

**PROGRAMME SPECIFICATION AND CURRICULUM MAP
FOR MASTER OF ARTS IN DESIGN**



1. Programme title	Master of Arts in Design
2. Awarding institution	Middlesex University
3. Teaching institution	AKTO Art and Design (Athens, Thessalonica)
4. Details of accreditation by professional/statutory/regulatory body	
5. Final qualification	MA Degree
6. Year of validation	2014
Year of amendment	2020
7. Language of study	Greek
8. Mode of study	Full-time & Part-time
9. Criteria for admission to the programme	
<p>One can enrol in the course, via a special AKTO form, if they are already holders of a degree, of at least a BA or equivalent level (first or second class). Graduates of degrees of a lower level may be considered for admission, should they prove that they possess the ability to correspond to the requirements of the programme when undergoing the personal interview. In special circumstances, an applicant with a lower level degree, may be accepted for a direct entry, should he have extensive professional experience (supported by credible evidence). With regards to applicants from the last two categories, it may be suggested that they commence with a lower level course or a postgraduate certificate. All applicants should submit a written proposal (statement of purpose) about their area of interest, upon which their research will be based, with the prerequisite that this is an area covered by the specializations of the programme. Finally, the applicants should submit a file of selected works and undergo a personal interview. As the programme is taught in Greek, Greek language requirements for foreign applicants are of a B2 level. There is no maximum age limit for enrolment to the course.</p>	
10. Aims of the programme	
<p>The programme aims at developing, to an advanced professional standard, the abilities and skills of the graduates in organised research, relating theory with applications as well as the multidimensional approach of Design problems, whilst proposing original solutions. In addition, the programme aims at developing the Design management understanding of graduates, through approaching related topics. A graduate of the Master of Arts programme is empowered, with regards to the elements that comprise his specialisation, in a critical and multidimensional way. The graduate is “upgraded” not because he learned more ABOUT his specialisation, but because he understands and can do more WITH his specialisation. The programme aims at producing informed graduates, with regards to visual approaches in various matters (e.g. synthesis, aesthetics, communication, management etc) from other Design specialisations. Graduates are more effective and flexible in their activities, through the complex Design employment market. A range of transferable skills is incorporated into the programme, so as to assist graduates in achieving a successful career and constantly develop as creators and professionals. Independence of thought, originality of ideas and professionalism, at a higher level of achievement, are the key parameters that are enhanced through both the curriculum and the organized complementary activities that form the educational experience within the programme. The programme, based on its interdisciplinary nature, aims at graduates who can perceive design in a broader sense and are able to deal with more complex design issues, having received and practically applied information from different design disciplines.</p>	

11. Programme outcomes	
<p>A. Knowledge and understanding On completion of this programme the successful students will be able to:</p> <ol style="list-style-type: none"> 1. Assess the limitations and specificities of research, the introduction of new criteria and formulate new research targets. 2. Combine, in an interdisciplinary way, Urban Field, its contents and its intellectual relationship - as a system - with the Design. 3. Develop expertise in assessing theoretical design issues in a historical and cultural context and applying a range of concepts in the analysis of Design processes. 4. Assess the limitations of technologies and their special traits. 5. Exhibit an ability to critically relate a range of management concepts to the practice of Design. 	<p>Teaching/learning methods Students gain knowledge and understanding through reading, listening and practice.</p> <p>Assessment Method Students' knowledge and understanding is assessed by coursework, classroom feedback as well as exams and dissertation work.</p>
<p>B. Cognitive (thinking) skills On completion of this programme the successful students will be able to:</p> <ol style="list-style-type: none"> 1. Select and apply innovative approaches, in undertaking research, evaluating data, rationalizing conclusions, and presenting results. 2. Critically revise an initial proposal with alterations imposed for its final formulation. 3. Critically evaluate and apply theoretical concepts to design work. 4. Select and apply appropriate technology for artistic expression and creations and evaluate ethical issues related to its use. 5. Defy and question conventional wisdom selectively, adopt a stance in relation to established systems of activity and synthesize strategies in an innovative manner. 	<p>Teaching/learning methods Students learn cognitive skills through their research, the undertaking of creative projects and the participation in discussions and peer critiques</p> <p>Assessment Method Students' cognitive skills are assessed through feedback from discussions/critiques between student and tutor in the context of course and dissertation work.</p>
<p>C. Practical skills On completion of the programme the successful students will be able to:</p> <ol style="list-style-type: none"> 1. Apply advanced verbal and/or other presentation skills to defend their work. 2. Select the appropriate means that assist the materialization of a topic in technological approaches and apply them with professional capacity. 3. Demonstrate expertise in interpreting and building on the findings of research, in combination with practical and academic skills. 4. Exhibit advanced teamwork and collaborative practice skills and an ability to synthesize knowledge and benefit from different backgrounds of peers. 	<p>Teaching/learning methods Students learn practical skills through studio practice, the undertaking of coursework-related projects, critique and assessment by other students in the classroom.</p> <p>Assessment Method Students' practical skills are assessed through coursework, practical tests, exercises, written essays and projects.</p>

12. Programme structure (levels, modules, credits and progression requirements)**12.1 Overall structure of the programme**

The course is studied over twelve months (full-time). The course is arranged in 3 x 15 week semesters. There are 13 study weeks per semester. Most of the course is based on individual study and research, where 4 hours of College-based lectures per module per week and 10 hours of individual meetings between each student with his supervisor are allocated to the programme, throughout the year. The course is divided into study units called modules. Each of the first four modules has a credit value of 20 credits/10 ECTS, where “Research Development” has a credit value of 40 credits/20 ECTS and the “Main Project” has a credit value of 60 credits/30 ECTS. The programme totals 180 credits/90 ECTS. Details of each module can be found further below.

12.2 Levels and modules**COMPULSORY**

Students must take all of the following:

Semester I:

- Theories of research in Art & Design
- New Media – Research & Design
- Research Proposition

Semester II:

- Design Management
- Research Development

Semester III:

- Main Project

PROGRESSION REQUIREMENTS

Following assessment and upon completion of the academic year, 180 credits/90 ECTS are required in order for students to graduate.

12.3 Non-compensatable modules**Module level****Module code**

Compensation is not permitted in any module

13. A curriculum map relating learning outcomes to modules

See Curriculum Map attached.

14. Information about assessment regulations

Detailed information about assessment regulations that apply to the programme can be found in the handbook (Also see Middlesex University Regulations at www.mdx.ac.uk/regulations). In general, students must pass all components of each module, in order to complete the module successfully

15. Placement opportunities, requirements and support

Not applicable

16. Future careers

The Careers Office looks after the professional provision of AKTO graduates. Various companies who have job vacancies contact it. By advising the student records and academic staff, it promotes, in line of priority, the most capable students. It also deals with graduate requests for employment and holds several reference material and information on professional requirements and employment opportunities.

17. Particular support for learning

The course is housed in AKTO's main Campus, with access to the Library of the college, the Auditorium and the College Gallery. The students use design and drawing studios in the building, with adequate space and of course computer rooms which are equipped with all the relevant software and peripherals. The studios are at the student's disposal many hours during the week in order to practice and prepare their projects and there are always technicians and assistants to support them. The college is equipped with a variety of projection facilities which are used at lessons and seminars.

The libraries of the college are open 56 hours per week and are equipped with computers, photocopying machines, internet stations and video room. The Librarians also provide information on other libraries that the students can use and there is a database of relevant web-sites.

The TV studio, sound studio and post-production facilities are also at the disposal of the students in order to develop their projects.

The course operates within the multidisciplinary setting of AKTO, offering students the opportunity to come into contact with students from other Art & Design programmes, attend common activities and explore the common ground and applications of their disciplines and others.

The college has an outstanding tradition in establishing links with the market and the broader communities, thus students have the opportunity to work on projects assigned by the industry while they study.

AKTO provides support for students with disabilities and anyone who require counselling. Any disability which might affect your study should be disclosed to your Programme Leader and the MA Coordinator through the Administration services on commencement of your course. Students requiring counselling support should contact the Administration office to acquire information on public support services or visit Public Disability Support Services directly at: <https://www.minedu.gov.gr/eidiki-agwgi-2/keddy-eidiki-ekpaideusi-4/16873-22-12-15>

Lab support gives you supervised access to all workshops, computer labs, and studios, while personal tutorials are available to you when required and can be arranged through the Administration. For more information see section "Support services at AKTO".

Please also refer to sections "library" and "student support" of this Handbook, as well as "Fees and Scholarships" at <http://aktocollege.com/fees-and-scholarships/> for more information on learning support.

18. JACS code (or other relevant coding system)

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19. Relevant QAA subject benchmark group(s)

Art & Design

20. Reference points

The following reference points were used in designing the programme:

1. Subject Benchmark Statements for Art and Design programmes as issued by the QAA (2018)
2. Benchmark Statements for Masters programmes as issued by the QAA (2015)
3. Descriptors of the National Qualifications framework for MA in Design level (2010)
4. Middlesex University regulations (2018-2019)
5. AKTO College mission statement (2013)
6. The framework for higher education qualifications [FHEQ] (2008)

21. Other information

Students also benefit from:

- Qualifications and expertise of teaching staff: Most members of the programme team have completed university studies and/or postgraduate studies. All of them are practicing professionals with notable experience in the field.
- Educational experience of the teaching staff: all members of staff have substantial educational experience since they have been teaching in advanced levels of undergraduate programmes for a number of years.
- History and experience of the college: AKTO, which is the largest provider in the field of Art & Design education in Greece, has been running successfully a number of undergraduate programmes in the field, validated by Middlesex University since 1992 and a post-graduate course at Master's level since 2003. The college has a long-standing good reputation for the quality of its provision.
- The validation by Middlesex University ensures implementation of all quality factors and procedures officially referring to academic programmes of such standards.

The programme is evaluated and improved in the following ways:

- Student feedback in surveys (end of first semester) and board of studies (once per semester).
- External Examiner arrangements: Future reports on the operation and standards of the BA Level will assist in the evaluation and improvement of the Programme. A number of graduates proceed to PhD or research degrees, in various universities in the UK with full acknowledgement of their previous years of study. The percentage of graduates who are absorbed the employment market right after graduation is very high and their professional development is good.
- Feedback from the employment market, whereby there is a demand for AKTO graduates by employers, is very positive, and the very good reputation of AKTO graduates in the industry.

Programme learning outcomes

A. Knowledge and understanding	
1	Assess the limitations and specificities of research, the introduction of new criteria and formulate new research targets.
2	Combine, in a interdisciplinary way, Urban Field, its contents and its intellectual relationship – as a system – with the Design.
3	Develop expertise in assessing theoretical design issues in a historical and cultural context and applying a range of concepts in the analysis of Design processes.
4	Assess the limitations of technologies and their special traits.
5	Exhibit an ability to critically relate a range of management concepts to the practice of Design.
B. Cognitive skills	
1	Select and apply innovative approaches, in undertaking research, evaluating data, rationalizing conclusions, and presenting results.
2	Critically revise an initial proposal with alterations imposed for its final formulation.
3	Critically evaluate and apply theoretical concepts to design work.
4	Select and apply appropriate technology for artistic expression and creations and evaluate ethical issues related to its use.
5	Defy and question conventional wisdom selectively, adopt a stance in relation to established systems of activity and synthesize strategies in an innovative manner.
C. Practical skills	
1	Apply advanced verbal and/or other presentation skills to defend their work.
2	Select the appropriate means that assist the materialization of a topic in technological approaches and apply them with professional capacity.
3	demonstrate expertise in interpreting and building on the findings of research, in combination with practical and academic skills.
4	Develop advanced teamwork and collaborative practice skills and an ability to benefit from different backgrounds of peers