

Programme Specification

BA (Hons) Costume and Performance Design



This Programme Specification is designed for prospective students, current students, graduates, academic staff and potential employers. It provides a summary of the main features of the programme and the intended learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if he/she takes full advantage of the learning opportunities that are provided.

Whilst every endeavour has been made to provide the course described in the Programme Specification, the University reserves the right to make such changes as may be appropriate for reasons of operational efficiency or due to circumstances beyond its control. Any changes are made in accordance with the University's academic standards and quality procedures.

This document is available in alternative formats on request.

PROGRAMME SPECIFICATION

The Programme Specification provides a summary of the main features of the **BA (Hons) Costume and Performance Design** course, and the learning outcomes that a 'typical' student might reasonably be expected to achieve and demonstrate if he/she passes the course.

Further detailed information on the learning outcomes, content and teaching and learning methods of each unit may be found in your Course Handbook.

<u>Key Course Information</u>	
Final award	BA (Hons)
Course title	Costume and Performance Design
Award Titles	BA (Hons) Costume and Performance Design BA (Hons) Costume and Performance Design (Costume Design for Screen) BA (Hons) Costume and Performance Design (Scenography) BA (Hons) Costume and Performance Design (Costume Supervision) BA (Hons) Costume and Performance Design (Costume Interpretation)
Teaching institution	Arts University Bournemouth
Awarding Institution	Arts University Bournemouth
Offered in the Faculty of:	Media and Performance
Professional accreditation	Creative Skillset
Length of course/ mode of study	3 Years full-time
Level of final award (in FHEQ)	Level 6
Subject benchmark statement	Art and Design
UCAS code	W451
Language of study	English
External Examiner for course:	Liam Doona Institute of Art Design and Technology Dun Laoghaire
<i>Please note that it is not appropriate for students to contact external examiners directly</i>	
Date of validation	1995
Date of most recent review	2014
Date programme specification written/revised	Revised September 2014

Course Philosophy

The course utilises an experiential model of learning and encourages all students to test the boundaries of their ability in order to develop creative and pro-active responses to problem solving and team working. The course seeks to present you with demanding but exciting and valuable projects that will demonstrate the breadth of the costume and performance design subject areas (*Costume Design for Screen, Scenography, Costume Supervision and Costume Interpretation*) and the focus that you will need to achieve in order to succeed in a competitive employment market.

Through the delivery of teaching by a diversely experienced tutorial team and working with a wide range of external collaborators, the curriculum focus ensures the currency and relevance of the skills and academic knowledge of our graduates. This learning is developed by a series of study units that build in depth and complexity through a range of opportunities, both speculative and in a 'live context'.

The close proximity of students from other related courses (Acting, Film Production and Make up for Media and Performance) allows for a significant amount of collaboration, thereby producing exciting learning opportunities and an environment that acts as a microcosm of the creative industries. We believe in engaging you with industry by creating work with external professional companies regionally, nationally and internationally, in order to extend conceptual and creative ability, contextual knowledge, technical understanding, practical expertise and employability.

The sequence of study units undertaken demonstrate how both traditional techniques and current developments in technology affect the production, manufacture, design processes and the communication of ideas within the costume and performance design related industries. Study units connect contextual and critical thinking with the aim of encouraging and deepening your knowledge and understanding of the global, ethical, cultural and economic context in which the work of the visual artist, costume interpreter and performance designer can be placed. You will learn to critically evaluate both contemporary and historical fields and are encouraged to extend your creative and technical abilities alongside personal research interests. You will objectively question and make judgements on assumptions, abstract concepts and sourced evidence in a quest for independent judgement, critical self-awareness including the ability to create new theories of working.

In the first year, the course curriculum explores both performance design and costume interpretation equally. During the second year you may if you choose, select and focus on one of four industry-specific specialisms: *Costume Design for Screen, Scenography, Costume Supervision and Costume Interpretation*.

Graduates from the course go on to work in every area of the performance industries as: interpreters working both freelance and with leading costume makers, costume designers and art directors in TV and film, costume supervisors in theatre, TV, film and large scale events as well as performance designers in theatre, circus and festivals. Beyond the media and performance industries, graduates have been able to use their transferable skills to work in a wide range of fields including all levels of education, visual merchandising, marketing, arts administration and event production.

Course Aims

- A1 to develop a comprehensive understanding and knowledge of costume and/or performance design through the acquisition of specific discipline skills and abilities
- A2 to develop knowledge and understanding of costume and performance design and their place within the broader cultural context through the ability to research and utilise critical thinking
- A3 to develop creative, aesthetic and technological skills in order to communicate performance design and costume interpretation solutions through a variety of methods
- A4 to develop an understanding of the broader vocational context of individual practice and how it sits within the professional environment
- A5 to provide opportunities for participation in collaborative working situations, which will develop interpersonal and practical skills
- A6 to provide strategies for identifying and evaluating personal strengths and needs through self-reflection and self-management that will relate to future career aspirations and potential postgraduate study

Course Outcomes

By the end of the course you will be able to:

- LO1 demonstrate and evaluate a comprehensive understanding and knowledge of costume and/or performance design through the acquisition of specific discipline skills and abilities
- LO2 synthesise and evaluate understanding of costume and performance design and their place within the broader cultural context through the acquisition of specific discipline skills in research and critical thinking
- LO3 illustrate your ability to use creative, aesthetic and technological skills to communicate performance design and costume interpretation solutions through a variety of methods
- LO4 demonstrate a broad understanding of your vocational aspirations and individual practice and how your practice sits within the professional environment
- LO5 participate in collaborative working situations that will develop your practical skills and the ability to work with others
- LO6 synthesise and evaluate your personal strengths and needs through self-reflection and self-management that will relate to future career aspirations and potential postgraduate study

Reference Points

UK Quality Code for higher education, including:

- Subject Benchmark Statement: *Art and Design*
- Framework for Higher Education Qualifications (FHEQ)

AUB Undergraduate Regulatory Framework

AUB Learning and Teaching Strategy

AUB Strategic Plan

AUB Employability Framework

Learning, Teaching and Assessment

Learning and Teaching Strategies

The course objectives are met by deploying a wide variety of teaching and learning methods including projects, lectures, seminars, group critiques and tutorials. In consultation with the Course Leader, staff are responsible for co-ordinating individual units of study, and for selecting appropriate methods of delivery according to subject matter and student experience.

The methods employed induct you to the disciplines required of a creative practitioner and promote the development of transferable skills.

The study time allocated to each unit in the course incorporates a balance of formal teaching, tutorial support and independent learning. The course is structured progressively to provide increased opportunities for independent learning as you reach the later stages of the course.

The progressive promotion of independent learning reflects your anticipated maturity as a student and allows you to direct your learning towards individual goals. The teaching in Level 4 is directed at providing you with the knowledge, concepts and skills to take increasing responsibility for the management of your own learning.

Teaching is directed at supporting individual engagement in learning although there will be opportunities for you to work in teams to enable you to learn the value of peer co-operation.

The integration of theory and practice is promoted and reinforced through a team teaching approach. Lectures, seminars and tutorials may be delivered by team members, as appropriate, in the creative environment of the studio.

Assessment

Each unit is assessed separately, and the assessment forms part of the unit. Assessment both provides a measure of your achievement, and also gives you regular feedback on how your learning is developing.

For every unit of your course you will be provided with a Unit Handbook, which will state what you are expected to learn within the unit; the work that you have to submit; and how it will be assessed. The Unit Handbook will also give the deadline for presenting your work for assessment.

You will receive a final mark for each unit in the form of a percentage, which will be recorded on your formal record of achievement (transcript). Each component of assessment is graded using a notched marking scale, whereby only certain marks are used within each grade. The only marks available within any ten-point band are *2, *5 and *8 (eg 42, 45, 48). These marks correspond to a low, mid, and high level of achievement within each grade band.

On successful completion of your Honours degree course, you will be awarded a degree classification based on your unit marks. The final classification is determined using all unit marks at Levels 5 and 6 using two different algorithms, which are detailed in your *Quick Guide to the regulations*. If the two algorithms produce different results, you will be awarded the higher class of degree.

If you have joined Level 6 having completed a Foundation Degree (FdA) the final classification is determined using only your unit marks at Level 6.

For further information on progression, awards and classifications, please visit <https://my.aub.ac.uk/viewpoint/>

Course Structure

All students are registered for the award of BA (Hons); however exit awards are available if you leave the course early, having successfully completed one or two levels. If you successfully complete a level of the course, you will automatically be entitled to progress to the next level.

For the award of a Certificate of Higher Education (CertHE), you must have achieved a minimum of 120 credits at Level 4. This qualification may be awarded if you leave the University following successful completion of the first year of your course.

For the award of a Diploma of Higher Education (DipHE), you must have achieved a minimum of 240 credits of which a minimum of 120 must be at Level 5. This qualification may be awarded if you leave the University following successful completion of the second year of your course.

For the award of a BA (Hons) you must have achieved a minimum of 360 credits of which a minimum of 240 must be at Level 5 or above, of which a minimum of 120 credits must be at Level 6. This qualification will be awarded upon successful completion of your course.

A BA without Honours may be awarded if you have achieved 300 credits, at least 180 of which are at Level 5 or above, and at least 60 of which are at Level 6.

Course Content

The course is structured in a way that builds systematically in a logical sequence. The course consists of three levels, each one lasting one academic year with each level building in complexity and demands.

In the introductory stages of the course the students undertake a series of basic skill gathering that informs the learning throughout the course. These consist of basic pattern manipulation, costume interpretation, textile workshops, figure drawing and

design skills together with an introduction to research and writing skills through text evaluation and analysis. As the course progresses, artistic and intellectual enquiry deepen to adapt to individual needs and career aspirations within costume design for screen, scenography, costume supervision and costume interpretation.

Named Awards

Students arrive on the course with interests in pursuing particular disciplines within costume and performance design. In order to offer a greater number of award choices to support your exit profile, we offer named awards. During the last two terms of Level 5 you will be required, through a process of academic counselling, to discuss your preference for a named award and to ensure that this is achievable.

At the conclusion of Level 4 you will be offered the choice of either *Creative Realisation: Design* or *Creative Realisation: Interpretation* for the first unit of Level 5. Both units are entirely separate and focus on performance design and costume interpretation respectively.

Creative Realisation is followed by *Advanced Skills*. In this unit students are introduced to the specialist areas in a workshop-learning environment. It is at the close of *Advanced Skills* that we ask students to make a specialism choice: *Costume Design for Screen, Scenography, Costume Supervision* or *Costume Interpretation*.

To gain a named award you will choose your intended specialism in either the Level 5 *Specialist Practice* (40 credits) or *Advanced Skills* (40 credits) units and a minimum of 60 credits at Level 6 which must include the *Research Project* (20 credits) unit and should be in a topic that is related to your specialism. Students may embark on speculative (theoretical) projects as well as live projects to gain a named award.

Students may opt for a 'generic award' if they prefer. We expect that the majority of students will choose this option:

BA (Hons) Costume and Performance Design

The named awards available are:

- BA (Hons) Costume and Performance Design (Costume Design for Screen)
- BA (Hons) Costume and Performance Design (Scenography)
- BA (Hons) Costume and Performance Design (Costume Supervision)
- BA (Hons) Costume and Performance Design (Costume Interpretation)

Each specialism and the generic award is described in detail below:

Generic Award: the award of BA (Hons) Costume and Performance Design may consist of a combination of subject specialist study units and projects. The award is of equal status to a named award and may be particularly suitable for students with equally strong skills in all areas of performance design and costume interpretation and who wish to keep all avenues open for future careers. The exact trajectory for each student who opts for this award will vary and will be embarked on following tutorials with the specialism leader and course leader.

Costume Design for Screen focuses on the design, sourcing and production of costumes for a wide range of different screen genres, including historical period drama, sci-fi, fantasy and contemporary dress narrative. Students are taught to develop strong team working and problem solving skills in order to manage the complexity and breadth of skills required by the film industry.

Scenography focuses on theatre and live performance and explores the interplay of the performance and design elements: predominately, but not necessarily, visual. Thinking about the scenographic process involves engaging with the space, text, performances, audience, lighting and sound and ultimately the narrative rationale of a production as well as the more obviously 'designed' areas of costume, setting and props.

Costume Supervision involves the organisational elements relating to costuming Film, TV, theatre and other performance genres. Costume supervisors and managers coordinate the interpreting, budgeting, construction and scheduling of the costumes and need to develop a good knowledge of industry practice as well as deep understanding of both the design and the interpretation disciplines.

Costume Interpretation explores the art of turning a designer's 2D rendering of a costume into the garment that will be worn by the performer. This requires in-depth exploration of historical and contemporary sewing and costume construction techniques, development of a broad knowledge of the properties of different fabrics and materials resulting in a deep understanding of the aesthetics of costume.

Glossary of terms and acronyms:

<i>Evaluation</i>	This term describes a piece of writing that allows you to critically reflect on your work in a particular unit. This provides you with a forum to question and debate the nature of your work and trajectory into the following unit.
<i>CAD</i>	This stands for 'Computer-aided design' and refers to work produced using a variety of software programs including Photoshop, Illustrator, SketchUp and AutoCAD.
<i>Career Practice Development (CPD)</i>	This term refers to additional enrichment activities that run alongside a unit and provide opportunities to work on other aspects of the department operation. These may consist of working in the Costume Store or Archive or working with other year groups on the AUB productions
<i>Final Unit Resolution (FUR)</i>	Where possible units reach their conclusion with a focused resolution that usually allows the students to work collaboratively as well as highlighting their individual work on the unit. This may take the form of a performance, film or exhibition, either as an online presence or in a physical space.
<i>Pathway</i>	Pathway signifies the choice made at the end of Level 4 (first year) to enter either the interpretation or design

route in Level 5 (second year).

*Personal Study Plan
(PSP)*

This document relates to units in Level 5 and 6 in which the content and trajectory of the work to be undertaken is recorded by the student and approved by the tutors in the taught sessions. The work is then assessed against the agreed PSP.

*Personal Development
Log (PDL)*

This document runs throughout the course and tracks your progress in each unit and records your pathway and specialism choices. This document will be used during progress tutorials to assist in the decision making during the student journey.

Specialism

Specialism choices are made during Level 5 at the end of term 5, once you have experienced all four specialisms. This may provide a focus for your studies, but does not preclude working across the specialisms during the remainder of your studies.

*Unit Assessment record
(UAR)*

The Unit Assessment Record is a document that provides you with tutorial feedback and your final unit grade following hand in. These are usually returned within four working weeks after hand in.

Units are often referred to with these acronyms:

Level 4

CS	Core Skills
PiC	Practice in Context
ED	Exploring Design
EI	Exploring Interpretation

Level 5

CR:D	Creative Realisation: Design
CR:I	Creative Realisation: Interpretation
AS	Advanced Skills
SP	Specialist Practice

Level 6

RP	Research Project
PP	Production Practice
MP	Major Project

Course Units

Unit code	Unit Title	Credit Weighting
Level 4		
CSS456	Core Skills	20
CSS457	Exploring Design	40
CSS458	Practice in Context	20
CSS459	Exploring Interpretation	40
Level 5		
CSS556	Creative Realisation: Design OR	40
CSS557	Creative Realisation: Interpretation	
CSS558	Advanced Skills	40
CSS559	Specialist Practice	40
Level 6		
CSS656	Production Practice	40
CSS657	Research Project	20
CSS658	Major Project	60

Course Diagrams

This schematic diagram shows the proposed start/end dates for each unit with assessment periods. Further information on the structure of each unit will be included in unit handbooks.

Level 4																																
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30		
Induction week	CSS456 Core Skills (20 Credits)										Assessment		CSS457 Exploring Design (40 credits)								Final Unit Resolution (Exhibition/Filming) and assessment		CSS459 Exploring Interpretation (40 Credits)								Final Unit Resolution (Exhibition/Filming) and assessment and pathway choice design or interpretation	
	CSS458 Practice in Context (20 Credits)																				Assessment											

Level 5																																																											
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30																													
CSS556 Creative Realisation: Design (40 Credits)										Assessment										CSS558 Advanced Skills (40 Credits)										Assessment and specialism choice										CSS559 Specialist Practice (40 Credits)										Assessment									
OR																				CSS557 Creative Realisation: Interpretation (40 credits)																																							

Level 6																																																	
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30																			
CSS656 Production Practice (40 Credits)										Assessment										Assessment										CSS658 Major Project (60 Credits)										Assessment									
CSS657 Research Project (20 Credits)																																																	

Resources

University Resources:

Library

The course is supported by a Subject Librarian who liaises closely with the team to ensure that the Library resources are relevant and meet student and staff research needs. As part of the AUB's Information Literacy Framework, the Subject Librarian provides sessions on researching and using information, as well as individual support for students in the use of Library resources

The Library holds an excellent range of specialist learning materials including books, journals, CDs, DVDs, and newspapers. It has subscriptions to a wide range of specialist electronic resources focusing on art, design, media and performance, including e-books and e-journals. The Library's facilities include computers, viewing rooms, a presentation space and a silent reading room.

The Library consistently receives high scores in both the in-house and national student surveys, which are carried out annually.

Information technology

The University provides a comprehensive range of IT resources, utilising Apple Macintosh, Windows Personal Computers and specialist resources for its art, design, media and performance disciplines. The University uses Industry standard software from Microsoft, Adobe, Macromedia, Apple, Quark and leading software suppliers, and is continually investing in its technology and resources.

IT resources are also available to you via the Library, plus through a number of bookable IT suites and dedicated base room provision. To enable access to learning resources, wireless internet access is also available.

The ITCS section (Information Technology and Communication Services) provides a helpdesk facility for IT enquiries and fault notification. The Helpdesk is open from 8.30am until 5pm from Monday to Friday Email: itcshelpdesk@aub.ac.uk

Museum of Design in Plastic (MoDiP)

MoDiP is a registered museum of 20th and 21st century design and popular culture with a focus on plastics. Its collection is unique within the UK and has been developed to support teaching and learning at Arts University Bournemouth.

There are many ways in which MoDiP can play a part in your studies:

- as a source of inspiration – large numbers of items may be viewed, handled and explored in depth, drawn, photographed and filmed
- as the focus of a brief for products and projects relating to course work
- as an exhibition venue – your work can be displayed in relation to the collections and exhibitions and events may be mounted in the museum space

The Museum is in a purpose built space within the Library, designed with wheelchair access in mind, and has the same opening hours as the rest of the University for the viewing of exhibitions. Objects not on display can be borrowed and taken to the studio. To see what is available, go to the [Plastics Network](http://www.plasticsnetwork.org) website (www.plasticsnetwork.org).

The Gallery

The gallery is a major resource for contemporary visual art at Arts University Bournemouth and has received regional and national recognition. There are regular gallery events, including collections on loan from galleries and museums, as well as individual exhibitions by some of today's leading artists, photographers, designers and critical writers.

It also functions as a learning resource and is integrated into the teaching, learning, and research practice undertaken at the University.

text + work is the ethos which underpins the exhibition programme at Arts University Bournemouth. The **text + work** concept promotes and provides a forum for challenging dialogue between innovative contemporary art, design, and media practice and its theoretical context.

There are **text + work** gallery events, critical texts, shared and networked exhibitions and a **text + work** website.

Student Support

Academic Guidance

Academic staff are responsible for providing you with feedback on your work and your general academic progress, and for providing academic support and guidance through the course. This is provided through "critiques" and written feedback, as well as guidance on practical work and informal discussion about your concerns. These sessions may be individual or, in the case of collaborative work, in small groups.

Academic tutorials are scheduled to allow you to discuss in depth matters relating to creative or theoretical work, or the course in general. You will be entitled to at least one formal recorded academic tutorial per term with a nominated member of the course team.

Support and advice is also provided on an informal basis throughout the course, through discussions between staff and students.

Career Education, Information and Guidance

You will be prepared for employment, and given the opportunity to learn about the various career options available to you, through a wide range of projects which may include live briefs or external competitions. Academic staff remain very familiar with the discipline, and will often still work in the field, and are also able to advise on specific opportunities.

The Careers Service within the University offers impartial, confidential advice, support and guidance, to help you explore and develop your career ideas and manage your future career successfully. The Service offers individual career guidance interviews, as well as advice on job seeking strategies, CVs and interview skills, self-employment / freelancing, and further study opportunities.

The Senior Careers Officer holds regular lunchtime lectures, which cover a range of popular careers topics, including Postgraduate study and funding, Career planning, Networking and self-marketing, and Teaching as a career. Full details and dates of forthcoming lectures are available on the Careers intranet pages and on the Student Services notice boards.

The Careers Service also offers specialist events, working in partnership with local employers, AUB alumni, and external agencies to bring together a range of art, design, media and performance expertise.

Support for students with disabilities (including dyslexia)

The Arts University Bournemouth is firmly committed to a policy of equal opportunities for all students and positively welcomes applications from people with disabilities and/or additional needs. Throughout all aspects of University life, we actively encourage and support the participation of students with disabilities. We aim to support disabled students by offering needs assessments and support plans which enable you to achieve your personal goals.

The Learning Support team provides academic support for students with specific learning difficulties including dyslexia. We ask all new Home students to complete a 'Quickscan' screening programme when they join the University. This screening is designed to check your learning style (the way you learn best) and whether you might have signs of dyslexia. If appropriate, you will be referred to an educational psychologist for a full assessment.

Students with a specific learning difficulty such as dyslexia are able to access individual tutorials aimed at improving your independent study skills, and are supported in applying for the Disabled Students' Allowance, which can provide specialist equipment and, if appropriate, personal support.

The Senior Disability Officer and Wellbeing Officer provide ongoing support and advice for students with all other types of disability, including mental health difficulties, physical disabilities, medical conditions and sensory impairments.

The Arts University Bournemouth has a duty to anticipate the needs of disabled students, and to make "reasonable adjustments" to ensure that these students can access education and related services. If you feel that some aspect of the learning, teaching or assessment on your course places you at a disadvantage because of your disability, please contact the Senior Disability Officer within Student Services, who will be happy to work with you and your course team to identify any appropriate reasonable adjustments. Contact wellbeing@aub.ac.uk or telephone 01202 363291.

Support for students for whom English is a second language

If English is not your first language you will be invited to complete a brief written exercise during the initial weeks of your course, so that your current academic language skills can be assessed. Our English for Academic Purposes (EAP) tutors, who are part of the Learning Support team, will review the exercise and contact you if your work indicates that you would benefit from additional support. An EAP tutor will work with you to draw up an Individual Learning Plan, which will set out a structured approach to developing your independent academic and study skills. This may include helping you to develop strategies for interpreting assignment briefs, working on the structure of your written work, or developing your proof-reading skills, for example. The plan will be reviewed each term and will be shared with your course tutor so that they are aware of the work you are doing to improve your study skills. If necessary, your EAP tutor will refer you to a local language school so that you can improve your generic English language levels.

Pastoral support and guidance

Support and advice on non-academic matters is provided through trained and qualified professional staff within Student Services. We have a team of professionally qualified male and female counsellors, with appointments available during weekdays and evenings. Students accessing the service are offered various levels of support ranging from regular weekly sessions, occasional support or just a “one off” consultation. In most cases, you can expect to be seen for a session within two days of making initial contact with the service. If the situation is very urgent and you are very emotionally distressed, we also have a crisis support service and you will be seen by one of our counsellors almost immediately.

Pastoral support is also available from the AUB Chaplaincy. The Chaplaincy at Arts University Bournemouth is shared with Bournemouth University and is an inclusive Chaplaincy, which welcomes people of all faiths and none. The Quiet Room and the Islamic Prayer Room are in regular use by staff and students, and meetings with ministers of any faith can be arranged.

Advice and support with practical issues such as funding, accommodation or childcare is available from the Student Advice, Funds and Accommodation Office within Student Services.

Monitoring the quality of your course

The course is subject to the University’s rigorous quality assurance procedures which involve subject specialist and internal peer review of the course at periodic intervals, normally of 5 years. This process ensures that the course engages with the QAA Quality Code.

In addition all courses undertake an Annual Course Review which takes account of relevant information such as:

- External Examiners’ Reports
- Key statistics including data on application, retention and achievement
- Results of the National Student Survey
- Results of the in-house Student Perception Survey

- Feedback from Student Representatives
- Feedback from relevant employer groups, including the course Industry Liaison Group

All courses develop an action plan arising out of this exercise, which is monitored by the University. Your student representatives can keep you informed about progress against the action plan.

Staff development priorities for the course team as a whole are identified through the Annual Course Review process, and for individuals through the Staff Performance Review process.

Indicators of Quality and Standards

The Arts University Bournemouth was granted taught degree awarding powers by the Privy Council in 2008; and University status was conferred in 2013. All students on taught higher education courses are enrolled on a course validated by the University.

The University was audited by the QAA in May 2011 and received a judgement of 'Confidence' in the management of the academic standards of its awards, and its management of the quality of learning opportunities. This is the best available outcome, and confirms that our quality assurance mechanisms are robust, meaning that we can have full confidence in the standard of course outcomes, and the quality of the educational experience we deliver.

More detailed information is available in the following documents, which are available on the AUB Intranet:

- Online course information
- Unit Handbooks
- HE Student Regulations: Quick guide to the regulations
- Undergraduate Regulatory Framework and Assessment Regulations