PROGRAMME SPECIFICATION AND CURRICULUM MAP FOR SKETCH-COMICS-CARTOON

1. Programme title	Sketch-Comics-Cartoon
2. Awarding institution	Middlesex University
3. Teaching institution	AKTO Art and Design (Athens)
4. Details of accreditation by professional/statutory/regulatory body	
5. Final qualification	BA (Hons) Degree
6. Year of validation **Year of amendment**	2019
7. Language of study	Greek
8. Mode of study	Full-time & Part time

9. Criteria for admission to the Programme

One can enroll in the course if they have creative thinking or an artistic talent and have a love for the field. For their enrolment those interested in the course have to apply via a special AKTO form, they must have completed secondary education (with access to tertiary education) and they must attend an interview with the Programme Leader. It is possible for one to enroll without having completed secondary education if they are judged to be an exceptional talent. In all cases the interested party presents a portfolio to the Head of the course. In no case can one enroll in the course if they are not 17 years of age while there is no maximum age limit. Students need to be fluent in Greek and be able to translate short texts into English in the final year of studies. Assistance is provided by the supervisors on the translation of such texts where needed. Applicants who are not native speakers may be required to submit a Certificate of Attainment in Greek (Level B2) prior to the commencement of studies.

10. Aims of the programme

The programme aims at preparing graduates with the theoretical and technical knowledge and skills required to deal with any issue related to the creation of Sketches, Comics, Illustrations and Cartoon films, as well as to critically evaluate their interrelation with other forms of creative expression and view their activity within its broader context.

The programme creates Artists with deep knowledge on the history, principles, technological developments and current international trends of the discipline, a high level of creativity and aesthetic perception, conceptual ability, visual communication, illustration, animation and design skills along with the required technical competence.

The development of a personal creative style for each student is a vital aspect enhanced during the course, whereas high communicational and narrative skills are also important characteristics of the course's graduates who are viewed as independent comprehensive creative personalities.

A range of transferable skills is enhanced throughout the programme, so as to assist graduates in designating a successful career for themselves and be able to constantly develop as artists and professionals. Moreover, the course encourages students to view themselves from very early stages as independent artists and professionals, by engaging them into a numerous activities that help them evolve as creative personalities, promote their work and design their career from very early.

11. Programme outcomes	
A. Knowledge and understanding On completion of this programme the successful student will have knowledge and understanding of : 1. Evidence critical engagement on a broad range of relevant theories and analyse the historical dimensions of fine, sequential and visual arts. 2. Compare and contrast the techniques, means and methods for visual representation and sketch-comics-cartoon creations. 3. Evidence critical understanding of the main principles of Sketching, Drawing and Design methods, sketching and comic styles and the work of important creators. 4. Demonstrate knowledge and understanding of the Cartoon / caricature industry and key principles in text, narrative and script writing. 5. Demonstrate knowledge and understanding of the software applications for image creation, processing and post production.	**Teaching/learning methods** Students gain knowledge and understanding through their attendance, participation and engagement in: lectures; seminars; independent study, group debate - discussion and tutorials. **Assessment** Student's knowledge and understanding is assessed through creative coursework and written assignments.
B. Cognitive (thinking) skills On completion of this programme the successful student will have: 1. Demonstrate an ability to analyse information and experiences, integrate theory and practice, and extend their learning in different contextual frameworks. 2. Demonstrate proficiency in undertaking and presenting research, interpreting texts, recognizing problems, determining correlations and evaluating findings. 3. Exhibit skills in generating concepts, setting design parameters and goals, determining action sequences, in response to set briefs and/or as self-initiated activity. 4. Present evidence that demonstrates an ability to analyse and criticize completed work, benefit from critical judgements and contribute to relevant debates.	**Teaching/learning methods** Students develop cognitive skills through participation in seminars, research projects, creative coursework, written assignments and peer critiques. **Assessment** Students' cognitive skills are assessed through creative coursework, interim presentations and written assignments.
C. Practical skills On completion of the programme the successful student will have: 1. Demonstrate an ability to conceptualize and design original comics and cartoon characters and interpret ideas in visual form. 2. Select and make appropriate use of cartoon techniques and narratives and propose an original personal style for application in sketches, comics and illustrations. 3. Select, apply and manage the appropriate research methodologies in order to investigate a topic.	**Teaching/learning methods** Students develop practical skills through exercises, demonstrations, practical projects and workshops. **Assessment** Students' practical skills are assessed through creative coursework, creative projects and practical exercises.

4. Demonstrate competency and proficiency in using software a range of software for image processing, motion and post production. 5. Demonstrate competency in creatively applying principles and technical aspects of Photography, film and montage.	
D. Graduate Skills On completion of this programme the successful student will have gained: 1. Organisational and time management skills. 2. Communication and presentation skills. 3. Research and problem solving skills as well as working accurately with numbers and measurements. 4. Information technology skills. 5. Teamwork skills. 6. Career development skills.	**Teaching/learning methods** Students acquire graduate skills through their involvement in projects, individual and group exercises and their active participation in seminars. **Assessment** Students' graduate skills are assessed by both continuous and final assessment, through exercises, interim and final presentations and project work.

12. Programme structure (levels, modules, credits and progression requirements)

12.1 Overall structure of the programme

The course is studied over three years (6 semesters) full-time and study is undertaken in three levels (one for each year of study. A part-time mode is also offered, whereby students complete the course in 8 semesters (Level 4 is completed in the first year of studies, Level 5 is completed in the second year of studies and Level 6 is completed in the third and fourth year of studies). 100% of the course is College-based. The course is arranged in 15 week semesters. There are 13 study weeks per semester.

The course is divided into study units called modules. Each level has an equivalent of 120 credits.

FHEQ Levels 4 & 5 (Years 1 & 2): Each module has a credit value of 20 credits. Each 20-credit module represents approximately 200 hours of student learning, endeavor and assessment.

FHEQ Level 6 (Year 3): There are two modules with a credit value of 30 and 30 credits respectively in semester 5 and one module with a credit value of 60 in semester 6, which is the main project. Upon successful completion of the third level of studies, students receive the BA award.

Details of each module can be found in the module descriptors bellow.

12.2 Levels and modules		

Level 4

COMPULSORY	OPTIONAL	PROGRESSION REQUIREMENTS
Students must take all of the following: SKET111 Sketching I (20 credits) SKET121 Drawing I (20 credits) SKET131 Art Theory I (20 credits) SKET112 Sketching II (20 credits) SKET122 Drawing II (20 credits) SKET132 Art Theory II (20 credits)		120 credits are required for progression to the next level of study.

Level 5

COMPULSORY	OPTIONAL	PROGRESSION REQUIREMENTS
Students must take all of the following: SKET213 Sketching III (20 credits) SKET223 Script & Cinema I (20 credits) SKET233 Computer Design I (20 credits) SKET214 Sketching IV (20 credits) SKET224 Script & Cinema II (20 credits) SKET234 Computer Design II (20 credits)		120 credits are required for progression to the next level of study.

Level 6

COMPULSORY	OPTIONAL	PROGRESSION REQUIREMENTS
Students must take all of the following: SKET315 Sketch-Comics-Cartoon Research Project (30 credits) SKET325 Cartoon Development (30 credits) SKET316 Main Project (60 credits)		120 credits are required for successful completion of the academic year and a total of 360 credits 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
Graduates find work as comic authors, graphic novelists, cartoonists and illustrators, and are well-equipped for the media, including advertising, animation, film and TV, as storyboard artists, in all stages of pre-production.

17. Particular support for learning

The course is housed in two different buildings in Athens and one in Thessalonica, equipped with equivalent facilities. Students use a number of drawing and design studios, computer rooms with all the relevant software for design, drawing, image synthesis, processing, animation and production. The college is equipped with notable projection equipment to support learning.

All buildings have auditoriums and libraries with notable selections of books and magazines, equipped with photocopying machines and internet stations. The librarians are competent in providing information on various sources of reference. The librarians also provide information on other libraries that the students can use and there is a database of relevant web-sites. (see section 'Library and learning Resources' for the opening hours of the libraries).

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.

AKTO has a strong tradition in establishing and maintaining strong links with the relevant industry, which creates opportunities for students to visit working areas such as publishing companies and printing workshops and, what's even more important, get assigned real projects by various companies while they study, thus gaining experience, participating in exhibitions outside the college, winning prizes and even seeing their work published while they still study.

The college also has a tradition in organizing various other activities that enrich student experience, such as educational excursions abroad, conferences, lectures by known professionals etc.

18. JACS code (or other relevant coding system)	-
19. Relevant QAA subject benchmark group(s)	Art and 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 (2017)
2. Descriptors of the National Qualifications framework for Art & Design (2014)
3. Middlesex University regulations (2018-2019)
4. AKTO College mission statement (2013)
5. The framework for higher education qualifications [FHEQ] (2014)

21. Other information

Students also benefit from:
-Qualifications and expertise of teaching staff: 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.

- AKTO supports students with the provision of a supervisor in the last year of studies as well as the provision of a translator during final examination, upon request.
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.
-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.

Please note programme specifications provide a concise summary of the main features of the programme and the learning outcomes that a typical student might reasonably be expected to achieve if s/he takes full advantage of the learning opportunities that are provided. More detailed information about the programme can be found in the student programme handbook and the University Regulations.

Curriculum map for
BA (Hons) Sketch-Comics-Cartoon

This map shows the main measurable learning outcomes of the programme and the modules in which they are assessed.

Y	Module	Code	A1	A2	A3	A4	A5	B1	B2	B3	B4	C1	C2	C3	C4	C5	D1	D2	D3	D4	D5	D6
1	Sketching I	SKET 111		x			x			x		x	x			x						
	Drawing I	SKET 121			x					x				x			x		x			
	Art Theory I	SKET 131	x				x	x		x				x			x	x				
	Sketching II	SKET 112		x		x	x			x		x	x			x						
	Drawing II	SKET 122			x					x				x			x		x			
	Art Theory II	SKET 132	x				x	x		x				x			x	x			x	x
2	Sketching III	SKET 213		x	x	x				x		x	x		x	x						
	Script & Cinema I	SKET 223	x			x	x	x	x				x			x		x	x			
	Computer Design I	SKET 233					x				x			x			x		x	x	x	x
	Sketching IV	SKET 214		x	x	x				x		x	x		x	x						
	Script & Cinema II	SKET 224	x			x	x	x	x			x	x			x		x				
	Computer Design II	SKET 234					x				x			x			x		x	x		
3	Sketch-Comics-Cartoon Research Project	SKET 315	x			x		x		x	x		x				x	x	x	x	x	x
	Cartoon Development	SKET 325	x		x							x		x	x	x		x			x	x
	Main Project	SKET 316		x		x	x	x	x	x	x	x		x			x	x	x	x	x	x

Programme Learning Outcomes

	Knowledge and understanding		Practical skills
A1	Evidence critical engagement on a broad range of relevant theories and analyse the historical dimensions of fine, sequential and visual arts.	C1	Demonstrate an ability to conceptualize and design original comics and cartoon characters and interpret ideas in visual form.
A2	Compare and contrast the techniques, means and methods for visual representation and sketch-comics-cartoon creations.	C2	Select and make appropriate use of cartoon techniques and narratives and propose an original personal style for application in sketches, comics and illustrations.
A3	Evidence critical understanding of the main principles of Sketching, Drawing and Design methods, sketching and comic styles and the work of important creators.	C3	Select, apply and manage the appropriate research methodologies in order to investigate a topic.
A4	Demonstrate knowledge and understanding of the Cartoon / caricature industry and key principles in text, narrative and script writing.	C4	Demonstrate competency and proficiency in using a range of software for image processing, motion and post production.
A5	Demonstrate knowledge and understanding of the software applications for image creation, processing and post production.	C5	Demonstrate competency in creatively applying principles and technical aspects of Photography, film and montage.
	Cognitive skills		Graduate Skills
B1	Demonstrate an ability to analyse information and experiences, integrate theory and practice, and extend their learning in different contextual frameworks.	D1	Organisational and time management skills.
B2	Demonstrate proficiency in undertaking and presenting research, interpreting texts, recognizing problems, determining correlations and evaluating findings.	D2	Communication and presentation skills.
B3	Exhibit skills in generating concepts, setting design parameters and goals, determining action sequences, in response to set briefs and/or as self-initiated activity.	D3	Research and problem solving skills, working accurately with numbers and measurements.
B4	Present evidence that demonstrates an ability to analyse and criticize completed work, benefit from critical judgements and contribute to relevant debates.	D4	Information technology skills.
		D5	Teamwork skills.
		D6	Career development skills.