

1. Programme title	Fine Art & New Media
2. Awarding institution	Middlesex University
3a. Teaching institution 3b. Language of study	AKTO Art and Design (Athens) Greek
4a. Valid intake dates 4b. Mode of study	October Full-time & Part time
5. Professional/Statutory/Regulatory body	
6. Apprenticeship Standard	
7. Final qualification(s) available	BA (Hons) Degree
8. Year effective from	2021 - 2022
9. Criteria for admission to the Programme	
<p>One can enrol in the course if they have creative thinking or a 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 and they must attend an interview with the Head of the course. It is possible for one to enrol without having completed secondary education if they are judged to be an exceptional talent, provided that they have completed their 17th year of age. In all cases the interested party presents a portfolio to the Head of the course. In no case can one be enrolled in the course if they are not 17 years of age and they have not completed the 9-year compulsory education. As the programme is taught in Greek, Greek language requirements for foreign applicants are of a B2 level. Applicants must also be able to handle English bibliography. There are no maximum age limit.</p>	
10. Aims of the programme	
<p>Learning in art and design, as per Subject benchmark statement, develops:</p> <ul style="list-style-type: none"> • the capacity to be creative • an aesthetic sensibility • intellectual enquiry • skills in team working • an appreciation of diversity • the ability to conduct research in a variety of modes • the quality of reflecting on one's own learning and development • the capacity to work independently, determining one's own future learning needs. <p>The programme is designed to develop visual artists who will be able to respond to the interdisciplinary character of contemporary art and who will adapt constantly to the rapid changes caused by technological innovations and disruptions. It will assist you to define your own path among the diverse routes of the art market as successful artists and at the same time build a strong profile as professionals who will be able to engage with the art industry and thrive as entrepreneurs in the broader art field.</p>	

It will equip you to address local, national, and global issues (eg. environmental and gender issues) that occupy art today as well as the hybrid character of contemporary art that interconnects, science and media culture through collaborative research in a free thinking context that promotes equality, diversity and inclusivity, which also considers issues of sustainability and the environment.

In this context you will approach issues of art theory and historicity and develop your critical intellectual skills. At the same time you will develop your practical skills on traditional forms of art such as painting, sculpture, printing and engage with a wide range of New Media and practices such as photography, video, postproduction illustration and digital processes.

The programme aims at enabling you to demonstrate a high level of conceptual understanding and professional practice, undertake a systematic, independent study through research, use your analytical and evaluative skills, develop a critical approach towards contemporary practice, define your own conclusions demonstrate the level of your personal artistic growth, by developing your own work through the various projects and placing it within a wider social and cultural environment.

A range of transferable skills is incorporated into the programme, so as to assist graduates in achieving a successful career and constantly develop as artists and professionals. Independence of thought, originality of ideas and professionalism, are the key parameters that are enhanced through both the curriculum and the organized complementary activities that form the educational experience within the programme.

11. Programme outcomes

<p>Knowledge and understanding</p> <p>On completion of this programme the successful students will be able to:</p> <ol style="list-style-type: none"> 1. Evidence critical understanding of various drawing systems, principles and approaches and knowledge of the relative materials, their uses and capabilities. 2. Demonstrate knowledge of the key historical developments in the evolution of art from a global perspective, analyse and engage with visual language. 3. Evidence knowledge of alternative strategies and understanding of currency and innovation in contemporary Art making and challenge the conventional approach to studio work. 4. Demonstrate knowledge of New Media applications and how analogue and digital techniques are merged in contemporary art making. 5. Present evidence that demonstrates knowledge of the Art & Design field and its relation to other disciplines - interdisciplinarity. 6. Evidence knowledge the principles, methods, processes and the range of media used for effective visual communication. 	<p>Teaching/learning methods</p> <p>Students gain knowledge and understanding through their attendance, participation and engagement in: lectures; seminars; independent study, group debate - discussion and tutorials.</p> <p>Assessment</p> <p>Student's knowledge and understanding is assessed through creative coursework and written assignments.</p>
---	--

<p>B. Skills</p> <p>On completion of this programme the successful student will be able to:</p> <ol style="list-style-type: none"> 1. Create 2D and 3D artworks, demonstrate a personal approach to painting and manage all stages of original sculpture works. 2. Select and make appropriate use of subject specific software for image synthesis, processing, editing and incorporate New Media in their practice. 3. Employ technical and conceptual skills, combine unconventional materials and explore alternative strategies and a personal approach to art making. 4. Select and apply the appropriate research methodologies in order to investigate a topic and manage all stages of the production of a final art piece. 5. Evidence skills related to contemporary art practice, including time management, teamwork, collaboration with related disciplines and interdisciplinary approaches. 6. Communicate to audiences and present research, both verbally and visually, using a variety of appropriate media, analyse and criticize completed work. 	<p>Teaching/learning methods</p> <p>Students develop practical skills through exercises, demonstrations, practical projects and workshops.</p> <p>Assessment</p> <p>Students' practical skills are assessed through creative coursework, creative projects and practical exercises.</p>
--	---

12. Programme structure and requirements, levels, modules, credits and qualifications

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, endeavour and assessment.

FHEQ Level 6 (Year 3): There are two modules with a credit value of 40 and 20 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 below.

12.2 Levels and modules	
Level 4	
COMPULSORY	PROGRESSION REQUIREMENTS
Students must take the following: FAT111 Drawing Approaches (20 credits) FAT121 Art Theory & New Media I (20 credits) FAT131 Fine Arts Studio I (20 credits) FAT112 Drawing Approaches & 3D Repres. Techniques (20 credits) FAT122 Art Theory & New Media II (20 credits) FAT132 Fine Arts Studio II (20 credits)	120 credits are required for progression to the next level of study.
Level 5	
COMPULSORY	PROGRESSION REQUIREMENTS
Students must take the following: FAT213 Fine Arts Studio – Developing Individual Practice I (20 credits) FAT223 Contemporary Practice & Theory (20 credits) FAT233 Fine Art & New Media I (20 credits) FAT214 Fine Arts Studio – Developing Individual Practice II (20 credits) FAT224 Professional Art Practice & Theory (20 credits) FAT234 Fine Art & New Media II (20 credits)	120 credits are required for progression to the next level of study.
Level 6	
COMPULSORY	PROGRESSION REQUIREMENTS
Students must take the following: FAT315 Fine Art & New Media Research Project (40 credits) FAT325 Sustaining & Developing Professional Practice (20 credits) FAT316 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. 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.	
14. Placement opportunities, requirements and support	
Not applicable	
15. Future careers	
The Careers Office looks after the professional provision of AKTO graduates. Various companies who have job vacancies connect with it and students are promoted based on the Career's Office records and student applications. It also deals with graduate requests for employment and holds several reference material and information on professional requirements and employment	

opportunities. Graduates of this programme develop as independent artists, promoting their work through galleries, group exhibitions, art festivals and forums, and/or professionals in the field of applied arts, dealing with Illustration and other artistic applications for media and publishing companies, as visual artists or even scenographers while some have also chosen to follow an academic career in artistic education.

16. Particular support for learning

Fine Art & New Media students are housed at the Main Campus of AKTO in Athens. The building provides workshops for studio practice, design and drawing studios, lecture rooms, 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. WiFi access is available in all building areas, while the college is equipped with a variety of projection facilities which are used at lessons and seminars. Students of all programmes also have access to photographic studios and dark rooms, Green room, and a post-production unit, Auditorium and Gallery.

All AKTO buildings house a Library. The libraries of the college 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 (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.

For more information please also refer to sections "Learning resources" and "Support" of this Handbook.

17. JACS code (or other relevant coding system)

-

18. Relevant QAA subject benchmark group(s)

Art & Design

19. Reference points

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 (2021-2022)
4. AKTO College mission statement (2013)
5. The framework for higher education qualifications [FHEQ] (2014)

20. Other information

Students also benefit from:

-Qualifications and expertise of teaching staff: Most members of the programme team have completed university studies, undergraduate 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, the MA in Design course since 2003, The MA in Digital Design & Interactive Applications since 2017, the MA in Photography & Visual language course and the MA in Fashion Brand Communication and Styling course since 2018 and the MA in Art & Education since 2019. 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.

-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.

Curriculum map for B.A. (Hons) in Fine Art & New Media

This section shows the highest level at which programme outcomes are to be achieved by all graduates, and maps programme learning outcomes against the modules in which they are assessed.

	Module	Code	Programme Outcomes											
			A1	A2	A3	A4	A5	A6	B1	B2	B3	B4	B5	B6
1	DRAWING APPROACHES	FAT 111	x			x				x		x		
	ART THEORY & NEW MEDIA I	FAT 121		x							x		x	x
	FINE ARTS STUDIO I	FAT 131			x		x	x	x					
	DRAWING APPROACHES & 3D REPRES. TECHNIQUES	FAT 112	x			x				x		x		
	ART THEORY & NEW MEDIA II	FAT 122		x							x		x	x
	FINE ARTS STUDIO II	FAT 132			x		x	x	x					x
2	FINE ARTS STUDIO – DEVEL. INDIVIDUAL PRACTICE I	FAT 213	x		x		x			x		x		
	CONTEMPORARY ART PRACTICE & THEORY	FAT 223		x			x				x		x	x
	FINE ART & NEW MEDIA I	FAT 233				x		x	x					x
	FINE ARTS STUDIO – DEVEL. INDIVIDUAL PRACTICE II	FAT 214	x		x		x					x		
	PROFESSIONAL ART PRACTICE & THEORY	FAT 224		x			x				x		x	x
	FINE ART & NEW MEDIA II	FAT 234				x		x	x					x
3	FINE ART & NEW MEDIA RESEARCH PROJECT	FAT 315		x	x	x				x		x	x	x
	SUSTAINING & DEVELOPING PROFESSIONAL PRACTICE	FAT 325	x		x		x	x				x		x
	MAIN PROJECT	FAT 316	x		x	x	x	x	x	x	x		x	x

Programme learning outcomes

Knowledge and understanding	
A1	Evidence critical understanding of various drawing systems, principles and approaches and knowledge of the relative materials, their uses and capabilities.
A2	Demonstrate knowledge of the key historical developments in the evolution of art from a global perspective, analyse and engage with visual language.
A3	Evidence knowledge of alternative strategies and understanding of currency and innovation in contemporary Art making and challenge the conventional approach to studio work.
A4	Demonstrate knowledge of New Media applications and how analogue and digital techniques are merged in contemporary art making.
A5	Present evidence that demonstrates knowledge of the Art & Design field and its relation to other disciplines - interdisciplinarity.
A6	Evidence knowledge the principles, methods, processes and the range of media used for effective visual communication.

Skills	
B1	Create 2D and 3D artworks, demonstrate a personal approach to painting and manage all stages of original sculpture works.
B2	Select and make appropriate use of subject specific software for image synthesis, processing, editing and incorporate New Media in their practice.
B3	Employ technical and conceptual skills, combine unconventional materials and explore alternative strategies and a personal approach to art making.
B4	Select and apply the appropriate research methodologies in order to investigate a topic and manage all stages of the production of a final art piece.
B5	Evidence skills related to contemporary art practice, including time management, teamwork, collaboration with related disciplines and interdisciplinary approaches.
B6	Communicate to audiences and present research, both verbally and visually, using a variety of appropriate media, analyse and criticize completed work.