Buckinghamshire New University

PROGRAMME SPECIFICATION

1. Key Information

Programme Title:	BA (Hons) Hair and Make-Up for Film and Performance
Awarding Institution:	Buckinghamshire New University
Teaching Institution(s):	Buckinghamshire New University
Subject Cluster:	Visual Arts
Award Title (including separate Pathway Award Titles where offered):	BA (Hons) Hair and Make-Up for Film and Performance
Pathways (if applicable)	
FHEQ level of final award:	6
Other award titles available (exit qualifications):	Certificate of Higher Education Diploma of Higher Education BA Hair and Make-up for Film and Performance
Accreditation details:	
Length of programme:	2 years accelerated
Mode(s) of Study:	Full Time
Mode of Delivery:	In person (on-site) delivery
Language of study:	English
QAA Subject Benchmark(s):	Art & Design (2019)
Other external reference points (e.g. Apprenticeship Standard):	
Course Code(s):	BAHAIRAC
UCAS Code(s):	
Approval date:	01 December 2022
Date of last update:	

2. Programme Summary

The hair and makeup department within the film-making industry can be one of the largest within a production, employing more than 80 people each day, and with more than 15 different roles within it. The Bachelor of Arts Hair & Makeup programme is designed to equip you with the knowledge, skills and experience to work in this sector either in the UK or internationally. The programme combines a core set of skills with direct experience working alongside industry professionals, learning some of the detailed skills required to work at the highest levels of excellence while connecting with fellow learners from other disciplines as well as industry employers.

The programme supports the development of talent required in the film and media industries, in particular within the Hair & Makeup department, providing a practical understanding of the skills required to produce industry-approved results. It also emphasizes the importance of cultivating unique, personal entrepreneurial skills to prepare you to work within the professional environment equipped with the right tools to effectively communicate with other departments and produce outcomes that are aimed at international markets. At the same time, the course embeds critical and analytical skills through contextual studies, providing you with a broader awareness of theoretical debates within media and cultural studies.

The UK, and Pinewood Studios in particular, is currently one of the world's leading centres for film and television productions. This programme is partly delivered at Pinewood Studios and supported by facilities and resources at the University. You will enjoy the experience of being part of the Pinewood Studios community and be able to participate in all the different activities the studios can offer outside the regular working hours, such us screenings, industry talks, networking events, among many others.

The School of Art, Design and Performance at BNU brings together learners from across technical and creative disciplines, enabling interdisciplinary access to expertise and facilities.

3. Programme Aims and Learning Outcomes

Programme Aims

This programme aims to:

1. Provide learners with core subject knowledge and research skills to enable them to apply and extend their practice from conceptualisation of design ideas to the realisation of outcomes
2. Present learners with a range of industry-approved techniques and skills in hair and make-up which are aimed at international markets and can be transferred to their day to day practice
3. Provide learners with key skills for employability through input from high-profile industry professionals, making them work-ready in order to succeed in industry
4. Enable learners to apply critical and analytical skills and specialist knowledge and understanding in order to produce culturally informed outputs
5. Enable learners to situate their practice within cultural, theoretical and historical contexts, including awareness of the film, fashion and performance industries

Programme Learning Outcomes

Knowledge and Understanding (K)

On successful completion of the programme you will be able to:

ID	Learning Outcome
K1	Evidence a systematic understanding of key aspects of how the film, theatrical, fashion and creative industries operate and more specifically the hair and make-up departments.
K2	Deploy accurately established techniques of analysis and enquiry within the Hair and Make-up department.

K3	Evidence conceptual understanding of ideas and techniques at the forefront of the discipline in order to problem solve and devise & sustain debate.
K4	Show understanding of particular aspects of current research and professional practice in the discipline.
K5	Evidence technical proficiency through the effective manipulation of one or more techniques within the Hair and Make-up department.

Analysis and Criticality (C)

On successful completion of the programme you will be able to:

ID	Learning Outcome
C1	Evidence understanding of the interplay between creative and critical modes of enquiry in the discipline.
C2	Develop logical and critical thinking skills in relation to existing and emerging technologies.
C3	Realise the possibilities of a script, score and other textual and documentary sources.
C4	Critically evaluate arguments, assumptions, abstract concepts and data in order to make judgements and problem-solve.

Application and Practice (P)

On successful completion of the programme you will be able to:

ID	Learning Outcome
P1	Take responsibility as an individual artist for creative decision making.
P2	Demonstrate the use of the appropriate communication, aesthetic, interpersonal, entrepreneurial and digital skills required in a professional context.
P3	Apply the methods and techniques learned to review, consolidate, extend and apply their knowledge and understanding and to initiate and carry out projects.
P4	Demonstrate a capacity to work within the constraints imposed by the different structures within the creative industries.
P5	Initiate, develop and realise distinctive and creative work within various forms.

Transferable skills and other attributes (T)

On successful completion of the programme, you will be able to:

ID	Learning Outcome
T1	Communicate information, ideas, problems and solutions effectively to both specialist and non-specialist audiences.
T2	Apply entrepreneurial skills to existing forms and to innovate.
T3	Manage time, personnel and resources effectively by drawing on planning, organisational, project management and leadership skills.
T4	Work productively in a group or team, showing abilities at different times to listen, contribute and lead effectively.

T5	Manage personal workloads, meet deadlines and pursue goals with others.

Graduate Attributes

The BNU Graduate Attributes of: Knowledge and its application; Creativity; Social and ethical awareness and responsibility; and Leadership and self-development focus on the development of innovative leaders in professional and creative capacities, who are equipped to operate in the 21st Century labour market and make a positive impact as global citizens.

On this programme, attributes are developed through the practical and theoretical study of Hair and Make-up for the creative industries. It embeds current and traditional design skills and industry knowledge, and develops theoretical understanding across period, editorial and SFX Hair and Make-up design (K 2, 4 –P3, P5). Learners are encouraged to explore their practice in creative and experimental ways and undertake the critical research required to create innovative designs and concepts applicable to the wider international audience (C1, 3, 4 P3, P5). The programme engages the learner to contribute to this competitive industry, fostering good practices, teamwork and an awareness of interdepartmental collaboration. (P 1, 34, K1, T1, T3, T4). A key part of the programme embeds professional practice to develop leadership and time management skills, digital and online practices and ethical and social awareness to enable learners to be highly employable in an ever-evolving industry. (T1-5)

4. Entry Requirements

The University's general entry requirements will apply to admission to this programme with the following additions / exceptions:

- A typical offer will require a UCAS tariff score of: 88 - 112
- A minimum of two full A-levels (or equivalent) is required. Every application is considered on an individual basis.
- Applicants will need to complete an interview and/or demonstrate portfolio work, further guidance is given on the interview and portfolio advice pages.
- For further details of our international English entry requirements, please visit our international pages.

If you do not meet the entry requirements you may, if you have relevant professional experience, still be invited for interview, where you will be required to demonstrate the necessary knowledge and understanding for entry onto the course.

Previous study, professional and / or vocational experiences may be recognised as the equivalent learning experience and permit exemption from studying certain modules in accordance with our accreditation of prior learning (APL) process.

5. Programme Structure

Pathway 1 or stand-alone course **[add further tables for each additional pathway]**

Level	Modules (Code, Title and Credits)	Exit Awards
Level 4	**Core modules:** CAD4037 Historical and Contextual Studies (20) CAD4033 Period Hair and Make-up (20) CAD4034 Introduction to Sculpting and Clay Modelling Techniques (20) CAD4036 Editorial Hair and Make-up Design (20) CAD4035 Independent Project (20) CAD4032 Pre-production and Set Etiquette (20)	**Certificate of Higher Education**, awarded on achievement of 120 credits at Level 4
Level 5	**Core modules:** CAD5070 Advanced Hair and Make-up I (20) CAD5069 SFX Prosthetics Application (20) CAD5071 Body Painting (20) CAD5073Advanced Hair and Make-up II (20) CAD5072 Character Design and Making (20) CAD5074 Haircutting and Barbering Techniques (20)	**Diploma of Higher Education**, awarded on achievement of 240 credits, including a minimum of 120 credits at Level 5
Level 6	**Core modules:** CAD6038 Contextual Studies for Hair and Make-up 2 (20) CAD6036 FMP Design Proposal (20) CAD6037 Industry Brief (20) CAD6035 Professional Skills and Portfolio Development (20) CAD6027 FMP (40)	**Ordinary Degree**, awarded on achievement of 300 credits, including 60 credits at Level 6 and 120 credits at each of Levels 4 and 5 **Honours Degree**, awarded on achievement of 360 credits, including 120 credits at each of Levels, 4, 5 and 6

6. Learning, Teaching and Assessment

Learning and teaching

The programme encompasses a wide variety of teaching and learning methods.

- Traditional lectures and seminars, led by some of the most respected professionals across the department, where we aim to create an ambience where you can express yourself in any form and understand the nature of working in the industry.
- Most of the programme is workshop-based. This is most evident in the practical elements where we aim to create the ethos of a professional real-world environment.

- You are also expected to attend professional masterclasses, and deliver work, which may not fit into regular timetabled hours but require independent learning and studio practice, in the form of:
  - Wider reading and preparation for lectures and workshop-based classes. Independent studio usage guided by technicians.
  - Visualisation of proposed material.
  - Time spent in Pinewood Studios in preparation for assessments.
- You will also experience visits to outside bodies, such as makeup prep rooms, wig stores, museums, among others, to better prepare yourself for the research activities proposed in the programme.
- Individual and small group tutorials led by industry professionals and business mentors, not only to support you throughout the degree but more importantly to prepare you for the professional world afterwards. During the degree, we will introduce you to different industry bodies as well as guiding you through:

• Portfolio making

• Presentation skills

• Value proposition

 • Entrepreneurial skills

By being at Pinewood Studios and led by some of the most respected industry employers, you are exposed to the daily running and atmosphere found in a working film studio. These experiences and the possibility of work experience or further jobs are voluntary and self-determined (though strongly encouraged) and not formally assessed on site. Accordingly, relationships with hosts are informal (they are not involved in assessment) though compliant with legal requirements for health and safety.

Assessment

As per the teaching and learning activities, assessments are also comprised by a range of different methods. The following assessment activities are used on this programme:

• Essays – This will be mainly in the form of written documents, where you are requested to present research material in specific subjects and edit it to fit the desired outcomes.

• Time Constrained Assessments (TCAs) - Time is of essence when working on production. You will be assessed on time management and work outcomes.

 • Reports – You are encouraged to document your entire learning progress throughout the degree, and some of that documentation will be asked to be delivered in the form of reports and will be assessed and marked.

• Portfolio – As well as the written documentation on the different activities, visual portfolios are essential when presenting yourself to prospective employers. You are taught on the different processes involved in producing an industry-standard portfolio and will be assessed on the outcomes.

• Presentation Assessment – In conjunction with the Portfolio, presentation skills are a key element when working in teams and presenting ideas. Throughout the degree, you are expected to produce coursework and present it to an industry panel, which will assess and mark it.

• Practical Skills Assessment- One of the most important elements of the degree, is the practical skills you are accomplishing. Producing industry-standard results is of the essence for a prosperous career. You are assessed by industry professionals on the quality of your finished pieces throughout the degree.

The studio environment enables continuous assessment practice whereby you receive regular feedback from peers and tutors on your progress and effectiveness of methods deployed and outcomes achieved. Formative assessment takes place via work-in-progress seminars and critiques with staff, peers and individual tutors and serves to inform you of perceived strengths and weaknesses of the work, providing guidance regarding future action and direction. You will be expected to discuss your work in this forum, augmented by a series of tutorials to reinforce understanding. Feedback is provided both verbally and written, using standard feedback forms. Summative assessment normally takes place at the culmination of the module where more empirical judgements are made regarding individual work and progress with absolute attention upon the required learning outcomes. These are formally graded assessments resulting in a percentage mark, accompanied by written feedback on how you can develop your studies as you progress onto the next level. Assessment items will include all research and developmental work produced for the module

Contact Hours

1 unit of credit is the equivalent of 10 notional learning hours. Full time undergraduate students' study 120 credits (1200 hours) and full-time postgraduate students' study 180 credits (1800 hours) per year or 'stage' of the course.

Year one (Accelerated)

Scheduled activity – 482

Guided independent study – 1,318

Year Two (Accelerated)

Scheduled activity – 493

Guided independent study -1,307

7.Programme Regulations

This programme will be subject to the following assessment regulations:

• [Academic Assessment Regulations](#)

8. Support for learners

The following systems are in place to support you to be successful with your studies:

• The appointment of a personal tutor to support you through your programme
• A programme handbook and induction at the beginning of your studies
• Library resources, include access to books, journals and databases - many of which are available in electronic format – and support from trained library staff
• Access to Blackboard, our Virtual Learning Environment (VLE), which is accessible via PC, laptop, tablet or mobile device

- Access to the MyBNU portal where you can access all University systems, information and news, record your attendance at sessions, and access your personalised timetable
- Academic Registry staff providing general guidance on University regulations, exams, and other aspects of students and course administration
- Central student services, including teams supporting academic skills development, career success, student finance, accommodation, chaplaincy, disability and counselling
- Support from the Bucks Students' Union, including the Students' Union Advice Centre which offers free and confidential advice on University processes.

9. Programme monitoring and review

BNU has a number of ways for monitoring and reviewing the quality of learning and teaching on your programme. You will be able to comment on the content of your programme via the following feedback mechanisms:

- Formal feedback questionnaires and anonymous module 'check-ins'
- Participation in external surveys
- Programme Committees, via appointed student representatives
- Informal feedback to your programme leader

Quality and standards on each programme are assured via the following mechanisms:

- An initial event to approve the programme for delivery
- An annual report submitted by the External Examiner following a process of external moderation of work submitted for assessment
- The Annual Monitoring process, which is overseen by the University's Education Committee
- Review by the relevant PSRB(s)
- Periodic Subject Review events held every five years
- Other sector compliance and review mechanisms

10. Internal and external reference points

Design and development of this programme has been informed by the following internal and external reference points:

- The Framework for Higher Education Qualifications (FHEQ)
- The QAA Subject Benchmark Statement – see detailed mapping below
- The BNU Qualifications and Credit Framework
- The BNU Grading Descriptors
- The University Strategy

Buckinghamshire New University

Mapping of Subject Benchmark Statement and any relevant Apprenticeship Standard to Programme Learning Outcomes

Subject Benchmark Statement / Apprenticeship Standard:	Knowledge and understanding (K)					Analysis and Criticality (C)					Application and Practice (P)					Transferable skills and other attributes (T)				
Benchmark / Standard requirement	K1	K2	K3	K4	K5	C1	C2	C3	C4	C5	P1	P2	P3	P4	P5	T1	T2	T3	T4	T5
present evidence that demonstrates some ability to generate ideas independently and/or as self-initiated activity and/or in response to set briefs		x				x		x			x		x	x	x					
demonstrate proficiency in observation, investigation, enquiry, visualisation and/or making	x	x	x	x	x	x	x		x				x	x	x					
develop ideas through to outcomes that confirm the student's ability to select and use materials, processes and environments		x			x		x	x	x		x		x	x	x			x		x

Subject Benchmark Statement / Apprenticeship Standard:	Knowledge and understanding (K)					Analysis and Criticality (C)					Application and Practice (P)					Transferable skills and other attributes (T)				
Benchmark / Standard requirement	K1	K2	K3	K4	K5	C1	C2	C3	C4	C5	P1	P2	P3	P4	P5	T1	T2	T3	T4	T5
Make connections between intention, process, outcome, context and methods of dissemination.		x	x	x		x	x		x			x	x	x	x	x				
The broad critical and contextual dimensions of the student's discipline(s)	x	x	x	x		x	x	x			x				x					
The issues which arise from the creative practitioner's relationship with audiences, clients, markets, environments, users, consumers, and/or participants	x		x	x			x	x						x		x		x	x	x
major developments in current and emerging media and technologies in their discipline(s)			x				x					x					x			
The significance of the work of other practitioners in their discipline(s)	x		x	x			x				x			x		x				

Subject Benchmark Statement / Apprenticeship Standard:	Knowledge and understanding (K)					Analysis and Criticality (C)					Application and Practice (P)					Transferable skills and other attributes (T)				
Benchmark / Standard requirement	K1	K2	K3	K4	K5	C1	C2	C3	C4	C5	P1	P2	P3	P4	P5	T1	T2	T3	T4	T5
The role and impact of intellectual property.	x											x		x						
exercise self-management skills in managing workloads and meeting deadlines														x				x		x
accommodate change and uncertainty			x						x									x		x
analyse information and experiences, and formulate reasoned arguments	x		x	x		x		x	x		x				x					
benefit from the critical judgements of others and recognise their personal strengths and needs.			x	x									x			x				
apply interpersonal, social and negotiation skills in interaction with others.																x		x	x	x

Subject Benchmark Statement / Apprenticeship Standard:	Knowledge and understanding (K)					Analysis and Criticality (C)					Application and Practice (P)					Transferable skills and other attributes (T)				
Benchmark / Standard requirement	K1	K2	K3	K4	K5	C1	C2	C3	C4	C5	P1	P2	P3	P4	P5	T1	T2	T3	T4	T5
communicate ideas and information in visual, oral and written forms	x							x				x	x	x	x	x				
present ideas and work to their audiences.			x		x							x	x		x	x				
navigate, retrieve and manage information from a variety of sources	x	x	x	x		x		x	x						x					
select and employ communication and information technologies																x	x			
the ability to identify IP issues, prevent infringements of other's IP rights and take the appropriate steps to safeguard the innovation and commercialisation processes.	x			x												x	x			

Mapping of Programme Learning Outcomes to Modules

Programme Learning Outcome	Knowledge and understanding (K)					Analysis and Criticality (C)					Application and Practice (P)					Transferable skills and other attributes (T)				
Module Code (Core)	K1	K2	K3	K4	K5	C1	C2	C3	C4	C5	P1	P2	P3	P4	P5	T1	T2	T3	T4	T5
Level 4																				
Contextual studies			x			x			x							x				x
Editorial H&MUP design	x	x		x	x	x			x		x	x	x	x	x	x		x	x	x
Introduction to sculpting		x	x	x		x	x	x	x		x	x	x	x	x	x				x
Period H & MUP		x	x	x	x	x		x	x		x	x	x	x	x	x		x		x
Pre- production and set etiquette	x	x	x	x	x			x				x	x	x		x	x	x	x	x
Independent project	x	x	x	x	x		x	x	x		x	x	x	x	x	x		x	x	x
Level 5																				
Advanced H&Mup I	x	x	x	x	x	x	x		x		x	x	x	x	x	x		x		x
Advanced HMUP II	x	x	x	x	x	x			x		x	x	x	x	x	x		x		x
SFX and prosthetics	x	x	x	x	x	x	x		x		x	x	x	x	x	x		x		x
Body painting	x	x	x	x	x	x			x		x		x		x	x		x	x	x
Character design and making	x	x	x	x	x	x	x		x		x	x	x	x	x	x		x	x	x
Haircutting and barbering	x	x			x	x			x		x	x	x			x		x		x
Level 6																				
Contextual studies 2	x	x	x			x	x	x	x							x				x
FMP proposal		x	x			x	x	x	x		x		x		x	x		x		x

Programme Learning Outcome	Knowledge and understanding (K)					Analysis and Criticality (C)					Application and Practice (P)					Transferable skills and other attributes (T)				
Module Code (Core)	K1	K2	K3	K4	K5	C1	C2	C3	C4	C5	P1	P2	P3	P4	P5	T1	T2	T3	T4	T5
Industry brief	x	x	x	x	x	x	x	x	x		x	x	x	x	x	x		x		x
Professional and entrepreneurial skills	x	x			x						x	x	x		x	x	x	x	x	x
FMP	x	x	x	x	x	x	x		x		x	x	x		x	x	x	x		x