N/A	NO	N/A
Creative Arts 1.3: Creative Arts Dimensions (CA4CAD)	40	N/A	N/A	NO	N/A

**Intended learning outcomes at Level 4 are listed below:**

<b>Learning Outcomes – LEVEL 4</b>	
<b>3A. Knowledge and understanding</b>	
<b>Learning outcomes:</b>	<b>Learning and teaching strategy/ assessment methods</b>
<b>KU1 Applying creative arts processes and methods to generate ideas, connections, and initial outcomes</b>	<p><b>Course materials</b> delivered through OCA Learn an online learning environment through a combination of written, audio and audio visual and links to external online content.</p> <p><b>Activities</b> such as exercises, research tasks, lectures, seminars, online workshops, forums, digital creative arts studio space and assignments.</p> <p><b>Contextual information</b> is provided within the course materials, online library as written and video content and links to other digital material.</p>
<b>KU2 The cross-cultural, environmental, situational, and thematic aspects of creative arts</b>	<p><b>Critical reviews</b>, either written or audio visual, where students connect practice with research.</p> <p><b>Skills Hub</b> to facilitate all discipline specific skills learning for the application of relevant skills content to students ideas and programme learning. Coursework Self-directed individual learning produced and recorded in the form of a learning log/online blog and portfolio presentation, including a personal framework.</p>
<b>KU3 The theories, histories, ideas, debates, and practices related to creative arts</b>	<p><b>1 - 1 tutorials or written formative feedback</b>, to reinforce individual understanding and ensure learning is in line with learning outcomes.</p> <p><b>Group tutorials</b> to evaluate and support the development of knowledge and understanding.</p> <p><b>Summative assessment</b> is carried out digitally with students providing links to their online learning logs, images and videos of work and a written or video reflective evaluation</p>

<b>3B. Cognitive skills</b>	
<b>Learning outcomes:</b>	<b>Learning and teaching strategy/ assessment methods</b>
<b>CS1</b> To begin to identify and apply knowledge from diverse sources and cultures to your creative practice.	<p><b>Course materials</b> delivered through OCA Learn an online learning environment through a combination of written, audio and audio visual and links to external online content.</p> <p><b>Activities</b> such as exercises, research tasks, lectures, seminars, online workshops, forums, digital creative arts studio space and assignments.</p> <p><b>Contextual information</b> is provided within the course materials, online library as written and video content and links to other digital material.</p>
<b>CS2</b> To explore ways of working that combine creative, practical, and research skills relevant to your creative practice.	<p><b>Critical reviews</b>, either written or audio visual, where students connect practice with research.</p> <p><b>Skills Hub</b> to facilitate all discipline specific skills learning for the application of relevant skills content to students ideas and programme learning. Coursework Self-directed individual learning</p>
<b>CS3</b> To use reflective skills to explore a personal perspective on contemporary creative arts practices, debates, and your own creative practice.	<p>produced and recorded in the form of a learning log/online blog and portfolio presentation, including a personal framework.</p> <p><b>1 - 1 tutorials or written formative feedback</b>, to reinforce individual understanding and ensure learning is in line with learning outcomes.</p> <p><b>Group tutorials</b> to evaluate and support the development of knowledge and understanding.</p> <p><b>Summative assessment</b> is carried out digitally with students providing links to their online learning logs, images and videos of work and a written or video reflective evaluation</p>

<b>3C. Practical and professional skills</b>	
<b>Learning outcomes:</b>	<b>Learning and teaching strategy/ assessment methods</b>
<b>PPS1 Deliver outcomes in response to relevant opportunities.</b>	<p><b>Course materials</b> delivered through OCA Learn an online learning environment through a combination of written, audio and audio visual and links to external online content.</p> <p><b>Activities</b> such as exercises, research tasks, lectures, seminars, online workshops, forums, digital creative arts studio space and assignments.</p> <p><b>Contextual information</b> is provided within the course materials, online library as written and video content and links to other digital material.</p>
<b>PPS2 Engage in the creation and development of your personal and professional identity and practice.</b>	<p><b>Critical reviews</b>, either written or audio visual, where students connect practice with research.</p> <p><b>Skills Hub</b> to facilitate all discipline specific skills learning for the application of relevant skills content to students ideas and programme learning. Coursework Self-directed individual learning produced and recorded in the form of a learning log/online blog and portfolio presentation, including a personal framework.</p>
<b>PPS3 Use materials, technologies, processes, and techniques to generate ideas and outcomes</b>	<p><b>1 - 1 tutorials or written formative feedback</b>, to reinforce individual understanding and ensure learning is in line with learning outcomes.</p> <p><b>Group tutorials</b> to evaluate and support the development of knowledge and understanding.</p> <p><b>Summative assessment</b> is carried out digitally with students providing links to their online learning logs, images and videos of work and a written or video reflective evaluation</p>

<b>3D. Key/transferable skills</b>	
<b>Learning outcomes:</b>	<b>Learning and teaching strategy/ assessment methods</b>
<b>KTS1 Organise and start to manage creative projects and practice</b>	<p><b>Course materials</b> delivered through OCA Learn an online learning environment through a combination of written, audio and audio visual and links to external online content.</p> <p><b>Activities</b> such as exercises, research tasks, lectures, seminars, online workshops, forums, digital creative arts studio space and assignments.</p> <p><b>Contextual information</b> is provided within the course materials, online library as written and video content and links to other digital material.</p>
<b>KTS2 Apply skills in the development, and delivery of outcomes</b>	<p><b>Critical reviews</b>, either written or audio visual, where students connect practice with research.</p> <p><b>Skills Hub</b> to facilitate all discipline specific skills learning for the application of relevant skills content to students ideas and programme learning. Coursework Self-directed individual learning produced and recorded in the form of a learning log/online blog and portfolio presentation, including a personal framework.</p>
<b>KTS3 Communicate outcomes and ideas, using appropriate means for an audience</b>	<p><b>1 - 1 tutorials or written formative feedback</b>, to reinforce individual understanding and ensure learning is in line with learning outcomes.</p> <p><b>Group tutorials</b> to evaluate and support the development of knowledge and understanding.</p> <p><b>Summative assessment</b> is carried out digitally with students providing links to their online</p>

	learning logs, images and videos of work and a written or video reflective evaluation
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**Exit Award at Stage 1 (HE4) CertHE Creative Arts**

<b>Programme Structure - LEVEL 5</b>					
<b>Compulsory modules</b>	<b>Credit points</b>	<b>Optional modules</b>	<b>Credit points</b>	<b>Is module compensatable ?</b>	<b>Semester runs in</b>
Creative Arts 2.1: Creative Arts Relations (CA5CAR)	40	N/A	N/A	NO	N/A
Creative Arts 2.2: Creative Arts Perspectives (CA5CAP)	40	N/A	N/A	NO	N/A
Creative Arts 2.3: Creative Arts Language (CA5CAL)	40	N/A	N/A	NO	N/A

**Intended learning outcomes at Level 5 are listed below:**

<b>Learning Outcomes – LEVEL 5</b>	
<b>3A. Knowledge and understanding</b>	
<b>Learning outcomes:</b>	<b>Learning and teaching strategy/ assessment methods</b>
<b>KU4 Applying creative arts processes and methods to generate increasingly meaningful ideas, connections, and finished outcomes</b>	<p><b>Course materials</b> delivered through OCA Learn an online learning environment through a combination of written, audio and audio visual and links to external online content.</p> <p><b>Activities</b> such as exercises, research tasks, lectures, seminars, online workshops, forums, digital creative arts studio space and assignments.</p> <p><b>Contextual information</b> is provided within the course materials, online library as written and video content and links to other digital material.</p>
<b>KU5 The cross-cultural, environmental, situational, and thematic aspects of creative arts broadly relevant to your developing practice.</b>	<p><b>Critical reviews</b>, either written or audio visual, where students connect practice with research.</p> <p><b>Skills Hub</b> to facilitate all discipline specific skills learning for the application of relevant skills content to students ideas and programme learning. Coursework Self-directed individual learning produced and recorded in the form of a learning log/online blog and portfolio presentation, including a personal framework.</p>
<b>KU6 The theories, histories, ideas, debates, and interdisciplinary practices that inform your developing creative arts practice</b>	<p><b>1 - 1 tutorials or written formative feedback</b>, to reinforce individual understanding and ensure learning is in line with learning outcomes.</p> <p><b>Group tutorials</b> to evaluate and support the development of knowledge and understanding.</p> <p><b>Summative assessment</b> is carried out digitally with students providing links to their online learning logs, images and videos of work and a written or video reflective evaluation</p>

<b>3B. Cognitive skills</b>	
<b>Learning outcomes:</b>	<b>Learning and teaching strategy/ assessment methods</b>
<b>CS4 To identify, test, and apply knowledge from a range of sources and cultures to your creative practice</b>	<p><b>Course materials</b> delivered through OCA Learn an online learning environment through a combination of written, audio and audio visual and links to external online content.</p> <p><b>Activities</b> such as exercises, research tasks, lectures, seminars, online workshops, forums, digital creative arts studio space and assignments.</p> <p><b>Contextual information</b> is provided within the course materials, online library as written and video content and links to other digital material.</p>
<b>CS5 To establish interdisciplinary ways of working that combine creative, practical, and research skills relevant to your emerging creative practice.</b>	<p><b>Critical reviews</b>, either written or audio visual, where students connect practice with research.</p> <p><b>Skills Hub</b> to facilitate all discipline specific skills learning for the application of relevant skills content to students ideas and programme learning. Coursework Self-directed individual learning produced and recorded in the form of a learning log/online blog and portfolio presentation, including a personal framework.</p>
<b>CS6 To use reflective and analytical skills to explore a personal perspective on contemporary creative arts practices, debates, and your own creative practice.</b>	<p><b>1 - 1 tutorials or written formative feedback</b>, to reinforce individual understanding and ensure learning is in line with learning outcomes.</p> <p><b>Group tutorials</b> to evaluate and support the development of knowledge and understanding.</p> <p><b>Summative assessment</b> is carried out digitally with students providing links to their online learning logs, images and videos of work and a written or video reflective evaluation</p>

<b>3C. Practical and professional skills</b>	
<b>Learning outcomes:</b>	<b>Learning and teaching strategy/ assessment methods</b>
<b>PPS4 Identify and deliver outcomes in response to relevant opportunities.</b>	<p><b>Course materials</b> delivered through OCA Learn an online learning environment through a combination of written, audio and audio visual and links to external online content.</p> <p><b>Activities</b> such as exercises, research tasks, lectures, seminars, online workshops, forums, digital creative arts studio space and assignments.</p> <p><b>Contextual information</b> is provided within the course materials, online library as written and video content and links to other digital material.</p>
<b>PPS5 Identify and engage in the creation and development of your personal and professional identity and practice.</b>	<p><b>Critical reviews</b>, either written or audio visual, where students connect practice with research.</p> <p><b>Skills Hub</b> to facilitate all discipline specific skills learning for the application of relevant skills content to students ideas and programme learning. Coursework Self-directed individual learning</p> <p>produced and recorded in the form of a learning log/online blog and portfolio presentation, including a personal framework.</p>
<b>PPS6 Identify and use materials, technologies, processes, and techniques to generate self-initiated ideas and outcomes</b>	<p><b>1 - 1 tutorials or written formative feedback</b>, to reinforce individual understanding and ensure learning is in line with learning outcomes.</p> <p><b>Group tutorials</b> to evaluate and support the development of knowledge and understanding.</p> <p><b>Summative assessment</b> is carried out digitally with students providing links to their online learning logs, images and videos of work and a written or video reflective evaluation</p>

<b>3D. Key/transferable skills</b>	
<b>Learning outcomes:</b>	<b>Learning and teaching strategy/ assessment methods</b>
<b>KTS4 Organise and manage your own creative projects and practice.</b>	<p><b>Course materials</b> delivered through OCA Learn an online learning environment through a combination of written, audio and audio visual and links to external online content.</p> <p><b>Activities</b> such as exercises, research tasks, lectures, seminars, online workshops, forums, digital creative arts studio space and assignments.</p> <p><b>Contextual information</b> is provided within the course materials, online library as written and video content and links to other digital material.</p> <p><b>Critical reviews</b>, either written or audio visual, where students connect practice with research.</p>
<b>KTS5 Apply skills in the development, delivery, and evaluation of individual and/or collaborative outcomes.</b>	<p><b>Skills Hub</b> to facilitate all discipline specific skills learning for the application of relevant skills content to students ideas and programme learning. Coursework Self-directed individual learning produced and recorded in the form of a learning log/online blog and portfolio presentation, including a personal framework.</p>
<b>KTS6 Communicate outcomes and ideas, using appropriate means to a range of audiences</b>	<p><b>1 - 1 tutorials or written formative feedback</b>, to reinforce individual understanding and ensure learning is in line with learning outcomes.</p> <p><b>Group tutorials</b> to evaluate and support the development of knowledge and understanding.</p> <p><b>Summative assessment</b> is carried out digitally with students providing links to their online learning logs, images and videos of work and a written or video reflective evaluation</p>

**Exit Award at Stage 2 (HE5) DipHE Creative Arts**

<b>Programme Structure - LEVEL 6</b>					
<b>Compulsory modules</b>	<b>Credit points</b>	<b>Optional modules</b>	<b>Credit points</b>	<b>Is module compensatable?</b>	<b>Semester runs in</b>
Creative Arts 3.1: Practice and Research (CA6PAR)	40	N/A	N/A	NO	N/A
Creative Arts 3.2: External Projects (CA6EXP)	40	N/A	N/A	NO	N/A
Creative Arts 3.3: Major Project (CA6MPT)	40	N/A	N/A	NO	N/A

**Intended learning outcomes at Level 6 are listed below:**

<b>Learning Outcomes – LEVEL 6</b>	
<b>3A. Knowledge and understanding</b>	
<b>Learning outcomes:</b>	<b>Learning and teaching strategy/ assessment methods</b>
<b>KU7 Applying relevant creative arts processes and methods to generate independent ideas, connections, and highly finished outcomes for an audience</b>	<p><b>Course materials</b> delivered through OCA Learn an online learning environment through a combination of written, audio and audio visual and links to external online content.</p> <p><b>Activities</b> such as exercises, research tasks, lectures, seminars, online workshops, forums, digital creative arts studio space and assignments.</p> <p><b>Contextual information</b> is provided within the course materials, online library as written and video content and links to other digital material.</p>
<b>KU8 The current cross-cultural, environmental, situational, and thematic aspects of creative arts relevant to your creative practice</b>	<p><b>Critical reviews</b>, either written or audio visual, where students connect practice with research.</p> <p><b>Skills Hub</b> to facilitate all discipline specific skills learning for the application of relevant skills content to students ideas and programme learning. Coursework Self-directed individual learning produced and recorded in the form of a learning log/online blog and portfolio presentation, including a personal framework.</p>
<b>KU9 The contemporary theories, histories, ideas, debates, and interdisciplinary practices specifically relevant to your creative arts practice</b>	<p><b>1 - 1 tutorials or written formative feedback</b>, to reinforce individual understanding and ensure learning is in line with learning outcomes.</p> <p><b>Group tutorials</b> to evaluate and support the development of knowledge and understanding.</p> <p><b>Summative assessment</b> is carried out digitally with students providing links to their online learning logs, images and videos of work and a written or video reflective evaluation</p>

<b>3B. Cognitive skills</b>	
<b>Learning outcomes:</b>	<b>Learning and teaching strategy/ assessment methods</b>
<b>CS7</b> To independently identify, test, and apply relevant knowledge from diverse sources and cultures to your creative practice.	<p><b>Course materials</b> delivered through OCA Learn an online learning environment through a combination of written, audio and audio visual and links to external online content.</p> <p><b>Activities</b> such as exercises, research tasks, lectures, seminars, online workshops, forums, digital creative arts studio space and assignments.</p> <p><b>Contextual information</b> is provided within the course materials, online library as written and video content and links to other digital material.</p>
<b>CS8</b> To sustain interdisciplinary ways of working that combine creative, practical, and research skills relevant to your individual creative practice.	<p><b>Critical reviews</b>, either written or audio visual, where students connect practice with research.</p> <p><b>Skills Hub</b> to facilitate all discipline specific skills learning for the application of relevant skills content to students ideas and programme learning. Coursework Self-directed individual learning produced and recorded in the form of a learning log/online blog and portfolio presentation, including a personal framework.</p>
<b>CS9</b> To use reflective, analytical and critical skills to explore a personal perspective on contemporary creative arts practices, debates, and your own creative practice.	<p><b>1 - 1 tutorials or written formative feedback</b>, to reinforce individual understanding and ensure learning is in line with learning outcomes.</p> <p><b>Group tutorials</b> to evaluate and support the development of knowledge and understanding.</p> <p><b>Summative assessment</b> is carried out digitally with students providing links to their online learning logs, images and videos of work and a written or video reflective evaluation</p>

<b>3C. Practical and professional skills</b>	
<b>Learning outcomes:</b>	<b>Learning and teaching strategy/ assessment methods</b>
<b>PPS7</b> Independently identify and sustain the delivery of outcomes in response to relevant opportunities	<p><b>Course materials</b> delivered through OCA Learn an online learning environment through a combination of written, audio and audio visual and links to external online content.</p> <p><b>Activities</b> such as exercises, research tasks, lectures, seminars, online workshops, forums, digital creative arts studio space and assignments.</p> <p><b>Contextual information</b> is provided within the course materials, online library as written and video content and links to other digital material.</p>
<b>PPS8</b> Independently engage in the creation and development of your personal and professional identity and practice.	<p><b>Critical reviews</b>, either written or audio visual, where students connect practice with research.</p> <p><b>Skills Hub</b> to facilitate all discipline specific skills learning for the application of relevant skills content to students ideas and programme learning. Coursework Self-directed individual learning produced and recorded in the form of a learning log/online blog and portfolio presentation, including a personal framework.</p>
<b>PPS9</b> Independently identify and use materials, technologies, processes, and techniques to generate self-initiated ideas and outcomes	<p><b>1 - 1 tutorials or written formative feedback</b>, to reinforce individual understanding and ensure learning is in line with learning outcomes.</p> <p><b>Group tutorials</b> to evaluate and support the development of knowledge and understanding.</p> <p><b>Summative assessment</b> is carried out digitally with students providing links to their online learning logs, images and videos of work and a written or video reflective evaluation</p>

<b>3D. Key/transferable skills</b>	
<b>Learning outcomes:</b>	<b>Learning and teaching strategy/ assessment methods</b>
<b>KTS7 Independently organise and manage your own creative projects and practice</b>	<p><b>Course materials</b> delivered through OCA Learn an online learning environment through a combination of written, audio and audio visual and links to external online content.</p> <p><b>Activities</b> such as exercises, research tasks, lectures, seminars, online workshops, forums, digital creative arts studio space and assignments.</p> <p><b>Contextual information</b> is provided within the course materials, online library as written and video content and links to other digital material.</p>
<b>KTS8 Apply relevant skills in the negotiation, development, delivery, and evaluation of self-directed and/or collaborative outcomes</b>	<p><b>Critical reviews</b>, either written or audio visual, where students connect practice with research.</p> <p><b>Skills Hub</b> to facilitate all discipline specific skills learning for the application of relevant skills content to students ideas and programme learning. Coursework Self-directed individual learning produced and recorded in the form of a learning log/online blog and portfolio presentation, including a personal framework.</p>
<b>KTS9 Effectively communicate outcomes and ideas, using appropriate means to a range of identified audiences</b>	<p><b>1 - 1 tutorials or written formative feedback</b>, to reinforce individual understanding and ensure learning is in line with learning outcomes.</p> <p><b>Group tutorials</b> to evaluate and support the development of knowledge and understanding.</p> <p><b>Summative assessment</b> is carried out digitally with students providing links to their online learning logs, images and videos of work and a written or video reflective evaluation</p>

**Exit Award at Stage 3 (HE6) BA Creative Arts**

**Exit Award at Stage 3 (HE6) BA Hons Creative Arts**

#### **4. Distinctive features of the programme structure**

- **Where applicable, this section provides details on distinctive features such as:**
- **where in the structure above a professional/placement year fits in and how it may affect progression**
- **any restrictions regarding the availability of elective modules where in the programme structure students must make a choice of pathway/route**

Creative Arts is a broad, practice-based course that encompasses a wide variety of visual and non-visual disciplines for students to select as part of their tailor-made creative journey. The course offers students the flexibility of choice across relevant skills content through a dedicated 'Skills Hub' to acquire and apply to their ideas. Then, through regular tutor support, builds these into the learning structure, with a view towards a broader engagement with the arts. Students can work across the five discipline areas of Art, Creative Writing, Design, Lens Based Media and Music. The course philosophy encourages interdisciplinary thinking by engaging students with appropriate topics and applying these ideas to their hybrid creative practice.

Students will build their creative studies by selecting discipline content that has meaning for them. Their choices begin at Stage one and continue to grow as their studies progress. Students must develop their creative practice across multiple disciplines to engage practically in their interdisciplinary studies. Students will focus their approach towards the end of the course, refining their distinct creative language alongside their critical understanding of their ideas.

This interdisciplinary course is structured to deliver a wide array of content and provide the skills for personal and professional development. Subjects will address key themes that underpin a broader cultural perspective of the world and an understanding of the importance of time, place and identity. Students' practices will develop out of the connections they form between the subjects covered and their practical work from their distinct chosen disciplines. The three stages of study provide a framework for pacing the content, affording regular contact points with their tutor to guide their learning and assist in their choices.

The Creative Arts degree is designed for students who wish to fulfil their ambitions for a diverse practical and critical engagement across the arts. Additionally, understand how their unique interdisciplinary creative voice situates itself within contemporary practice and the broader cultural world.

#### **Stage 1: Experiencing the Creative Arts**

In stage 1, students encounter the term interdisciplinarity to understand its meaning and how they will apply it to their studies. Subjects explored include time, place, the archive and identity. Additionally, students will learn how to use research in their practical work. Students also test and experiment with skills

from various disciplines through access to the dedicated 'Skills Hub' to inform and develop their creative practice. Finally, stage 1 students can show their work online as part of an end of level peer-reviewed presentation that forms a bridge to their studies at stage 2.

### **Stage 2: Understanding Relations and Perspectives**

In Stage 2, students develop their understanding through interdisciplinary thinking. We emphasise finding their distinct creative voice through developing their practical work across disciplines. A furthering of research on their perspective on the world and how they form relations with subjects that interest them is crucial to their development. Students test their interdisciplinary creative language and are encouraged to take risks in preparation for Stage 3.

### **Stage 3: Advancing your interdisciplinary practice**

Stage 3 unit/modules provide students with a breadth of intellectual, practical and transferable skills required for a range of roles in the creative arts. The level requires students to answer critical questions defining the nature of their interdisciplinary practice, articulating their ideas, researching the theory and applying it to their creative work.

Students are encouraged to progress in their studies. The course allows them to collaborate online and present their work as they establish external projects for further application of their interdisciplinary studies in either a professional or personal context.

## 5. Support for students and their learning

OCA Learn, provides an accessible virtual learning environment for learning materials, support, and other resources. Through OCA Learn you will access your course content and activities, submit your work for feedback from tutors, and engage in online group activities.

Course content is provided through written materials, lectures, and/or case studies, and is designed to be engaging and accessible. Course activities provide learning opportunities that are relevant, engaging, and adaptable. Both course content and activities offer a starting point to undertake self-directed learning to achieve your learning outcomes.

Tuition is provided at set points in your course by academic staff, through a mix of:

- **Feedback reports** offered as written or verbal formats.
- **Tutorials** as 1-2-1 online sessions.

- **Synchronous group activities** offered as live events with supporting forums.
- **Asynchronous group activities** within forums or other online platforms.

All forms of tuition offer formative feedback through constructive and well-grounded comments that aims to stretch and challenge learners at set points within the course. The balance of feedback reports, tutorials, and group activities may differ from course to course.

Students should expect 6 hours of tuition per 40 credit unit/module. Tuition is the amount of contact time academic staff will offer to students to deliver formative feedback.

Your degree has an online Department space, within OCA Learn, to help encourage academic dialogue and develop a learning community. This space will offer an overview of your degree, regular group activity opportunities, spaces to ask questions, signposting to additional support and/or resources, and access to your Programme Leader.

Online library access, reading lists, and additional resources are available via the Library page on OCA Learn. Library support is offered by a librarian, via 'Ask the Librarian' forums. Key reading lists are accessible electronically.

OCA Spaces provides students with a secure online journal service, to be used during your studies, and for tutor feedback and assessment. Templates are provided relevant to your course, along with guidance and support on setting up your online journal or learning log.

The Student Handbook, on OCA Learn, provides additional guidance, information, and support to all students to cover study skills, time management, and academic skills, and signposting to appropriate wellbeing, pastoral, or other support, provided by the Learner Support Team.

The Enterprise Hub, on OCA Learn, offers guidance on sustaining your creative practice, careers, employability, and other enterprise related opportunities throughout your studies. Group activities support the Enterprise Hub.

OCA Discuss, offers a forum platform to all students, to help encourage peer support.

WeAreOCA, provides a dynamic and collaborative space, across OCA learning communities, to test, discuss, showcase, journal, and support experiences of learning, teaching, and/or practices within the creative arts.

At the end of your course, you will submit your work for summative assessment. The Assessment Guidance page, on OCA Learn, provides information on

assessment, how best to prepare, and a forum to ask questions. Support for assessment will be provided through group activities via your Department space.

## 6. Criteria for admission

All applicants must be aged 18 or over at point of over admission to the course

OCA is an open access provider of courses; this means that evidence of prior qualifications to study OCA courses is not required to enrol at Stage 1 (HE4). OCA specifies four general requirements for students to be admitted to its programmes:

1. **English language competency**
2. **Access to a desktop computer or laptop with internet access**
3. **Access to basic technology to document work,**
4. **The ability to easily manage a range of basic functions through ICT (information and communications technology)**

Full details on each of these requirements can be found in the OCA Admissions Policy

As part of some course unit/modules at undergraduate level, students are required to use specified applications in addition to those referred to above. For example; Photoshop image editing software for photography course unit/modules; Final Cut Pro or similar for moving image course unit/modules; scorewriter programme Sibelius or Dorico for music course unit/modules; vector graphics software Adobe Illustrator for visual communications and graphic design course unit/modules.

Students and prospective students are required to self certify their ability and confidence with Information Technologies as set out above as part of their application and enrolment to OCA. OCA bears no liability in this regard.

Students may apply for an ICT Exemption where they have a medical reason, or disability, or other compelling reason (for example, service overseas) that may prohibit them from using ICT or be detrimental to them to use ICT. Cases for ICT exemption are considered by the Learner Support team, and evidence will be requested in support of your application. This may include medical

documentation, Needs Assessments, or other documentation depending on the nature of your application

In addition to meeting the admission requirements for all courses, students should ensure they understand the nature of the challenges and requirements of the course they are enrolling on, as outlined on the OCA website.

Applications from students with disabilities are considered using the same criteria and principles as all other applicants. All students with a disability are encouraged to indicate this on their application form in order that advice can be offered on the facilities and services available. Prospective students with a disability will be encouraged to discuss their requirements with [learnersupport@oca.ac.uk](mailto:learnersupport@oca.ac.uk).

#### 7. Language of study

English

#### 8. Information about non-OU standard assessment regulations (including PSRB requirements)

N/A

#### 9. Methods for evaluating and improving the quality and standards of teaching and learning.

Effective learning and teaching is underpinned by regular quality checks, as outlined in the Quality Handbook, and routine evaluation and monitoring of provision, learning, teaching, and assessment.

Quality checks take place when course content and activities are initially designed. These ensure that learning materials meet the expectations of validated documents, assessment requirements, accessibility requirements, and are in line with the QAA Quality Code.

Annual Monitoring provides a quality process through which the curriculum, learning, teaching, and assessment are evaluated by your Programme Leader. Annual Monitoring reports are reviewed by senior members of OCA staff, and an

action plan established to help improve the course over the following academic year.

OCA collects feedback from students, formally and informally, to contribute to the Annual Monitoring process. OCA runs two internal surveys, the unit/module Evaluation Survey which gathers feedback and opinions on individual unit/module experiences, and the Stage Analysis Survey which looks at perspectives across a whole stage of study. Informal evaluation and monitoring also takes place through the ongoing dialogue between students and academic staff. This is facilitated through group activities, student surveys, and forums. We also collect feedback from External Examiners that is outside the remit of the assessment process and academic standards of the course, which is communicated to the Programme Leaders and OCA Directors to note.

Feedback reports are subject to routine checks by OCA staff to ensure accuracy and consistency.

OCA uses a Peer Supported Review (P-SR) process to evaluate and develop teaching practices. This offers teaching observations, peer-to-peer discussions, and self-reflections, with a view to developing and enhancing teaching skills and knowledge.

Effective learning and teaching is informed through reflective practice. OCA supports academic staff to engage in relevant professional development through access to appropriate staff development opportunities. Training for academic staff is provided to fulfil the main duties of their roles. Where appropriate, further professional development will be provided. Reflective practice is supported through academic team meetings, and through the Higher Education Academy Fellowship scheme.

#### 10. Changes made to the programme since last (review

Learning Outcomes reviewed and updated by OCA Directorate and Quality Team to reflect feedback from the curriculum review panels which took place between 2022-2024

## Annexe 1 - Curriculum map

This table indicates which study units assume responsibility for delivering (✓) particular programme learning outcomes

Stage	Unit / Module	Programme Outcomes											
		KU1	KU2	KU3	CS1	CS2	CS3	PPS1	PPS2	PPS3	KTS1	KTS2	KTS3
1	Creative Arts 1.1: Experience Creative Arts	✓		✓		✓	✓	✓					✓
	Creative Arts 1.2: Creative Arts Skills	✓	✓	✓	✓			✓				✓	✓
	Creative Arts 1.3: Creative Arts Dimensions	✓	✓			✓		✓	✓	✓	✓		✓

Stage	Unit / Module	Programme Outcomes											
		KU4	KU5	KU6	CS4	CS5	CS6	PPS4	PPS5	PPS6	KTS4	KTS5	KTS6
2	Creative Arts 2.1: Creative Arts Relations	✓	✓		✓	✓		✓		✓	✓		
	Creative Arts 2.2: Creative Arts Perspectives	✓	✓		✓	✓	✓		✓		✓		✓
	Creative Arts 2.3: Creative Arts Language	✓		✓		✓	✓			✓		✓	✓

		Programme Outcomes											
Stage	Unit / Module	KU7	KU8	KU9	CS7	CS8	CS9	PPS7	PPS8	PPS9	KTS7	KTS8	KTS9
3	Creative Arts 3.1: Practice and Research	✓		✓	✓	✓	✓			✓			✓
	Creative Arts 3.2: External Projects		✓	✓	✓	✓	✓	✓	✓		✓		✓
	Creative Arts 3.3: Major Project	✓	✓	✓		✓	✓	✓	✓	✓		✓	✓