Undergraduate Programme Specification

Session	2026/27	**Last Modified**	March 2026
Named Award Title	BA Hons Creative Practice		
Award Title for Each Award	BA Creative Practice BA Honours Creative Practice		
Date of Approval	April 2026		
Details of Cohort Applies to	Levels 8, 9 & 10		
Awarding Institution	University of the West of Scotland	**Teaching Institution(s)**	University of the West of Scotland Dumfries and Galloway College
Language of Instruction & Examination		English	
Award Accredited by		University of the West of Scotland	
Maximum Period of Registration		Authorised Interruption Guidance notes (uws.ac.uk)	
Duration of Study			
Full-time	BA Honours Creative Practice Full Time - 3 Years	**Part-time**	
Placement (compulsory)	No		
Mode of Study	☒ Full-time ☐ Part-time		
Campus	☐ Ayr ☒ Dumfries	☐ Lanarkshire ☐ London ☐ Paisley	☐ Online / Distance Learning ☐ Other (specify)
School	**Business and Creative Industries**		
Divisional Programme Board	**Arts Media**		
Programme Leader	Dr Trent Kim		

Admissions Criteria

Candidates must be able to satisfy the general admission requirements of the University of the West of Scotland as specified in Chapter 2 of the University Regulatory Framework together with the following programme requirements:

SQA National Qualifications:

Or GCE

Or SQA National Qualifications / Edexcel Foundation
Year 2 HN in Art, Design, Computer Arts, Contemporary Art Practice, Film craft, Animation, Photography, Visual Communication, Audio Visual Technology, Digital Media, Sound Production, Technical Theatre, Production Arts or relevant discipline and English Higher (B grade or above) or relevant alternative.

Other Required Qualifications/Experience
All applicants will be expected to submit a personal statement, reference, and portfolio. Full explanation of this will be provided to applicants through an Admissions Staff contact. Initial offers and rejections will be made based on the above. Should places remain available after this first stage, remaining applicants will be invited for interview. Full details of the interview criteria will be provided to the applicants ahead of their interview date through an Admissions Staff contact.

Further desirable skills pre-application

Applicants should demonstrate at least basic competence in some or all of the following:

- Observational drawing.
- Familiarity with conventions inherent in the visual arts, such as composition, perspective, and proportion.
- Applied knowledge or skill in media such as printmaking, painting, photography, or sculpture.
- Some knowledge of notable historical and current creative practice.
- Applied knowledge or skill in computer-based applications such as Photoshop, Illustrator, InDesign, Procreate or similar equivalent.

General Overview

Students on the BA (Hons) Creative Practice degree will develop the essential professional and technical skills required to work in creative industries such as cultural heritage, contemporary art practice, photography and moving image, publishing and public/community arts, helping them build up a portfolio of work to prepare them for employment and future developments in the ever-changing landscape of visual arts, culture, and communications. Keeping up with cultural and industry trends, the programme will equip students with the creative and critical learning skills to effectively explore the relationships between creative practice, emerging technologies and relevant political, social, cultural, and historical contexts. By gaining practical and critical knowledge and working with industry specialists, such as designers, publishers, writers and artists, this degree will provide students with a range of skills to help them find a place within the multi-platform environment of the creative industries in which we work.

The Dumfries campus offers students access to IT and resources necessary for them to effectively engage with the programme. There is access to dark room, photographic studio mac labs, ceramic workshop with fully serviceable kiln, artist studio, rostrum camera and animation facilities, alongside shared usage of UWS library.
There are areas for individual quiet study and social spaces including gym, canteen, access to various sports activities which DGC offer to promote health & wellbeing.

The surrounding area of Dumfries and Galloway is known for its contemporary creative activity and has a historically strong commissioning ethos in areas of public and environmental art. Students will have opportunities to avail of existing partnerships and links for collaborations with external agencies, such as Upland, Wide Open, The Stove, Cample Line, Sanctuary Lab and the new WASP Studios. In addition, new opportunities are being developed, such as a collaboration with the Crichton Trust to offer students individual study space within the Crichton site alongside practising practitioners.

There is also opportunity for further student cross-disciplinary collaboration with organisations such as the BBC Social Project and local organisations such as South of Scotland Enterprise, Browns Food, Creatomatic, Dumfries Music Collective and Lockerbie old school. This cross-disciplinary approach mirrors the real world, team-based working structures of contemporary creative working environments, offering students an authentic, professional, and developmental learning experience.

Typical Delivery Method
Face to face, lectures, workshops, studio learning and lab-based sessions, supported by our bespoke VLE.

Any additional costs
None apart from proprietary software updates. Modest budget for employing a life model for 3 hour sessions and guest speakers/artists.

Graduate Attributes, Employability & Personal Development Planning

UWS Graduate Attributes
The University of the West of Scotland developed the 'I am UWS' graduate attributes in 2017. Described as "the skills, personal qualities and understanding to be developed through your university experience that will prepare for life and work in the 21st century", these state that graduates from UWS will be Universal, Work Ready and Successful.
This involves the development of attributes across three dimensions: academic, personal, and professional.

BA(Hons) Creative Practice aligns well with these graduate attributes, allowing students opportunities to develop their skills related to high-level academic study through flexible, accessible and inclusionary teaching and learning environments, authentic assessment, and opportunities for reflection and personal development. The Creative Research Project (60 credits) module provides bespoke opportunity for this at the core of the programme at Level 10, with the wider curriculum, designed to support students in preparing for success within and beyond university, encouraging rigorous academic research to underpin their creative specialisms.

Work Based Learning/Placement Details

Professional based skills are gradually developed in the creative, critical and technical modules of the programme, and students will be introduced to relevant professionals, protocols and employment opportunities which will prepare them for the two level ten exit modules, Presentation and Promotion and Practice in Context.

The Presentation and Promotion module aims to develop students' critical thinking about career choice and work ethics in combination with their practical projects. The outcome of all student work will accumluate in a professional public-facing website that demonstrates critical knowledge and understanding of the ways in which their career plans are developed and conceptualised. The students will utilise a number of processes specific to their cultural study in relation to the wider cultural industries chosen career path such as showreels, exhibitions, installations, audio examples, CV's, covering letters and promotional portfolio websites to demonstrate their own personal skills. The module will allow students to consider career routes and opportunities and supply them with presentation, communication, and generic cognitive skills to move towards employment in the cultural sector.
Practice in Context supports students in enhancing their professional skills and career development through disseminating their work in professional creative modes and environments. Students are encouraged to demonstrate their skills in negoatiating relevant issues as a 'reflective practitioner' in their chosen creative field. Students will be supported in deploying a range of creative skills to work collaboratively and professisonally to situate and present their contemporary practice to a high standard to public audiences.

Graduates will develop specialist skills and experience to support careers in:

- Commercial and Fine Art Photography
- Animation
- Illustration and Graphic Design
- Contemporary Art Practice
- Public and Community Art
- Visual Communications
- Social Media and Online Content generation

Attendance and Engagement

In line with the Student Attendance and Engagement Procedure, Students are academically engaged if they are attending and participating in all timetabled programme activities including on-campus and online teaching sessions, asynchronous online learning activities, placement, work-based elements, course-related learning resources, and complete assessments and submit these on time.

For the purposes of this programme, academic engagement equates to the following:

As personal and professional development within this programme is dependent on studio practice and involves autonomous self-directed study, group critique, collaborative practice and discussion, students are expected to demonstrate a commitment to this learning journey by consistent attendance and involvement.
Please see the Programme Handbook for general Programme Attendance protocol.
Where a student has failed to engage in the programme, the Dean of School or nominee may convene a School Panel to consider withdrawal of the student on the grounds of nonattendance.
A student may appeal against the decision of withdrawal on the basis of failing to meet engagement requirements.

Equality and Diversity

The University's Equality, Diversity and Human Rights Procedure can be accessed at the following link: UWS Equality, Diversity and Human Rights Code.

This programme supports equality of opportunity for students from different backgrounds and with different learning needs. Using appropriate platforms, learning materials will be presented electronically in formats that allow flexible access and manipulation of content. The programme complies with University regulations and guidance on inclusive learning and teaching practice. Specialist assistive equipment, support provision and adjustment to assessment practice will be made in accordance with UWS policy and regulations.

Where appropriate, scribes, interpreters and guides will be deployed to assist students.
BA Hons Creative Practice will follow the UWS Equality and Diversity policy and in the process of curriculum design, refer to the Equality Impact Assessment Toolkit as a guideline, which incorporates Human Rights to ensure widening of access to education from socially and economically disadvantaged areas and promoting (from first contact to graduation) equality in terms of disability, age, gender, race, religion, belief or non-belief, sexual orientation, identity, campus, or community.

Our approaches to teaching and learning ensure that students are able to engage in their learning regardless of their personal circumstances. We provide additional support to students who require it, taking advice from colleagues in Student Support Services as required. Often, students who identify as having disabilities will address these issues in their creative practice and assessment on our programmes and we are currently in discussion to see how some of this work can be utilised in staff CPD in order to further improve our accessibility and inclusiveness at UWS.

Many of the modules taught on these programmes will have content in-built that encourages students to engage with and produce critical and creative discourse, examining areas such as gender orientation, race, social justice, environment, community engagement, poverty, and mental health.

Programme structures and requirements, SCQF level, term, module name and code, credits and awards (Chapter 1, Regulatory Framework)

Learning Outcomes

SCQF LEVEL 7 Learning Outcomes	
Knowledge and Understanding	
A1	
A2	
A3	
A4	
A5	
Practice - Applied Knowledge and Understanding	
B1	
B2	
B3	
B4	
B5	
Communication, ICT and Numeracy Skills	
C1	
C2	
C3	
C4	
C5	
Generic Cognitive Skills - Problem Solving, Analysis, Evaluation	
D1	
D2	
D3	
D4	
D5	
Autonomy, Accountability and Working with Others	
E1	
E2	
E3	
E4	
E5	

Level 7 Modules

CORE

SCQF Level	Module Code	Module Title	Credit	Term			Footnotes
				1	2	3	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
Footnotes for Core Modules							

Level 7 Modules

OPTION

SCQF Level	Module Code	Module Title	Credit	Term			Footnotes
				1	2	3	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
Footnotes for Option Modules							

Level 7 **Criteria for Progression and Award** *Please refer to UWS Regulatory Framework for related regulations*

SCQF LEVEL 8 Learning Outcomes	
Knowledge and Understanding	
A1	Demonstrate knowledge of broad areas of creative art practices
A2	Evidence knowledge of some specialist areas of creative practice
A3	Demonstrate understanding of a range of core theories, concepts, and terminology in creative practice
A4	Show awareness and understanding of academic research and scholarly processes in relation to creative practices
A5	
Practice - Applied Knowledge and Understanding	
B1	Apply knowledge and understanding using a range of professional skills, techniques, and media within the areas of creative arts practice
B2	Apply and evidence and understanding of the processes involved in the research and development of creative practice outputs
B3	Apply some advanced knowledge of creative art practice in a specific discipline
B4	Apply technical skills and knowledge to a professional level
B5	
Communication, ICT and Numeracy Skills	
C1	Convey complex information to a range of audiences
C2	Use a range of methods, platforms, and sources to obtain information and data
C3	Use a specialised range of formats to convey contextual information effectively
C4	
C5	
Generic Cognitive Skills - Problem Solving, Analysis, Evaluation	
D1	Undertake critical analysis of specific areas in creative art practices
D2	Evaluate ideas, concepts, and pertinent issues in relation to creative art practices
D3	Use a range of approaches to create solutions when responding to issues in creative practice production
D4	
D5	
Autonomy, Accountability and Working with Others	
E1	Exercise autonomy and initiative to a professional level in a specific discipline of creative arts practice
E2	Manage resources in the production of creative practice outputs
E3	Show awareness of own and group responsibilities in working with others
E4	Work under guidance with specialist practitioners in the field of creative arts practice
E5	

Level 8 Modules

CORE

SCQF Level	Module Code	Module Title	Credit	Term			Footnotes
				1	2	3	
8	GRAM08005	Visual Arts in Context	20	☒	☐	☐	
8	GRAM08001	Creative Practice Project	40	☒	☒	☐	
8	GRAM08004	Visual Ethnography	20	☐	☒	☐	
8	GRAM08002	Creative Skills Development	40	☒	☒	☐	
				☐	☐	☐	
				☐	☐	☐	
Footnotes for Core Modules							

Level 8 Modules

OPTION

SCQF Level	Module Code	Module Title	Credit	Term			Footnotes
				1	2	3	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
Footnotes for Option Modules							

Level 8
Criteria for Progression and Award
Please refer to UWS Regulatory Framework for related regulations

Those students entering at SCQF level 8, and who achieve at least 240 SCQF credits of which a minimum of 100 are at least SCQF level 8, including all cores, can exit with Dip HE Creative Practice, should they choose not to progress to the next level of the programme.

Students must also achieve at least 240 credits of which a minimum of 100 are at SCQF Level 8 to progress to SCQF Level 9

Distinction will be awarded in line with University Regulations and no imported credit can be used. (Regulations 3.35 & 3.26)

SCQF LEVEL 9 Learning Outcomes (Maximum of 5 per heading)	
Knowledge and Understanding	
A1	Demonstrate an appreciation of the histories, forms, and traditions of creative practice
A2	Understand and explain foundational art contexts in terms of production and reception.
A3	Demonstrate knowledge and understanding of the foundational principles of research and inquiry.
A4	Demonstrate knowledge and understanding of a range of practitioners, and routine practices, crafts and techniques.
A5	Demonstrate an awareness of the educational, pedagogical, community, social and cultural context of visual arts practice.
Practice - Applied Knowledge and Understanding	
B1	Apply basic historical and social concepts to specific arts practices.
B2	Apply foundational cultural and theoretical concepts to the critical analysis, documentation and interpretation of specific creative practice
B3	Apply foundational research techniques in exercises of inquiry.
B4	Deploy a range of basic and routine technical skills in creative and critical modes of expression.
B5	Apply understanding of the social and cultural context of creative practice
Communication, ICT and Numeracy Skills	
C1	Develop techniques informed by or derived from cultural forms/ histories/ contexts and or practitioners.
C2	Describe theorise, interpret, and evaluate texts and events.
C3	Produce written work within appropriate scholarly and or professional conventions.
C4	Recognise situational and interpersonal factors and how these can accommodate to facilitate productive working relationships.
C5	Consume and interpret contemporary creative practice in the field of creative practice.
Generic Cognitive Skills - Problem Solving, Analysis, Evaluation	
D1	Articulate ideas and communicate information comprehensively, in oral or textual forms.
D2	Create and present information in forms appropriate to content and in a range of contexts.
D3	Articulate ideas and concepts via a range of communication technologies.
D4	Articulate ideas and communicate information comprehensively, in visual or physical forms.
D5	
Autonomy, Accountability and Working with Others	
E1	Work under pressure and to deadlines.
E2	Accept supervision in less familiar areas of work.
E3	Work independently, set goals and manage limited resources within defined areas of work.
E4	Work in a planned and improvisatory way to anticipate and accommodate change.

E5	Work, under guidance, with others to acquire an understanding of current professional practice.

Level 9 Modules

CORE

SCQF Level	Module Code	Module Title	Credit	Term			Footnotes
				1	2	3	
9	GRAM09001	Art Research Methods	40	☒	☒	☐	
9	GRAM09011	Socially Engaged and Collaborative Practice	40	☒	☒	☐	
9	GRAM09003	Environment Interventions	20	☐	☒	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
Footnotes for Core Modules							

Level 9 Modules

OPTION

SCQF Level	Module Code	Module Title	Credit	Term			Footnotes
				1	2	3	
9/10	GRAM09004	Expanded Drawing	20	☒	☐	☐	
9/10	GRAM09011	Moving Image & Time-based Art	20	☒	☐	☐	
9/10	GRAM09009	Experimental Animation	20	☒	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
Footnotes for Option Modules Offered at both levels 9 &10							

Level 9
Criteria for Progression and Award
Please refer to UWS Regulatory Framework for related regulations

To progress to L10, students must meet the criteria outlined in University Regulation, Chapter 3 (3.13). For information on progression with credit deficit please refer to University Regulation, Chapter 3 (3.13).

Those students who initially enter the programme at SCQF level 9 and who achieve the required credits including all cores, can exit with BA Creative Practice, should they decide not to progress to the next level of the programme.

For information on the award of distinction please refer to University Regulation, Chapter 3 (3.25).

Distinction will be awarded in line with University Regulations and no imported credit can be used. (Regulations 3.35 & 3.26)

Links: UWS Regulatory Framework; and Student Experience Policy Statement.

SCQF LEVEL 10 Learning Outcomes (Maximum of 5 per heading**)**	
Knowledge and Understanding	
A1	Demonstrate critical, integrated, and comprehensive knowledge and understanding of creative practice theory.
A2	Demonstrate critical insight into contemporary debates and issues related to the reception, creation and interpretation of visual arts practices.
A3	Demonstrate command of a variety of advanced research methodologies.
A4	Demonstrate specialist professional knowledge and understanding of the global context of at least one area of creative practice.
A5	Demonstrate a discerning professional insight into a specific discipline of creative practice
Practice - Applied Knowledge and Understanding	
B1	Deploy critical, integrated and comprehensive knowledge and understanding in the production of creative art practice
B2	Apply critical insight to contemporary debates and issues related to the reception, creation and interpretation of specific arts practices
B3	Apply a critical awareness of the interplay between creative and critical modes of enquiry creative practice.
B4	Apply specialist professional knowledge and practice effectively to collaborative working situations.
B5	
Communication, ICT and Numeracy Skills	
C1	Apply specialist professional knowledge and practice effectively to collaborative working situations.
C2	Offer professional insights, interpretations and solutions to problems and issues.
C3	Critically use information retrieval skills, involving the ability to gather, sift, manipulate, synthesise, evaluate and organise material.
C4	Conceive, develop, and realise professional level collaborative dynamics.
C5	Provide authoritative and convincing justifications to experts and peers for creative, technical, and conceptual choices.
Generic Cognitive Skills - Problem Solving, Analysis, Evaluation	

D1	Employ advanced and specialised skills in support of presentation of complex ideas and arguments.
D2	Utilise and adapt specialist professional platforms to undertake and present outcomes.
D3	Convey individual research findings convincingly to expert audiences using appropriate professional modes.
D4	Communicate with peers, senior colleagues, and specialists on a professional level.
D5	
Autonomy, Accountability and Working with Others	
E1	Exercise autonomy and initiative in engaging with complex/professional problems and issues.
E2	Realise autonomous extended research activity.
E3	Exercise significant autonomy and initiative in professional activities.
E4	Demonstrate leadership and accountability in the context of developing a specific creative practice.
E5	Manage complex ethical and professional issues in accordance with current professional and/or ethical codes or practices.

Level 10 Modules

CORE

SCQF Level	Module Code	Module Title	Credit	Term			Footnotes
				1	2	3	
10	JOUR10004	Creative Research Project	60	☒	☒	☐	
10	GRAM10001	Presentation and Promotion	20	☒	☐	☐	
10	GRAM10002	Practice in Context	20	☐	☒	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
Footnotes for Core Modules							

Level 10 Modules

OPTION

SCQF Level	Module Code	Module Title	Credit	Term			Footnotes
				1	2	3	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	
				☐	☐	☐	

Footnotes for Option Modules

**See L9 options: 3x option modules are offered to Level 9 and 10 in T2, students will take one in year 3 and one in year 4.

Level 10
Criteria for Award
Please refer to UWS Regulatory Framework for related regulations

The award of BA (Hons) Creative Practice is awarded to students who have at least 480 credits of which a minimum of 200 Points are at SCQF Levels 9 and 10, and of which a minimum of 100 are at SCQF Level 10.

Honours Classification will be awarded in line with the University Regulation, Chapter 3 (3.25)

No Distinction is awarded at Honours level (Regulation 3.25).

Regulations of Assessment

Candidates will be bound by the general assessment regulations of the University as specified in the University Regulatory Framework.

An overview of the assessment details is provided in the Student Handbook and the assessment criteria for each module is provided in the module descriptor which forms part of the module pack issued to students. For further details on assessment please refer to Chapter 3 of the Regulatory Framework.

To qualify for an award of the University, students must complete all the programme requirements and must meet the credit minima detailed in Chapter 1 of the Regulatory Framework.

Combined Studies

There may be instances where a student has been unsuccessful in meeting the award criteria for the named award and for other more generic named awards existing within the School. Provided that they have met the credit requirements in line with the SCQF credit minima (please see Regulation 1.21), they will be eligible for a Combined Studies award (please see Regulation 1.61).

For students studying BA, BAcc, or BD awards the award will be BA Combined Studies.

For students studying BEng or BSc awards, the award will be BSc Combined Studies.

Version no: 1

Change/Version Control

What	When	Who
Amendments according to PAF:	20/03/26	Dr Aislinn White

☒ Removal of a core module at level 9 and extension of Art Research Methods. ☒ Introduction / removal of an option module at level 8 ☒ Change to the trimester in which the option modules are delivered		
☒ Identified a missed document update of the previous amendment: the change of the trimester of the optional module delivery ☒ Identified a necessary change (as a result of the previous change of the trimester of the optional module delivery) from trimester 2 to trimester 1 trimester in which GRAM09003 Environment Interventions is delivered	29/04/26	Dr Trent Kim