REGENT'S
UNIVERSITY LONDON

BA (Hons) Visual Design

Programme Specification

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1. Course Overview	
Full course/award title(s)	BA (Hons) Visual Design
Programme Code	UBAA_0024_FI UBAA_0048_FI (Sandwich year)
Fees	https://www.istitutomarangoni.com/en/schools/london-school-of-fashion-and-design/undergraduate-courses
Location of study	Istituto Marangoni, London
Off campus elements / locations	N/A
Awarding institution	Regent's University London
Course entry points	October February
Date of original validation / revalidation	September 2023
Validated until	September 2028
Framework for Higher Education Qualification level of final award	Level 6
Number of credits in award	360 Credits
UCAS codes	W210 W212 (Sandwich)
HECoS Code	100061 - 50% 100632 - 50%
Relevant QAA subject benchmark statements	Art and Design Subject Benchmark Statement
Other external and internal references	Regent's University London Academic Regulations IM Learning & Teaching Strategy
Professional, statutory, or regulatory body recognition/accreditation	N/A

Mode of study (Full Time / Part Time)	Full Time
Language of study	English
Minimum / Maximum duration of course for each mode of study	Minimum 3 Years
Date of production / revision of this course specification	September 2026

2. Why study this programme, including course aims and objectives

Istituto Marangoni has more than eighty years of experience in educating highly skilled future design professionals. During this time, we have built outstanding international networks within the fashion and design industries and have expanded to comprise 11 schools in 9 prime city locations, across 4 continents. Istituto Marangoni provides an outstanding, internationally recognised educational experience that responds to the evolving demands and requirements of tomorrow's industry professionals.

Our ethos as a school embraces the creative synergies that evolve constantly between the refined professionalism of the Italian luxury sector, the rebellious and provocative innovation of the London cultural scene, and the nuanced global perspectives offered by our international student and tutor body. This is a distinctive characteristic that offers unique opportunities to make a positive local and global impact. We are exceptionally well-placed to understand diverse international contexts, opportunities and challenges and the potential of design to influence meaningful change. With a strong emphasis on creativity and imagination, as well as professional standards, we apply our philosophy to the role and influence that design may have in driving positive change for the whole Earth community.

Visual Designers today have a 360-degree perspective of the creative design process, considering not only the technical image but also the appearance and feel of the design, UX, the message they need to convey, and their audience needs.

Participants learn a complex mix of technical design skills, including the most important digital software, drawing, colour, print, layout composition, visual hierarchy, and art direction. They also study Gestalt and perception theories, as well as current realities and sociocultural scenarios, in order to produce meaningful designs in a technologically and emotionally charged world.
They gain knowledge of visual storytelling and language, as well as how to use video and new media (web design, blogs, social media platforms), with a focus on visual communication as a tactical tool for developing novel brand identities, sequential imaging in advertising, or creative concepts for publishing and online magazines.

Participants learn how to give a balanced and useful voice to a business, product, or service by studying marketing strategies, communication methodologies, cultural anthropology, and media techniques. They also learn how to apply original solutions to marketing concepts in order to sell or promote products or ideas through design. In order to preserve brand identity and convey a message, they are aware of the significance of conducting research on various clientele and businesses and choosing a distinctive design for each one.

In today's modern visual environment, the study of video, film, animation, interactive media, and motion graphics is essential. Video and interactive media is an effective tool that can change how businesses or brands present themselves, forging a distinctive visual identity, increasing the brand's influence, and emphasising the brand's role in the market or in society. Participants engage in 'real world' project creation in a work environment while working with businesses searching for unique and innovative contributions on industry projects. Communication skills offer a professional approach in the negotiation and presentation of ideas to businesses and new clients. They also provide feedback and assistance throughout the project.

Participants have the chance to display their work and network with influential industry figures and journalists at a final graduation showcase event, capping off their final year with the knowledge needed to launch a lucrative career in visual design.

Entry requirements:

- Copy of a high-school diploma or school certificates
- UCAS points equal to 80 tariff points
- Interview and portfolio review
- Non-native English speakers are required to provide an acceptable roof of their English Language ability. The English Language test score should be at least B2 on the CEFR level (e.g., IELTS Academic with 6.0 overall, no less than 5.5 for each element)
- Students who complete the Certificate of Achievement: Foundation in Fashion and Design at Istituto Marangoni London will have guaranteed progression to BA (Hons) Visual Design, provided they have the required L4 English entry requirement.

Employment opportunities:

The aim of the undergraduate courses is to enable students to gain employability, professional skills enhancement, in addition to offering a pathway for progression onto postgraduate degrees. In response to the constantly evolving and expanding creative industries, market research has shown that industry requires professionals who are ready to meet the demands of a post pandemic era which demands a rethinking of systems and design practice to cater for future generations.

Prospective careers:

- Graphic designer
- Creative director
- Art director
- Creative consultant
- Photographer
- Illustrator
- Animator
- Film and video producer
- Web designer
- Editorial designer
- AR/VR specialist

3. Programme structure

BA (Hons) Visual Design

Level 4: October and February Intake

Term 1.	Term 2.	Term 3.
ISM4008 Graphic Design (30 credits)	ISM4009 Editorial Design (30 credits)	ISM4010 Web Design (30 credits)
ISM4004 History of Art, Design & Visual Culture (30 credits)		

NB: Students enrolling on the February intake of undergraduate degrees complete their first year in a shortened period (Three 8-week terms with reduced breaks between them) in order to enrol on Level 5 in October of the same year, joining the October intake cohort.

Level 5

Term 1.	Term 2.	Term 3.
ISM5008 Digital Photography (30 credits)	ISM5009 Film and Video Technology (30 credits)	ISM5010 Animation, AR, and VR (30 credits)
ISM5004 Design & Cultural Studies (30 credits)		

Placement Year (Sandwich only; optional)

Term One	Term Two	Term Three
ISM5063 Placement (120 credits)		

Level 6

Term 1.	Term 2.	Term 3.
ISM6049 Major Project – Design Enquiry (40 credits)	ISM6007 Major Project – Design Prototyping (40 credits)	ISM6008 Major Project – Design Delivery (40 credits)

Lesson duration: 2.5 hours

Units

The programme is composed of a number of units that each have a credit value. On successfully passing each of these units, students will gain credits that count towards the total needed for their degree.

One credit equates to 10 notional hours, which is the average time a student will take to achieve the specified learning outcomes. So, if a unit is worth 10 credits, then students would expect to spend 100 hours studying. These will not all be 'taught' hours. Students will receive guidance and instruction through lectures, seminars, etc., but they will also need to engage in self-study. A percentage breakdown of teaching contact hours and self-study required on this programme is indicated in section 6.

On an undergraduate degree course provided by Istituto Marangoni, London students are expected to study 120 credit per level (or year) with no more than 60 credits per term.

Course Units

LEVEL 4 TERM 1
(Core unit) **CREDITS**

ISM4008 Graphic Design	30
Total core unit credits	**30**
LEVEL 4 TERM 2 (Core unit)	**CREDITS**
ISM4009 Editorial Design	30
Total core unit credits	**30**
LEVEL 4 TERM 3 (Core unit)	**CREDITS**
ISM4010 Web Design	30
Total core unit credits	**30**
LEVEL 4 TERMS 1-3 (Core unit)	**CREDITS**
ISM4004 History of Art, Design & Visual Culture	30
Total core unit credits	**30**
LEVEL 5 TERM 1 (Core unit)	**CREDITS**
ISM5008 Digital Photography	30
Total core unit credits	**30**
LEVEL 5 TERM 2 (Core unit)	**CREDITS**
ISM5009 Film and Video Technology	30
Total core unit credits	**30**
LEVEL 5 TERM 3 (Core unit)	**CREDITS**
ISM5010 Animation, AR & VR	30
Total core unit credits	**30**
LEVEL 5 TERMS 1-3 (Core unit)	**CREDITS**
ISM5004 Design and Cultural Studies	30
Total core unit credits	**30**
SANDWICH YEAR (Core unit if chosen a 4-year programme)	**CREDITS**
ISM5063 Placement	120
LEVEL 6 TERM 1 (Core unit)	**CREDITS**
ISM6049 Major Project – Design Enquiry	40
Total core unit credits	**40**
LEVEL 6 TERM 2 (Core unit)	**CREDITS**

ISM6007 Major Project – Design Prototyping	40
Total core unit credits	**40**
LEVEL 6 TERM 3 (Core unit)	**CREDITS**
ISM6008 Major Project - Design Delivery	40
Total core unit credits	**40**

4. Exit awards

- On successful completion of Level 4 – interim exit award: Cert HE Visual Design
- On successful completion of Levels 4 & 5 – interim exit award: Dip HE Visual Design
- On successful completion of Level 6 – Final exit award: BA (Hons) Visual Design or BA (Hons) Visual Design (Sandwich)

Exit (interim) awards can be conferred where:

a) you withdraw from the University without completing all the credits required for your named award,
and
b) you have successfully completed the volume of credit at the relevant FHEQ level as indicated in Section 3 above,
and
c) subject to the decision of the relevant Progression and Finalist Board.

Available exit awards for this course are:

- Certificate of Higher Education (120 credits Level 4)
- Diploma of Higher Education (240 credits – Level 4/Level 5)
- Non-Honours Degree (Ordinary Degree) (240 credits Level 4/Level 5 and 60 credits Level 6)

The full criteria for these exit awards can be found in the Assessment and Course Regulations section of Regent's University London Academic Regulations. regents.ac.uk/policies

Where classification of an award is possible (see Academic Regulations) this will be calculated as follows:

- Completion of 360 credits (120 at Level 4/120 at Level 5/120 at Level 6) as set out in the Academic Regulations based on Level 5 and Level 6 marks only.
  or
- For Level 5 entry, completion of 240 credits (120 at Level 5/120 at Level 6) as set out in the Academic Regulations based on Level 5 and Level 6 marks only.
  Or
- For Level 6 entry, completion of 120 credits at Level 6 as set out in the Academic Regulations based on Level 6 marks only.

5. Learning outcomes A guide to the more specific knowledge and skills students will gain throughout the programme:
Programme Learning Outcomes:
PLO1: Develop a professional awareness and understanding of global, economic, historical, theoretical, ethical, social, cultural, political, and environmental contexts and frameworks, pertaining to current and emerging visual design practice
PLO2: Independently plan, source, navigate, analyse, communicate synthesise and apply extensive research material from a variety of sources to the development of responses to written and creative briefs at a professional level
PLO3: Autonomously engage creatively in the generation, and realisation of concepts and solutions to visual design briefs, relevant to context and audience, utilising innovation and informing professional outcomes at an advanced level of understanding and application
PLO4: Communicate professionally in presenting research, concepts, and design solutions in a range of situations, in visual, oral, and written forms, employing relevant IT and software skills at an advanced level
PLO5: Think critically and apply problem solving methods to visual design scenarios on an advanced level of study and application
PLO6: Source, navigate, analyse, communicate, and apply research material from a variety of sources to the development of responses to creative and written briefs on an advanced level of study
PLO7: Engage creatively in the generation, and realisation of concepts and solutions to visual design briefs, relevant to context and audience on a professional level of application and design approach
PLO8: Acquire knowledge, skills and understanding of current and emerging technologies, processes, tools, materials, and software relevant to visual design on an advanced level of knowledge and skills
PLO9: Demonstrate a proactive attitude to developing knowledge and experience in contemporary visual design practice with professionalism and maturity
PLO10: Work constructively and collaboratively with group peers to achieve shared objectives and design outcomes at a mature and high level of competency, approach, and delivery of design outcomes
PLO11: Analyse, reflect and evaluate critically, varying contexts and environments within contemporary visual design practice and principles employed within professional practice at a mature level of study
PLO12: Negotiate and manage study workload in a professional, constructive, and efficient manner addressing new and emerging design thinking strategies applicable to visual design in a professional and mature level of understanding
LEVEL 4. Learning Outcomes
LLO1: Develop an awareness and understanding of global, economic, historical, theoretical, ethical, social, cultural, political, and environmental contexts and frameworks, pertaining to current and emerging visual design practice
LLO2: Independently plan, source, navigate, analyse, synthesise, and apply extensive research material from a variety of sources to the development of responses to written and creative briefs
LLO3: Autonomously engage creatively in the generation, and realisation of concepts and solutions to visual design briefs, relevant to context and audience, utilising innovation and informing professional outcomes

LLO4: Communicate professionally in presenting research, concepts, and design solutions in a range of situations, in visual, oral, and written forms, employing relevant IT and software skills
LLO5: Think critically and apply problem solving methods to visual design scenarios
LLO6: Source, navigate, analyse, communicate, and apply research material from a variety of sources to the development of responses to creative and written briefs
LLO7: Engage creatively in the generation, and realisation of concepts and solutions to Visual design briefs, relevant to context and audience
LLO8: Acquire knowledge, skills and understanding of current and emerging technologies, processes, tools, materials, and software relevant to visual design
LLO9: Demonstrate a proactive attitude to developing knowledge and experience in contemporary visual design practice
LLO10: Work constructively and collaboratively with group peers to achieve shared objectives and design outcomes
LL11: Analyse, reflect and evaluate critically, varying contexts and environments within contemporary visual design practice and principles employed within professional practice
LLO12: Negotiate and manage study workload in a professional, constructive, and efficient manner addressing new and emerging design thinking strategies applicable to visual design
LEVEL 5. Learning Outcomes
LLO1: Develop deeper awareness and understanding of global, economic, historical, theoretical, ethical, social, cultural, political, and environmental contexts and frameworks, pertaining to current and emerging visual design practice
LLO2: Independently plan, source, navigate, analyse, synthesise and apply extensive research material from a variety of sources to the development of responses to written and creative briefs at an intermediate level
LLO3: Autonomously engage creatively in the generation, and realisation of concepts and solutions to visual design briefs, relevant to context and audience, utilising innovation and informing professional outcomes at a deeper level of understanding and application
LLO4: Communicate professionally in presenting research, concepts, and design solutions in a range of situations, in visual, oral, and written forms, employing relevant IT and software skills at a level of knowledge deeper than previously learned
LLO5: Think critically and apply problem solving methods to visual design scenarios on a mature and complex level of understanding
LLO6: Source, navigate, analyse, communicate, and apply research material from a variety of sources to the development of responses to creative and written briefs on a deeper level than previously applied
LLO7: Engage creatively in the generation, and realisation of concepts and solutions to Visual design briefs, relevant to context and audience on a deeper level of application and design approach
LLO8: Acquire knowledge, skills and understanding of current and emerging technologies, processes, tools, materials, and software relevant to visual design on a deeper level of knowledge and skills
LLO9: Demonstrate a proactive attitude to developing knowledge and experience in contemporary visual design practice with a deep understanding of professionalism
LLO10: Work constructively and collaboratively with group peers to achieve shared objectives and design outcomes on an intermediate level of study and practice
LLO11: Analyse, reflect and evaluate critically, varying contexts and environments within contemporary visual design practice and principles employed within a mature level of professional practice

LLO12: Negotiate and manage study workload in a professional, constructive, and efficient manner addressing new and emerging design thinking strategies applicable to visual design on an intermediate level
SANDWICH YEAR OUTCOMES
LLO1: Source, navigate, analyse, communicate, and apply extensive research material from a range of significant sources to the development of responses to written and creative briefs with increasing independence.
LLO2: Analyse, reflect and evaluate critically, with increasing independence, in different contexts and environments within Fashion Design industries; involving the different methods and principles employed within professional practice.
LLO3: Engage creatively in the generation, and realisation of concepts and solutions to Fashion Design briefs, relevant to context and audience; utilising innovation informing well executed outcomes and employing increasing self-reliance.
LLO4: Demonstrate intermediate application of current and emerging processes, tools, materials, digital mediums, and technologies employed within Fashion Design Industries; enabling increasing independent selection and use of appropriate tools, to create well executed outcomes and solutions.
LLO5: Communicate confidently in presenting research, ideas, reasoned arguments, and design work in a range of situations, in visual, oral, and written forms, employing relevant IT skills where appropriate.
LLO6: Apply increasingly entrepreneurial approaches including innovation and enterprise to positioning your own work and operating effectively within the context of the professional practice and environment of Fashion Design and related Fashion Industries.
LLO7: Manage yourself in an increasingly constructive, efficient, and ethically sustainable manner, in order to produce coherent, relevant, and critical visual and written work, which conforms to specific conventions of referencing.
LLO8: Work productively with others, through collaboration, collective endeavour, and negotiation to achieve the shared objectives.
LLO9: Employ substantial knowledge and critical understanding of global, economic, historical, theoretical, ethical, social, cultural, political, and environmental contexts and frameworks, pertaining to current and emerging Fashion Design and wider Fashion industries and markets.
LEVEL 6. Learning Outcomes
LLO1: Develop a professional awareness and understanding of global, economic, historical, theoretical, ethical, social, cultural, political, and environmental contexts and frameworks, pertaining to current and emerging visual design practice
LLO2: Independently plan, source, navigate, analyse, synthesise, and apply extensive research material from a variety of sources to the development of responses to written and creative briefs at a professional level
LLO3: Autonomously engage creatively in the generation, and realisation of concepts and solutions to visual design briefs, relevant to context and audience, utilising innovation and informing professional outcomes at an advanced level of understanding and application
LLO4: Communicate professionally in presenting research, concepts, and design solutions in a range of situations, in visual, oral, and written forms, employing relevant IT and software skills at an advanced level
LLO5: Think critically and apply problem solving methods to visual design scenarios on an advanced level of study and application
LLO6: Source, navigate, analyse, communicate, and apply research material from a variety of sources to the development of responses to creative and written briefs on an advanced level of study

LLO7: Engage creatively in the generation, and realisation of concepts and solutions to visual design briefs, relevant to context and audience on a professional level of application and design approach
LLO8: Acquire knowledge, skills and understanding of current and emerging technologies, processes, tools, materials, and software relevant to visual design on an advanced level of knowledge and skills
LLO9: Demonstrate a proactive attitude to developing knowledge and experience in contemporary visual design practice with professionalism and maturity
LLO10: Work constructively and collaboratively with group peers to achieve shared objectives and design outcomes at a mature and high level of competency, approach, and delivery of design outcomes
LLO11: Analyse, reflect and evaluate critically, varying contexts and environments within contemporary visual design practice and principles employed within professional practice at a mature level of study
LLO12: Negotiate and manage study workload in a professional, constructive, and efficient manner addressing new and emerging design thinking strategies applicable to visual design in a professional and mature level of understanding

6. Learning and teaching strategy/ assessment methods (non-regulatory)

This is a guide to the academic opportunities available to assist students to be able to achieve the overall aims and objectives of the programme and the intended learning outcomes in Section 5. It is also a guide to the assessment methods used to test student's achievements of the intended learning outcomes. In order to meet the learning outcomes of the programme, students are expected to study independently, participate in class discussions, ask for support in academic skills if required and engage with subject tutors.

The learning and teaching strategy is pivotal to the overall aims and objectives of the BA (Hons) Visual Design programme where the emphasis is placed on achieving an appropriate balance between acquiring academic knowledge and building research, creative, practical, and transferable skills.
The learning and teaching strategy ensures that the student is placed at the centre of the teaching and learning study environment, through interactive, experiential teaching and learning activities, the academic team aims to support the student to develop into self-directed, autonomous learners who have the responsibility of developing their own learning experience.

Breakdown of teaching methods by percentage per level

Teaching and learning delivery	Level	Taught	Guided/Self Study	Placement/ sandwich
	4	50%	50%	0%
	5	50%	50%	0%
	6	50%	50%	0%

Assessment Methods	Level	Assignment	Examinations
	4	100%	0%
	5	100%	0%
	6	100%	0%
	Sandwich	100%	0%

Course management and teaching staff:

The BA (Hons) Visual Design programme is led by the Programme Leader for BA (Hons) Interior Design, BA (Hons) Product Design, and BA (Hons) Visual Design, supported by a committed team of Unit Leaders, Senior Tutors, and Tutors. Tutors are, in general, educated to MA or BA (Hons) level. Exceptions are where particular specialist skills are required and are delivered by visiting lecturers and/or industry practitioners.

The academic team is engaged in research and/or professional development and practice within the visual design industry.

Guest speakers including academics, industry experts and industry practitioners, delivering lectures and /or specialist workshops throughout the programme in addition to field trips, studio visits and exhibitions.

Assessment strategy and methods:

There is a combination of formative and summative assessments. Formative assessments are undertaken for developmental purposes and are designed to help students learn more effectively by giving feedback on their academic performance and how the student can improve and/or maintain their academic progress. Formative assessments do not contribute to the award mark.

Summative assessments are used to determine the students' success in meeting the intended learning outcomes of a unit and how this contributes to the award.

100% of assessment (group or individual) is through coursework. Assessed work from projects will largely be portfolio based, comprising a range of potential outcomes including design proposals, annotated research/sketchbooks, story boards, videos, photography, essays, reports, and digital applications through specific 2D and 3D industry relevant software.

Unit	Level	Assignment Type	Assessment period
ISM4008 Graphic Design	4	Coursework	Term 1: Weeks 10/11
ISM4009 Editorial Design	4	Coursework	Term 2: Weeks 10/11
ISM4010 Web Design	4	Coursework	Term 3: Weeks 10/11
ISM4004 History of Art, Design & Visual Culture	4	Assignment: Essay	Term 2: Weeks 10/11 Term 3: Weeks 10/11
ISM5008 Digital Photography	5	Coursework	Term 1: Weeks 10/11
ISM5009 Film and Video Technology	5	Coursework	Term 2: Weeks 10/11

ISM5010 Animation, AR, and VR	5	Coursework	Term 3: Weeks 10/11
ISM5004 Design & Cultural Studies	5	Assignment: Essay	Term 2: Weeks 10/11 Term 3: Weeks 10/11
ISM6049 Major Project – Design Enquiry	6	Coursework	Term 1: Weeks 10/11
ISM6007 Major Project – Design Prototyping	6	Coursework	Term 2: Weeks 10/11
ISM6008 Major Project – Design Delivery	6	Coursework	Term 3: Weeks 10/11

Ethical approval of research:

All research conducted within and outside the University by students at Istituto Marangoni, London should comply with internal research ethics policy and process prior to its commencement. This will include, but not limited to, all research involving human or other living participants, and all experiments, investigations and procedures involving human or other living participants, or data relating to such living entities.

7. Relationship to other programmes

Some programmes share subjects or have other connections to other design programmes.

A cross-disciplinary approach within the BA (Hons) Visual Design programme is reflected in the long units, delivered across three terms:

- Level 4: ISM4004 History of Art, Design & Visual Culture
- Level 5: ISM5004 Design & Cultural Studies

These units are taught across all BA (Hons) Design programmes:

- BA (Hons) Interior Design
- BA (Hons) Product Design
- BA (Hons) Visual Design

8. Student support

Istituto Marangoni, London provides a range of student support mechanisms which include (but not limited to):

- **Admissions:** the department provides information about all of the programmes and study opportunities at Istituto Marangoni, London. The Admissions Department also supports and assists applicants throughout all stages of admission from initial enquiry, application to enrolment.

- **Academic and Student Services department**: Academic and Student Services aims to support and enhance the student experience allowing individual growth and success. The department provides pastoral, academic, social and wellbeing support and guidance as well as advice regarding timetables, deadlines, and School regulations.

- **Library Resources:** The library service aims to deliver a high quality engaging and supportive service for students in support of an outstanding, inspiring, diverse, innovative, and creative educational experience. The service intends to inspire students to discover more about their subjects and other relevant disciplines as well as provide information and materials to support the syllabi for all subjects taught at Istituto Marangoni, London.

- **Careers Service:** The Careers department supports students and alumni, offering guidance on all aspects of their career journey, providing practical advice, and helping students connect with industry.

- **SEN Support**: This is available to all students with learning disabilities by booking 1-2-1 sessions with the SEN tutor. The support programme offers a Personal Learning Plan, monitors students' progress, and formalises reasonable adjustments.

- **Coaching and Mentoring Service:** This service offers 1-2-1 appointments with a professional coach / mentor. The service provides advice, guidance, and encouragement, equips students with problem solving skills / tools, improves self-confidence, encourages reflections and enhances individual performance.

- **Counselling Service:** The aim of the service is for students to receive immediate professional support as well as to set up a safe and healthy path for the student journey on a longer-term basis. The service can assist with resilience building, setting up home in London, time and stress management, homesickness, creativity stress, anxiety etc.

9. Learning support and resources

Academic Resources:

- **Library**: physical & online resources

Istituto Marangoni Student Portal & App

- **Computer Labs**: Mac
- **Industry Professional Software**:
    - Adobe Suite – Photoshop, Illustrator, InDesign, Premier Pro, After Effects
    - SketchUp
    - AutoCAD
    - 3D Studio Max
    - Rhino
    - VRay
    - Cinema 4D
    - Midjourney
    - Stable Diffusion

- **Photography and filming studio**
- **Material Lab 101: For all programmes**

Physical and digital Material Lab including new and emerging materials, traditional materials, and fabric samples

- **Digital Lab 102:**
    - Large Format Printer
    - A4 printer
    - AR/ VR Headsets
    - IPad Pro's

- **Design Lab 103:**

Software: Simplify 3D
Machinery & Equipment:

- 3D printers (x3)
- CNC machine
- Laser cutter
- Bench drill
- Vacuum former
- Work benches
- Model making facilities

10. Opportunities for personal development planning

Personal Development Plan

Personal development planning is integrated within the BA (Hons) Visual Design programme as students are expected to reflect upon and evaluate their thinking, activities, and academic performance across Terms 1.,2. and 3.

The SEN tutor and Career Service offer support with personal development and preparation for employment. The purpose of the Istituto Marangoni, London Career Service is to bridge the gap between programme completion and entering the workplace. Monitoring, guidance, and counselling sessions are organised throughout the academic year. The Career Service organises various activities including seminars and round table discussions with design professionals, HR managers and head-hunter agencies on specific topics such as future career paths, personal research methods and job profiles. Individual meetings are also arranged to assist with CV preparation, revise portfolios and encourage students to talk about their career goals and expectations**.**

Careers Support

The Istituto Marangoni, London Career Service works to support students and alumni in enhancing their career, employability, and entrepreneurial skills. While working closely with the academic staff and industry partners, Istituto Marangoni, London Career Service provides targeted approaches to career development, starting at the beginning of the students' study experience. Recognising the vast importance of this area, the Career Services department has

developed a range of informative workshops and annual events to provide advice and guidance for students and alumni. These sessions are organised by the careers team and delivered by internal staff in addition to industry guests. Key topics include professionalism, industry ready CV's and cover letters, interviewing techniques, personal branding, networking, and portfolio presentations.

The Careers Service staff regularly undertake industry networking initiatives, visits and have created an extensive database providing strong mechanisms for ensuring up-to-date opportunities for placements as well as graduate jobs. The Careers Service has also introduced an online platform Career Network (SYMPLICITY), ensuring that approved placements and jobs are promoted to existing students and Alumni. The ability to reach a wide number of students through one digital platform enables the Career Services team to be a leading area in promoting employability for Istituto Marangoni, London students through regularly offering competitive

11. Admissions Information

Entry requirements for the BA (Hons) Visual Design programme:

- Copy of a high-school diploma or school certificates
- UCAS points equal to 80 tariff points
- Completion of an entry test
- Non-native English speakers are required to provide an acceptable roof of their English Language ability. The English Language test score should be at least B2 on the CEFR level (e.g., IELTS Academic with 6.0 overall, no less than 5.5 for each element)
- Students who complete the Certificate of Achievement: Foundation in Design at Istituto Marangoni, London will have guaranteed progression to BA (Hons) Visual Design, provided they have the required L4 English entry requirement.

12. Visas and immigration

Students holding a visa to study in the UK should familiarise themselves with the conditions and details of their visa. Key expectations for visa holders include:

- Ensuring the School retains an up-to-date copy of a student's passport and visa documents.
- Updating the School with any changes to your address, personal email address and personal phone number.
- Students be aware of the requirements of their visa, including the limitations on your working rights and permitted work. For any further questions, students should contact the Visa Manager directly using an email address included in the Student Handbook.

13. Assessment and progression regulations

Students will be assessed on how well they are progressing at the mid-term point of each term (formative assessment) and at the end of term (summative assessment).
Current regulations are published within the Academic Regulations on the Regents University website, at the link below.

https://www.regents.ac.uk/policies

Students will be provided with guidelines on the requirements for all assessment components. A generic description of each grade is available at:
regents.ac.uk/about/regents-teaching-exchange/learning-teaching/assessment-framework

14. Award criteria

To complete the BA (Hons) Visual Design programme, students will be expected to obtain total of 360 credits at Levels 4, 5 and 6 for an undergraduate degree at 120 credits per level/ year.

For further details on award requirements, please see the Academic Regulations, available at the link below. These regulations are subject to review and amendments on an annual basis.

regents.ac.uk/about/governance/academic-governance/academic-regulations

15. Methods for evaluating and improving the quality and standards of teaching and learning

Continuous monitoring and evaluation of programmes is an essential part of Istituto Marangoni, London's quality assurance framework enabling discussion and consideration regarding potential enhancement of learning opportunities within specific programmes, resulting in a high-quality student academic experience. The academic team is encouraged to evaluate the programmes and propose content, teaching delivery or assessment related changes for reasons such as quality improvement, in response to feedback from students, academic faculty or subject External Examiners, to ensure currency of programmes, annual monitoring and data outcomes and/or alignment with any regulatory body requirements or changes.

Examples of continuous programme management and quality arrangements:

- **Programme validation or revalidation:** The programme approval is based on a process of internal and external peer review and ensures alignment against all relevant UK external reference points as well as internal and external policies and procedures.

- **Periodic reviews:** The programme re-approval process is based on a process of critical reflection of the programme's operation and continued relevance with internal and external peer review and student feedback being integrated within the process. It also ensures continued alignment against all relevant UK external reference points, internal and external regulations etc.

- **Annual programme / unit modifications:** The academic team is encouraged to evaluate the programmes and propose content, teaching delivery or assessment related changes for reasons such as quality improvement in response to feedback from students, tutors, or subject External Examiners to ensure currency of programmes, annual monitoring and data outcomes and/or alignment with any regulatory body requirements or changes.

- **Programme Continuous Improvement Plans:** The process provides an important source of information for programme teams on the operation of the programmes as these documents provide a complete record of enrolment and Assessment Board related information, progress of actions, good practice identified, student and External Examiner feedback, complaints overview etc.

- **Unit performance reports:** The purpose of these reports is to continue and enhance the quality of units and act upon any concerns in a timely manner.

- **Student engagement and feedback:** Student participation in quality assurance and enhancement processes helps to improve the educational experience of students, benefiting the wider student body, the Higher Education sector as well as engagement with collaborative partners within industry. Student engagement contributes to quality assurance and enhancement processes by effectively capturing the student voice, acting upon student feedback, student academic engagement as well as their engagement with the School. Students have an opportunity to provide ongoing information and formal feedback as part of their studies. The ways of providing feedback include (but not limited to): Student Voice and NPS surveys, National Student Survey, industry engagement, monthly events, School forums, Student Representative meetings, formal School Boards and Committees, academic related activities.

- **Staff Development:** Academic staff are supported in further developing their professional and academic skills and in acquiring teaching qualifications:

    - LTA, Learning Teaching Assessment
    - FHEA, Fellowship
    - SFHEA, Senior Fellowship
    - PgCert

Istituto Marangoni, London also financially supports, partly or fully, costs for academics to attend conferences and for professional training and research that can benefit both the staff, the students, and the institution.

The Director of Education, with the support of the QA and HR teams, selects on a yearly basis the academic staff to whom professional development will be offered.

LTA programme:

This programme provides participants with the opportunity to develop their practice through critical reflection and contextual debates informed by relevant theories and perspectives. Participants will consider their own teaching practice in the context of the wider Higher Education landscape from both the tutor and learner perspectives. The assessment strategy for this programme requires an observation of practice, and participants will be expected to demonstrate that they can plan, deliver, evaluate, and reflect on learning episodes using this process to inform planning for their Continuous Professional Development.

This programme is designed to offer participants maximum flexibility and the opportunity to personalise their own learning and practise through engagement with online learning resources. These resources consist of key elements for the unit e.g., principles of effective session planning, inclusive practice, assessment, and curriculum design all linked to relevant learning and teaching theory. The unit focuses on the enhancement of the student experience and the development of critical reflective practice with a particular emphasis on observations of practice.

Throughout the programme, learners consider how they can demonstrate the application of:

- Underpinning theories and models of teaching and learning and reflective practice
- Methods to ensure inclusive teaching and learning strategies
- Techniques for session planning within constructively aligned teaching learning and assessment
- Models of reflective practice
- Theory applied to practice
- Engagement with disciplinary, contextual drivers and strategies appropriate to their practice
- Quality measurement and enhancement mechanisms

16. Curriculum map

This table indicates which study units assume responsibility for delivering the learning outcomes detailed in Section 5.

LEVEL 4

UNIT	Learning Outcomes											
	LLO1	LLO2	LLO3	LLO4	LLO5	LLO6	LLO7	LLO8	LLO9	LLO10	LLO11	LLO12
ISM4008 Graphic Design	X			X	X		X	X	X			
ISM4009 Editorial Design	X			X	X	X			X			
ISM4010 Web Design	X	X	X	X		X		X			X	X
ISM4004 History of Art, Design & Visual Culture	x	x			x				x	x	x	

LEVEL 5

UNIT	Learning Outcomes											
	LLO1	LLO2	LLO3	LLO4	LLO5	LLO6	LLO7	LLO8	LLO9	LLO10	LLO11	LLO12
ISM5008 Digital Photography	X	X	X	X			X	X	X			X
ISM5009 Film and Video Technology		X	X	X				X	X		X	
ISM5010 Animation, AR, and VR	X		X	X	X	X		X		X	X	X
ISM5004 Design & Cultural Studies	X	X		X	X	X	X					

SANDWICH YEAR

UNIT	LEARNING OUTCOMES								
	LLO1	LLO2	LLO3	LLO4	LLO5	LLO6	LLO7	LLO8	LLO9
ISM5063 Placement		X	X	X	X	X		X	X

LEVEL 6

UNIT	Learning Outcomes											
	LLO1	LLO2	LLO3	LLO4	LLO5	LLO6	LLO7	LLO8	LLO9	LLO10	LLO11	LLO12
ISM6049 Major Project – Design Enquiry	X	X	X	X	X	X	x	X	x	X	X	X
ISM6007 Major Project – Design Prototyping	X	X	X	X	X		x	X	x	X	X	X
ISM6008 Major Project – Design Delivery	X	X	X	X	X	X	x	X	x	X	X	X