ARTS UNIVERSITY BOURNEMOUTH

Programme Specification

MA Animation Production

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.

ARTS UNIVERSITY BOURNEMOUTH

PROGRAMME SPECIFICATION

The Programme Specification provides a summary of the main features of the **MA Animation Production** 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.

Key Course Information	
Final Award	Master of Arts
Course Title	MA Animation Production
Teaching institution	Arts University Bournemouth
Awarding Institution	Arts University Bournemouth
Professional accreditation	Creative Skillset (tbc)
Length of course / mode of study	1 year full-time
Level of final award (in FHEQ)	Level 7
Language of study	English
Date of Validation	April 2013
External Examiner for course *Please note that it is not appropriate for students to contact external examiners directly*	Emily Mantell Senior Animation Lecturer University of Wolverhampton
Date of most recent review	n/a
Date programme specification written/revised	September 2013

Course Philosophy

The MA Animation Production course offers you the opportunity to demonstrate a systematic and critically-informed understanding of current developments in animation theory and practice. Fundamentally based on a tri-partite approach of Practice, Theory and Professionalism – with each element placed in 'critical dialogue'

with the others – the course will ensure that your research and practice is at the forefront of the discipline.

Animation's position as an interdisciplinary field that draws from Art and Design, Film, Computing, Fine Art, Graphics (and other areas besides) necessarily means that top-level graduates in the field will have mastered a cross-disciplinary understanding of a range of skills, techniques, theories and discourses. The overall aim of the MA is to enable you to pursue your interests and specialism – whether 2D/drawn, CG, stop motion or other forms of animation – and produce excellent work that synthesises the 'strands' of theory, practice and professionalism. The MA Animation Production course is fully embedded within the vibrant studio environment of Animation at AUB. The overriding objective is to enable all Animation students to see themselves as part of a 'community of practice' (that includes research and critique, and the building of a 'production culture'[1]), existing not as atomised students 'doing their own thing', but as part of a meaningful whole.

Statement of Student entitlement:

- Tutorials – a minimum of one supervisory tutorial per 20 credit unit, 2 per 40 and 60 credit units; totalling 8 over the course. In addition each student is entitled to assessment feedback tutorials apart from Master's Project; each held at the end of the unit. A tutorial time is allocated up to 45 minutes.
- Request tutorials from visiting lecturers when possible.
- Staff and student-led seminars
- Access to the Quiet Study Room during Library hours including the summer period.
- Access to Animation resources agreed through the Course Team;
- Agreed attendance on relevant undergraduate workshop/resource inductions.
- Attendance at the AUB-wide Research Forum, and Animation Research Pipeline events.

Course Aims

General aims are to produce Master's graduates with:

- systematic understanding of professional Animation practice at a higher level;
- comprehensive understanding of how their practice can be contextualised in relation to current debates in Animation Studies and related disciplinary fields;
- an ability to play a leading role in the future development of the field;
- an ability to critically evaluate and develop their own and others' research and practice in readiness for work at a higher level ('Level 8' or PhD level work)

More specifically, the course aims to:

[1] See John Caldwell (2008) Production Culture: Industrial Reflexivity and Critical Practice in Film and Television (Duke University Press)

1. Provide a stimulating forum for critical debate and interrogation of approaches to Animation practice.

2. Support students in instigating new directions in their work and developing their practice, research and professionalism.

3. Encourage individual students to reflect on their work and critically contextualise it in relation to wider Animation production cultures.

4. Enable students to develop professional maturity and apply this in the changing world of work.

5. Support students in their in-depth exploration of their chosen research area, thereby preparing them for a range of employment opportunities in the creative industries or further study at Doctoral level.

Course Outcomes

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

1. Produce high level individual or collaborative work that acknowledges current practices within the wider creative arena of Animation.

2. Demonstrate an in-depth ability to investigate, understand and critique current issues in Animation and provide original insights into contemporary practice.

3. Demonstrate and apply highly developed conceptual, practical and professional understanding of theories, techniques and processes in Animation.

4. Evaluate your individual practice in relation to critical research at the forefront of the discipline and articulate this through the completion of a body of work and its appropriate contextualisation.

5. Show that you have acquired new skills and abilities in communication, presentation, research and independent learning.

Reference Points

UK Quality Code for higher education, including:
- Subject Benchmark Statement: Art and Design
- Framework for Higher Education Qualifications (FHEQ)

AUB Postgraduate Regulatory Framework
AUB Learning and Teaching Strategy

Learning, Teaching and Assessment

The MA Animation Production course consists of formal teaching (lectures, seminars), group critiques of work-in-progress, production meetings and tutorial support. You will receive specialist support depending on your Learning Agreement

for each unit, which is driven by your own interests and direction. The holistic approach to Animation Production that underpins the course – seeing one's work, whether practice, theory or professional studies, as part of a pipeline – necessarily means that your engagement with staff, other students and guest speakers is fundamental. In this respect, independent learning and self-directed study are also vital because you need to orient yourself to, and understand your relationship to, others in the field.

Developing as a professional animator requires a balance of individualised creative skills and open-minded collaborative working and we believe that the environment at the AUB enables this synthesis to happen. This synthesis is enshrined in our Learning and Teaching Strategy 2011-16:

> Learning and teaching is informed by a vibrant and forward facing ethos that encourages risk taking, collaborative and interdisciplinary working practice. The campus and University infrastructure is designed to enable innovative teaching practice and student interaction within a wide range of creative learning environments, encouraging students to question the boundaries of individual disciplines (page 6).

Animation students study in a traditional studio environment that enables students to see each other's creative output develop over time and which offers unique peer learning opportunities for students at all levels. As a student on the MA Animation Production course, you will have the chance to offer leadership in this context and in turn learn to value your own skills and experience and to embrace your position as a senior member of the learning community.

The concept of pipeline and of peer learning extends to our important and regular contact with alumni who make a significant contribution to animation learning both as former students and as professionals. In this way the animation course fully meets the objectives of the Learning and Teaching Strategy to initiate:

> proactive learning and networking activities which will enhance the student experience and develop valuable industry links between the University and its alumni (page 6).

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.

You are assessed, broadly speaking in two ways: formatively and summatively.

Formative assessment provides feedback that will help you to develop your learning. It should be seen as 'ongoing' assessment in the sense that it enables you to pinpoint strengths and weaknesses and address them appropriately. Formative assessment may take place in tutorials, seminars, critiques and other discussions about your work.

Summative assessment generally takes place at the end of a unit of study. It is an overall evaluation of your acquisition of the skills and knowledge developed in that part of the course.

There will be specific tutorials and formative assessment events once per term to make you fully aware of your progress on the course and monitor your development.

The MA Animation Production course assesses you by examining your practical work in Animation, but also how you interrogate and critically contextualise your practice. You are also expected to engage fully in the professional arena appropriate to your practice. This means that you produce a body of practical work (though exactly what form this takes will be by negotiation), along with contextual documentation, and other written materials. Some units within the MA require critical-theoretical discussion – though this can take the form of a 'research journal' rather than an essay (see the Glossary for further explanation of some of these terms).

Course structure

All students are registered for the award of Master of Arts; however exit awards are available if you leave the course early. If you successfully complete a level of the course, you will automatically be entitled to progress to the next level.

For the award of Postgraduate Certificate (PGCert) you must have achieved a minimum of 60 credits at Level 7; and any specific requirements of the course as outlined in the Course Handbook.

For the award of Postgraduate Diploma (PGDip), you must have achieved a minimum of 120 credits at Level 7; and any specific requirements of the course as outlined in the Course Handbook.

For the award of Master of Arts (MA), you must have achieved 180 credits, of which a minimum of 120 credits must be at Level 7; and any specific requirements of the course as outlined in the Course Handbook.

Distinction

A Master's Degree with Distinction may be awarded. Only units at Level 7 contribute towards the determination of a Distinction and in undertaking the calculations units

are weighed according to their size. There are two criteria, both of which must be satisfied; these are:

i. An overall average mark of 65% or above; this is calculated on the basis of all Level 7 unit marks undertaken as part of the award with units weighted according to their size.

ii. A mark of 70% or above in a majority of credits undertaken at Level 7, with units weighted according to their size.

For further information on assessment and awards, please visit:
https://my.aub.ac.uk/viewpoint/

Course Content: Rationale

The overall content of the course is driven by a belief in the *tri-partite* notion of practice, theory and professionalism, with these three elements drawn together by students into a synthesis. Therefore, although there are discrete units, as noted below (and mapped in the Course Diagram), these should be seen as fully integrated. The aim is to engage students in synthetic thinking and equip them to be the leaders in the Animation field in the future. One of the key contextual frames is that of Animation having a 'production culture' as delineated by John Caldwell.[2] In this respect, the ways in which animators (including student animators) makes sense of, narrativise and critique their own working practices becomes part of the object of scrutiny – and a point of departure for further critical reflection. The other guiding principle for the course is that of the 'Animation Research Pipeline' (based at AUB) which views animation research as an holistic activity modelled on the 'production pipeline'. This does not mean, simply, that we research 'production' or 'practice', but that we view the research process as something that needs to be thought through in relation to these areas, and take on board a synthesis of ideas and influences. As one website relating to an online 'pipeline' puts it:

> An animation pipeline handles the flow of data as it travels through the stages of production. [...] Abstractly, a pipeline is both an established set of decisions and a collection of tools developed before production and managed throughout so that the focus for the artist is on the creative and technical challenges not the nuts and bolts of production. By laying this foundation, the pipeline sets the ground rules so that individual work is integrated into the bigger picture of production.[3]

It is these notions - of research as a 'flow of data' that can then be managed in different ways or 'repurposed' across a range of projects; or as requiring an agreed set of protocols that then enable the required 'focus'; and (perhaps most importantly) of an individual's work being part of a 'bigger production' – that are vital here. This underpins the entire course – and is what will ensure that the graduates from this course go on to make a difference in the future.

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[2] See Caldwell (2008), *Production Culture: Industrial Reflexivity and Critical Practice in Film and Television* (Durham & London: Duke University Press)
[3] See http://openpipeline.cc/pipeline-specification/

Course Units

1. Animation History and Theory (20 credits)

This unit will orient you to the MA course as a whole by outlining some of the key moments of animation history and the main methodologies used to understand animation. Central to such contextualisation will be a critical dialogue with your own practice; although there will be lecture input and seminar discussions, the point will be you to navigate the unit by thinking about how theory and history 'maps onto' your own practical and professional interests.

2. Studio Practice (40 credits)

The 'Studio Practice' unit will be where you will interrogate and prepare for the main practical project work you will do later in the MA course. The unit could therefore work as a 'pre-production' arena where assets like character designs, storyboards, and so on are worked through. Alternatively (if your intention is to produce a Masters Project that does not take the form of 'a film') the 'Studio Practice' unit could involve the development of other work: for example, if you wish to explore concept design and visual development, then the role and function of this would be interrogated during this unit.

3. The Entrepreneurial Animator (20 credits)

This unit requires you to work through and develop your practical and theoretical interests in relation to the ever-changing world of work. This *may* involve a placement at a studio or other company, but could just as likely entail a research-driven analysis of the ways in which animators need to respond to the 'marketplace'. For example, one 'take' on the 'entrepreneurial animator' could be to examine the contours of animation distribution and exhibition – where a thorough understanding of digital and online forms of delivery would be crucial. Another aspect of such an examination would be to discuss the role and function of animation festivals in securing deals, rights, and getting ideas 'out there'. In this respect, the notion of the 'entrepreneurial animator' is not simply one where you learn how to work in a studio (of whatever kind), or learn some 'business tricks' to help make you successful at the end of the course. It is about you fundamentally challenging and critiquing how animation is made, who funds it, why, for what purpose, for whom, and with what results – all with a view to locating your own practice and approach within this complex and continually changing terrain. This is the absolutely crucial point: the ways in which technology, information flows, labour and other elements of the 'political economy' of the creative industries are arranged are in constant flux, so you need to be not only equipped with knowledge of the 'state of play' at any particular moment, but also equipped with the skills, ability and outlook to intervene and change things. This is the work of the Entrepreneurial Animator.

4. Contemporary Themes in Animation Research (20 credits)

Building on the 'Animation History and Theory' unit, this unit will move on to examine some of the theories and research that are at the cutting edge in Animation Studies. Questions of realism, performance, the changes wrought by digital convergence, as

well as shifts in the global political economy of the media (and how animation works within this system) all need to be understood and thought through in relation to your own practical and professional 'prospectus'.

5. Professional Development (20 Credits)

The Professional Development unit affords an opportunity for you to consolidate and refine your portfolio. Developing skills and focusing on criteria and current trends identified by industry is essential in best preparing you for employment. Industry partners, research undertaken by staff and Creative Skillset initiatives have all helped inform and shape the aims of this unit and the 'professionalism' strand of the MA as a whole. You will be guided by tutors through the unit, but with your own unique requirements in mind facilitated through a Learning Agreement. This will support you to best position your 'portfolio pack' to your career aspirations.

6. Masters Project (60 credits)

The Masters Project unit is the culmination of the work of the degree, where you will develop and finalise your 'body of work'. What shape this will take will depend on two things – your developmental work to this point, and your negotiated study plan. The specific outcome will vary according to your own interests – it may be a short film, but it could be visual development/concept work (or some other form of pre-production asset).

Course Diagram

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.

<table>
<tr><td></td><td colspan="45">Level 7 full-time mode of study (45 weeks)</td></tr>
<tr><td></td><td colspan="15">Term One</td><td colspan="15">Term Two</td><td colspan="15">Term Three</td></tr>
<tr><td></td><td colspan="4">OCT</td><td colspan="4">NOV</td><td colspan="4">DEC</td><td colspan="3">JAN</td><td colspan="4">FEB</td><td colspan="4">MAR</td><td colspan="4">APR</td><td colspan="3">MAY</td><td colspan="4">JUNE</td><td colspan="4">JULY</td><td colspan="4">AUG</td><td colspan="3">SEP</td></tr>
<tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>28</td><td>29</td><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td><td>38</td><td>39</td><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td></tr>
<tr><td rowspan="3">Induction</td><td colspan="15">ANF755 Animation History and Theory
(20 credits)</td><td colspan="15">ANF758 Contemporary Themes in Animation Research
(20 credits)</td><td colspan="15"></td></tr>
<tr><td colspan="15">ANF756 Studio Practice
(40 credits)</td><td colspan="30">ANF760 Master’s Project
(60 credits)</td></tr>
<tr><td colspan="30">ANF757 The Entrepreneurial Animator
(20 credits)</td><td colspan="15">ANF759 Professional Development
(20 credits)</td></tr>
</table>

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 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.

Learning Support

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 Barry Gilbert on bgilbert@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.

Methods for Evaluating and Improving the Quality and Standards of Teaching and Learning

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 Course and Faculty Boards of Study. 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 following an intensive period of scrutiny by experienced academics from across the higher education sector.

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:
- Online course information
- Quick guide to the regulations
- Unit Handbooks
- HE Student Regulations – https://my.aub.ac.uk/viewpoint/
- AUB Student Guide