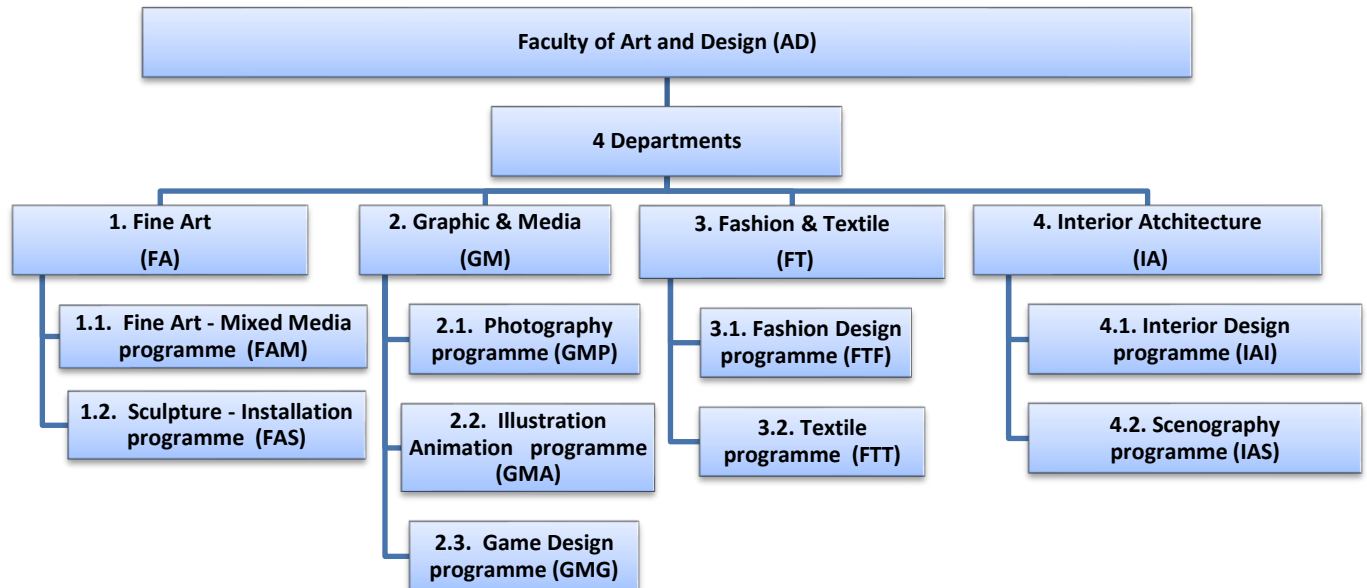**The British University in Egypt (BUE)**
Faculty of Art and Design

Art and Design BA (Hons)

Programme Specification
November 2022

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│              Faculty of Art and Design (AD)                 │
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                    │   4 Departments  │
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1. Fine Art (FA)	2. Graphic & Media (GM)	3. Fashion & Textile (FT)	4. Interior Atchitecture (IA)
1.1. Fine Art - Mixed Media programme (FAM)	2.1. Photography programme (GMP)	3.1. Fashion Design programme (FTF)	4.1. Interior Design programme (IAI)
1.2. Sculpture - Installation programme (FAS)	2.2. Illustration Animation programme (GMA)	3.2. Textile programme (FTT)	4.2. Scenography programme (IAS)
	2.3. Game Design programme (GMG)		

- *Programmes are five years' long*
- *Prep Year Level: Common for all Programmes of the Faculty*
- *Year 1: Common for each Department*
- *Total Credit points 600 for the 5 years (120 Credit points each year)*

Faculty of Art and Design

The Faculty of Art and Design emphasises the role of the British University in Egypt in being a leader in the field of education, research and creativity. It aims to develop the impact of art and design in raising community awareness and aesthetics sense in terms of quality assurance and international competitions.

The faculty has five-years professionally oriented programmes designed to provide students with academic professional knowledge and creative practice in art and design. This approach ensures our graduates have the creative skills to compete successfully for employability and have the potential to lead innovation within their sectors.

I. Faculty Programmes:

The Faculty of Art and Design has the following Departments:

1. **Fine Art (FA) Department comprises two Programmes:**
   1.1. Fine Art - Mixed Media (FAM)
   1.2. Sculpture - Installation (FAS)

2. **Graphic & Media (GM) Department comprises three Programmes:**
   2.1. Photography (GMP)
   2.2. Illustration Animation (GMA)
   2.3. Game Design (GMG)

3. **Fashion & Textile (FT) Department comprises two Programmes:**
   3.1. Fashion Design (FTF)
   3.2. Textile (FTT)

4. **Interior Architecture (IA) Department comprises two Programmes:**
   4.1. Interior Design (IAI)
   4.2. Scenography (IAS)

II. Degrees offered by the following Programmes:

- BA (Hons) Art and Design (Fine Art - Mixed Media)
- BA (Hons) Art and Design (Sculpture - Installation)
- BA (Hons) Art and Design (Photography)
- BA (Hons) Art and Design (Illustration Animation)
- BA (Hons) Art and Design (Game Design)
- BA (Hons) Art and Design (Fashion Design)
- BA (Hons) Art and Design (Textile)
- BA (Hons) Art and Design (Interior Design**)**
- BA (Hons) Art and Design (Scenography)

III. Aims:

- To preserve national identity and cultural heritage to promote national and artistic values of Egyptian art and industries in the light of modern and global trends.
- To activate the communication with the labour market and contribute to the provision of training, rehabilitation and the creation of a successful partnership.
- To Provide creative skills and abilities to develop innovative capabilities in art and design with aesthetic values.
- To inculcate the innovative mental development of the graduate artist, designed to be able to meet the needs of the artistic, scientific and practical community in local and regional work market at the level of creativity.
- To adopt creative thinking and scientific methodology for providing creative, technical and specialised advice to solve art and design problems, as well as create the aesthetics communities for the development of the Egyptian society and cities.

The Department of Fine Art: provides students with the opportunity to study artistic language and design concepts through a range of contexts and research methods that develop their knowledge of how artistic language works in history, drawing, anatomy, painting, geometrical perspective, installation in space, and the principle of design.

The Department of Graphic and Media aims to acquaint students with a thorough grounding in both basic and applied areas of graphic, design, and media art as well as research methods by which knowledge in photography is advanced. Students acquire a broad range of skills (i.e. photography and digital post-production) that prepare them for careers as professional graphic designers, game designers, illustrators, photographers, media artists, and researchers.

The Department of Fashion and Textile aims to prepare students for careers in different fields such as the textile industry and fashion design. This department provides students with the opportunity to study design concepts through a range of contexts and research methods that develop their knowledge in fashion design theory, design business and practice in both textile and fashion fields, and provides students with practical projects in different areas such as sportswear, outerwear, modernity through different skills in cutting, surface, historical, and internship.

The Department of Interior Architecture aims to prepare students for careers in different fields such as interior design and scenography through theatre, TV, and cinema. The programme offers the opportunity for students to choose between two majors: Interior Design or Scenography. This department provides students opportunity to study knowledge and skills in different areas such as geometric perspective, interior design, history of architecture, technology of materials, visual culture and alteration, material and working details, scenography design, and scenic drawing.

The programmes offer an array of modules designed to help students acquire expertise and knowledge in their chosen field. A key aim is to help deepen students' insights and develop their ability to express their ideas visually following formal academic conventions

and ensuring academic honesty. In addition to personal enrichment, this offers a wide variety of careers to graduates. These include visual artists, photographers, designers, and international work, as well as important leadership roles as analysts, researchers and personnel specialists.

IV. Intended Learning Outcomes (ILOs):

Learning outcomes for knowledge and understanding, acquisition takes place through a combination of lectures, seminars, tutorials, assignments, dissertations, and unseen exams (academic and specialist-led).

Learning outcomes for subject specific cognitive skills, acquisition again takes place through a combination of lectures, seminars, tutorials, presentations, in-class tests, reports, essays, assignments, dissertations, and unseen exams (academic and specialist-led), as well as class and coursework feedback.

Learning outcomes for subject specific practical skills, acquisition takes place through projects, workshops, portfolios, product models, pitches, and product demos. (Academic and specialist led).

Learning outcomes for transferable skills, acquisition takes place through the mix of projects, workshops, presentations, in-class tests, reports, essays, assignments, portfolios, product models, pitches, product demos, dissertation, and coursework feedback.

The acquisition is supported by skills through workshops and presentations throughout the course. Students are encouraged to make full and appropriate use of information technology.

Strategies include case studies; visits to museums, galleries, other places of interest; and discussions of key reading. As well as this, there is feedback on student performance in class and on coursework throughout the programme. There will also be visits from industry experts, including game developers.

On successful completion of the programmes, students should be able to demonstrate knowledge and understanding of concepts, theories, and methods involved in the academic discipline of the programme of their specialisation. Students majoring in art and design should be able to:

- *Understand and use the main concepts, approaches, and theories of the discipline; to analyse, interpret, evaluate and relate the academic study of the discipline to a wide range of employment contexts and life experiences.*
- *Establish an awareness of key theoretical and methodological issues involved in the programme, and to be able to distinguish between varieties of methods of enquiry.*
- *Demonstrate an understanding and appreciation of the interconnectedness of peoples and societies across time in fields of art and design.*

- *Demonstrate strong analytical ability through critical engagement with the modules of the art and design.*
- *Critically and creatively appraise received ideas and established knowledge and practice of art and design.*
- *Demonstrate the ability to articulate their perspectives and develop informed insights into fundamental art and design issues.*
- *Question their values and reflect on the assumptions underlying their worldview.*
- *Appreciate differences through engagement with contending viewpoints and beliefs in art and design.*
- *Demonstrate an appreciation of the social, cultural and aesthetic diversity of the human heritage.*
- *Develop an appreciation of the art as a form of life-long learning.*
- *Develop multicultural and cross-cultural perspectives on art and design issues.*
- *Demonstrate strong communicative competency at both the concrete and abstract levels in art and design.*
- *Develop conversance with various forms of artistic communication.*
- *Demonstrate the skill of independent thinking, good drawing skills, a facility for independent learning, investigation and effective organisational skills.*
- *Present their critical understanding of the issues studied to tutors and peers, and to engage in dialogue with them.*
- *Place questions of inquiry related to the discipline and can apply their knowledge to specific case studies.*
- *Work within a supportive and responsive learning environment that is enriched by research and in which the academic development and career opportunities of students are enhanced.*
- *Acquire key transferable skills including analysis of opinion, argument, and fact; evaluation of evidence and hypothesis; synthesis of debate; appropriate use of communication and information technology; and clear communication – all of which lead to students becoming productive and interactive members of society.*

V. Curriculum, Syllabi, and Training

Programme of Study: The 5-years programme is offered in 10 consecutive semesters. The programme is delivered through a combination of lectures, groups' tutorials linked to lectures, seminars, labs, workshops, studios, ateliers, or landscaping outing (as appropriate), problem-solving classes, coursework exercises, moreover, blended learning, student-centered and interactive learning are increasingly being used through project work undertaken both in groups and individually and self-study.

Core Modules: These are subjects in which students concentrate their studies and receive degrees. They are sequenced to ensure the provision of elective modules that benefit and enable students to pursue their professional lives.

Elective Modules: Where your programme allows you to study elective modules, this is to allow you to gain specific skills, such as a foreign language, or to study something on a completely different topic that interests you. You may not choose an elective module that covers the same material as any of your compulsory or elective modules.

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Towards the end of Level 4 you will have the opportunity to choose two out of a range of 'elective' modules. A list of elective module titles and content information will be sent to you, and from your feedback a shortlist of these modules will be created from which you can choose. We refer to these as 'elective' modules because there is an electiveity in which two modules you choose. **It is a requirement that you pass two of these modules, one module in semester one, and the other in semester two, to pass Level 5.**

Depending on how you want your learning and teaching to develop, the elective modules you choose will allow you to step outside of your subject discipline area to learn new skills, methods and theories from another Art and Design related discipline, or to choose a module that is closely related to your original programme of study. The elective modules provide you with exciting trans-disciplinary learning and teaching opportunities, and to work collaboratively with student colleagues in other departments.

During your Level 4 studies, the programme lead will offer you advice and guidance on which elective modules will provide you with the Learning Outcomes (LO) that you would like to achieve at the end of your studies, discussing whether your choices give you the breadth of coverage or the depth of specialism that you would like to attain, as well as whether your choices are relevant to your developing ideas and your academic strengths.

Independent Studies: These are individual projects in different disciplines, which are undertaken with supervision by full-time academic staff members in the faculty. Students propose projects not covered by module work that will complement the academic programme. A written project proposal must be endorsed by an academic staff member and reviewed by the department.

Throughout the programme, students are encouraged to undertake independent reading both to supplement and consolidate what is being taught and to broaden their knowledge and understanding of the subject. Cognitive practical and key skills are acquired, developed and reinforced continually throughout the programme.

Internships: These are field experiences in an approved professional setting. Internships are supervised by both a non-academic professional and a full-time academic staff member in the faculty. Training will take place in professional areas and is considered an obligatory requirement for graduation in all departments of the faculty.

All Faculty of Arts and Design students will be required to perform training internships during the summer between Level 5 and Level 6. This is compulsory for students to graduate and receive the Egyptian award. The internship should last for one week. The Faculty is committed to securing opportunities for its students. However, individual students can secure opportunities for themselves provided that the company or atelier's nature is appropriate to their programme. At the end of the training period, students are required to submit a report, conduct a presentation in front of a panel at the British University in Egypt and present a training completion certificate to their relevant Arts and Design department.

Assessments: The normal workloads in one academic year for a full-time student involves the completion of module credit points totaling 120 credit points per year. Students are required to have attended satisfactorily a 5-year programme of approved modules including lectures, tutorials, workshops, laboratory classes, and project work.   Students

must be present themselves for assessment, which may include a practical and/or oral examination.

The assessment strategy of the programme requires that assessment should:

- Be based on criteria and practices known to students in advance.
- Be marked according to published standards and practices formulated to ensure fairness and consistency.
- Assess the outcomes of each module at the appropriate level which contributes to the achievement of the programme level outcomes.
- Be sufficiently varied in the form to encourage engagement and development of students and to all outcomes including both knowledge and skills.
- Searching and rigorous in the standard.
- Offer opportunities to students to reflect on their strengths and weaknesses.
- Learning outcomes are assessed throughout the programme using a variety of forms that typically include a combination of coursework assessments and unseen examinations. Typical coursework assignments include written work in the form of reflective and critical writing, portfolios, in-class tests, oral visual work in the form of visual presentations, exhibitions, academic essays, creative written work, creative production work, product models, pitches, product demos, and individual or group practical projects.
- Assessment for Knowledge and Understanding, a variety of assessment methods are used to test learning outcomes: academic essays, in-class tests, creative written work, individual reports, essays, assignments, visual presentations, creative production work, dissertation, and unseen examinations.
- Assessment for Subject Specific Cognitive Skills, these learning outcomes are again tested through a variety of methods: academic essays and creative written work, unseen examinations and visual presentations, in-class tests, individual reports, essays, assignments. As students' progress through the programme, assessment methods reflect the expectation that students will exhibit greater autonomy in their learning, will refine their intellectual skills and will approach their work more critically and analytically. Students are expected to undertake greater independent study for practical and written projects, culminating in the dissertation and advanced art, design, media project at level six.
- Assessment for Subject Specific Practical Skills, these learning outcomes is assessed through creative production work and self-reflexive written analysis, visual presentations, portfolios, product models, pitches, product demos, dissertation.
- Assessment for Transferable Skills, student performance is tested through coursework, examinations, creative written work, visual presentations, exhibitions, and portfolios.
- The programme will employ in-class assessment to encourage preparation and participation and to facilitate timely formative feedback. The assessment strategy for each level reflects the outcomes set for that level, a manifestation of this is the complexity of level of an individual and group work which is set to increase as students' progress through the five years, starting from introductory project level

and reaching very advanced level for the individual and group work respectively.

- Coursework allows the student to demonstrate the wider academic skill of focused scholarly research, drafting, editing, and polished writing. Coursework forms a particularly important part of the assessment and is intended to strongly motivate independent learning as well as improve students' planning and time management skills. The strength of the programme is that students are given extensive opportunities to develop their oral presentation skills both as an integral part of the curriculum and as extracurricular activities. Examinations show how well the student can demonstrate their mastery of an area of scholarly knowledge by selecting appropriate material from memory and applying it to an unseen question in a limited period.

- Whilst seeking to use innovative and diverse assessment strategies for individual modules, the overall burden of assessment at each level of the programme is intended to be consistent, balanced and appropriate to the Level. The assessment strategy is informed by the requirement for appropriate testing of knowledge in the foundation subjects by way of examination and related to the learning outcomes for each level. At Level 6, there is greater use of assessment through coursework, reflecting the greater emphasis on analysis, evaluation, research, practical skills, and independent study skills at that level.

Learning outcomes are tested and assessed throughout the programme using a variety of forms that typically include a combination of:

- **Presentation**: develops the potential for sampling a wide range of practical, analytical and interpretative skills and develops tutor/student and student/student relationships. It provides a wider application of knowledge and skills to real/simulated situations. It tests preparation, understanding, knowledge, and capacity to structure information and oral/visual communication skills.
- **In-class test:** to assess the student's knowledge and understanding through the content while enhancing time-management skills under the supervision of instructors for the acquired knowledge.
- **Projects/ Report**: develops student's individual/group practice, and their ability to locate their practice according to the module aim and module leader appropriate to the module level.
- **Essay**: develops the potential for measuring understanding, synthesis and evaluative skills. Most essays, as a standard method, are essentially concerned with trying out ideas and arguments, supported by evidence related to the field of art, media, and design.
- **Portfolios**: develops the potential for sampling and collecting a wide range of students' practical work, it could be a set of pictures, photographs of examples of student's work, which they use when entering a competition or applying for work.
- **Product models/ Demos:** provides one of the best sales tools for having a high-quality product.

- **Dissertation**: provides a wider application of knowledge, understanding, and skills, with a measure of project and time management and research skills. They present greater potential for providing feedback and can test methods as well as results.
- **Graduation Project:** develops student's practice, and their ability to locate their practice within the contemporary art, media, and design industry. Research into historic and contemporary theory and practice enables students to develop a critical framework in which to consider their work. Having considered a context for their work (e.g. a portfolio, the gallery, the book, the screen) the emphasis will be on developing working methods to develop and complete self-directed projects within this area of Art, Media, and Design.
- **Unseen Exam:** develops the ability to work under a time constraint. It provides a good assessment of the understanding and knowledge of the content while enhancing time-management skills.

VI. University Academic Decision-Making Structure

The University's ultimate decision-making body is the University Board.[1] The University board remit is to direct, regulate, develop, monitor and promote the University's academic work and provision, and to keep standards and quality under regular review. The Senate is a standing committee of the University board with delegated authority to review existing and new programmes, and to implement, oversee, monitor and develop the University policies and procedures with quality, academic standards, learning and teaching strategy, validation and professional accreditation. The Senate delegates authority to Programme Boards, Examination Boards, the Academic Appeals Committee, Impaired Performance Panel, and Academic Impropriety Investigation Panel, as well as to individual Deans and Programme Directors, to make decisions on its behalf, relevant to their areas of responsibility. Key decisions are reported to the Senate and the University Board.

VII. Faculty Regulations

Article 1

The Faculty of Art and Design has the following Departments:

1. **Fine Art (FA) Department comprises two programmes:**
   1.1. Fine Art - Mixed Media (FAM)
   1.2. Sculpture - Installation (FAS)

2. **Graphic & Media (GM)** Department **comprises three programmes:**
   2.1. Photography (GMP)
   2.2. Illustration Animation (GMA)

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[1] The British University in Egypt is authorised by Egyptian Presidential Decree 411/2004 to award degrees following the regulations stipulated by the Supreme Council of Universities.

2.3. Game Design (GMG)

3. **Fashion & Textile (FT)** Department **comprises two programmes:**
   3.1. Fashion Design (FTF)
   3.2. Textile (FTT)

4. **Interior Architecture (IA)** Department **comprises two programmes:**
   4.1. Interior Design (IAI)
   4.2. Scenography (IAS)

Article 2

Subjects taught within the faculty of Art and Design but owned by other faculties in BUE are the responsibility of the 'home' faculty.

Article 3

The British University in Egypt (BUE), on the authorization of the University Board, offers the following awards: **Bachelor with Honour**. **Level H** (Honours) according to the UK Quality Assurance Agency Framework for Higher Education – BA (Hons) in one of the specialisms listed in Article 4.

Article 4

The British University in Egypt, on the authorization of the University Board, offers awards in one of the following programmes:

- BA (Hons) Art and Design (Fine Art Mixed - Media)
- BA (Hons) Art and Design (Sculpture - Installation)
- BA (Hons) Art and Design (Photography)
- BA (Hons) Art and Design (Illustration Animation)
- BA (Hons) Art and Design (Game Design)
- BA (Hons) Art and Design (Fashion Design)
- BA (Hons) Art and Design (Textile)
- BA (Hons) Art and Design (Interior Design)
- BA (Hons) Art and Design (Scenography)

The British University in Egypt, on the authorization of the University Board and the Supreme Council of Universities, may offer awards in new programmes.

Article 5

Students are expected to attend all timetabled classes. Assessment in all modules may take place throughout the semester. Where there is a formal examination element, this will take place during the designated examination period at the end of each semester, and summer re-assessment period.

Article 6

- Students are awarded credit in any module in which they achieve at least the

minimum pass mark.

- Students may progress to the next level provided they have failed no more than 20 credit points at the previous level. Programmes may, besides, stipulate that students must pass specific modules before being allowed to progress.
- A student who fails a module at first attempt, and achieves at least 60 credit points, is referred for re-sit examinations in the summer re-assessment period. The mark awarded following success at referral is capped at the pass mark.
- Students who achieve fewer than 60 credit points at the first attempt will not be allowed to progress to the next level. Marks awarded following re-sit examinations will be capped at the pass mark for the module. Where a student passes a module at the fourth or subsequent attempt, credit gained in that module may not be recognized as valid by the UK accrediting institution.
- Students must pass all the modules to be eligible for an award.

Article 7

Students with a legitimate claim for missing an assessment or examination may be allowed a further opportunity to be assessed and will be awarded the full mark obtained. The Impaired Performance Panel, acting on authority delegated by the Senate, will consider all claims of this nature.

Article 8

Where there is more than one item of assessment for a module, each assessment item will be allocated a weighting, and the module mark calculated according to the specified weight. If a student misses an assessment item, he/she will be awarded a mark of absence for that item. If a student fails in any assessment item, he/she will be awarded a mark of zero for that item.

Article 9

For UK accreditation and equivalence purposes, the marking scheme for all assessments, and the Honour classifications with Egyptian equivalent grades, are as follows:

UK Degree Class	Egyptian Grade Band
First Class	A+, A, A-
Second Class, Division One	B+, B, B-
Second Class, Division Two	C+, C, C-
Third Class	D+, D, D-
Fail	F

The overall average for each level of study is calculated based on the average of module marks for that level, weighted according to credit value.

Glossary of Terms

Advanced Standing: Admission beyond the normal point of commencement of the programme.

Credit: The unit of academic value by which successful completion of a module contributes to a student's programme of study.

Degree: An end qualification that may be designated as Bachelor of Art and Design (BA).

Learning Outcomes: Statements of what a learner can be expected to know, understand and/or do because of a learning experience.

Level: The designation of a module within a given programme as follows:

- **Level P:** Modules, the standard of whose learning outcomes are appropriate as principles that enable the student to bridge between Egyptian high school and discipline of Art and Design at the university level, which will be common for all Programmes of the Faculty.

- **Level 3:** Modules, the standard of whose learning outcomes is appropriate to level 3 of the UK Qualifications and Curriculum Authority framework.

  Level 4: Modules, the standard of whose learning outcomes is appropriate to level 4 (Certificate) of the UK Quality Assurance Agency Framework for Higher Education Qualifications.
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  Level 5: Modules, the standard of whose learning outcomes is appropriate to level 5 (Intermediate) of the UK Quality Assurance Agency Framework for Higher Education Qualifications.

- **Level 6:** Modules, the standard of whose learning outcomes is appropriate to level 6 (Honors) of the UK Quality Assurance Agency Framework for Higher Education Qualifications.

Module: A separate identifiable self-contained unit of study at a specified level, which is delivered over one or two semesters, is assessed and given a credit value.

Programme: A collection of modules grouped under a specific title, the details and regulations of which have been approved by Senate, as leading to an end qualification, and where is appropriate, to intermediate awards.

Department: A collection of Programmes grouped under a specific department.

Programme Regulations: The regulations governing one or more specified programmes.

Re-sit Examination Period: A period to be determined by Senate in which students may be re-examined in failed modules or units of study, and/or by the end of which students shall re-submit any module work assessment and/or re-sit any class test(s) and/or undertake any practical-based examination(s).

Semester: A specified period of teaching, study, and assessment, as defined by the Senate.

1- Department of Fine Art

Rationale:

The Fine Art and Mixed Media programme at BUE emphasis the relationship between theory and practice, or thinking through making, bringing together exceptional facilities and expertise to support practices ranging from drawing, painting, installation in space and still and moving image. A focus is on the connections between art, culture, and media, concerning the public sphere, sustainability, environmental aesthetics and identity in a global world. A degree in fine art and mixed media provides students with a wide array of transferable skills and employment opportunities.

The undergraduate programme in fine art and mixed media is designed to provide students with the opportunity to study intensively works of art and to specialise in their art language. The modules have many different focuses: painting, drawing, history of art, anatomy, the principle of design, critical theories, media studies, as well as cultural and multicultural studies.

The programme seeks to be a source of creative visual arts, has an interactive role in society, and be a pioneer to occupy an enlightening position to confirm the equivalence of originality and contemporary at the local and global levels.

The programme seeks for the preparation of a distinguished and creative graduate with an active personality in the society who has a sense of creativity and ability to compete in with international academic standards and to meet the needs of the local and global environment.

Structure of the Degree Programme:

Modules in the preparatory year are common modules for all students at the faculty, which are designed to introduce students to fundamental issues and methods in the disciplines of art and design. Art and design are studied in a range of historical art periods to ensure that students are facilitated in understanding the principles of art and design practices, historically and critically. These introductory modules serve as a "gateway" to year one.

Modules designated in years one, two, three and four will engage students in the discipline in a focused way, with theoretical and methodological attention. Modules are designed to achieve the balance between depth of knowledge gained through exploration and identity. Further information about the focus of each module can be found in the module description.

Degrees offered by the Programme:

1. BA (Hons) Art and Design (Fine Art - Mixed Media)
2. BA (Hons) Art and Design (Sculpture - Installation)

Naming Conventions:

Programme Code	Programme Title
ADFAMxxx	Fine Art - Mixed Media
ADFASxxx	Sculpture Installation

Programme Design:
Programme Level (P)

Prep Year Level – Introductory Modules for all Departments of the Faculty (as UK credit points and EG credit hours)

Module code	Module title	Status	UK credit	EG credit	Semester
ADFAM01P	Principles of Drawing & Sculpture	Core	20	6	1
ADGMP01P	Photography	Core	10	3	1
ADFAM03P	Anatomy for Artists - I	Core	20	6	1
ENGL01P	English Language-I	Core	10	3	1
ADFAM02P	Painting-I	Core	20	6	2
ADIAI01P	Orthographic Projection	Core	20	6	2
ADIAI02P	Design Basics	Core	10	3	2
ENGL02P	English Language-II	Core	10	3	2
Total			120	36	

Year 1 - Compulsory Foundation Modules for Fine Art Mixed Media Department (120 Credit points for **level 3**)

Module code	Module title	Status	UK credit	EG credit	Semester
ADFAM043	Portrait and Figure Drawing	Core	20	6	1
ADFAM053	Video Production	Core	20	6	1
ADIAI033	Geometric Perspective	Core	20	6	1
ADFAM063	Anatomy for Artists II	Core	20	6	2
ADFAM073	Painting-II	Core	20	6	2
ADFAS013	Fine Art Exhibition	Core	20	6	2
Total			120	36	

1.1 Programme of Fine Art Mixed Media

Year 2 - Compulsory Modules (120 Credit points for **level 4**)

Module code	Module title	Status	UK credit	EG credit	Semester
ADFAM084	Introduction to Fine Art Mixed Media Practice	Core	40	12	1
ADFAM094	Introduction to Fine Art Context	Core	20	6	1
ADFAM104	Studio Practice Development	Core	20	6	2
ADFAM114	World Art in the 21st Century	Core	20	6	2
ADFAM124	Material Light	Core	20	6	2
Total			120	36	

Year 3 – Compulsory and Elective Modules (120 Credit points for **level 5**)

Module code	Module title	Status	UK credit	EG credit	Semester
ADFAM135	Introduction to Practice-Based Research	Core	40	12	1
xxxxxxxx	Elective Module	Elective	20	6	1
ADFAM145	Curate and Create	Core	20	6	2
ADFAM155	Modern and Contemporary Fine Art Theory	Core	20	6	2
xxxxxxxx	Elective Module	Elective	20	6	2
Total			120	36	

Year 4 - Compulsory Modules (120 Credit points for **level 6**)

Module code	Module title	Status	UK credit	EG credit	Semester
ADFAM206	Consolidating Fine Art Practice	Core	40	12	1
ADFAM216	Contribution to Fine Art Theory	Core	40	12	1&2
ADFAM226	Contemporary Fine Art-Graduation Project	Core	40	12	2
Total			120	36	

1.2 Programme of Sculpture - Installation

Year 2 - Compulsory Modules (120 Credit points for level 4)

Module code	Module title	Status	UK credit	EG credit	Semester
ADFAS024	Sculpture and Medal Practice	Core	20	6	1
ADFAS034	Sculpture Technology of Materials	Core	20	6	1
ADFAM094	Introduction to Fine Art Context (Common module with Fine Art)	Core	20	6	1
ADFAM104	Studio Practice Development (Common module with Fine Art)	Core	20	6	2
ADFAS044	Sculpture and Formation in Space -I	Core	20	6	2
ADFAM124	Material Light (Common module with Fine Art)	Core	20	6	2
Total			120	36	

Year 3 – Compulsory and Elective Modules (120 Credit points for level 5)

Module code	Module title	Status	UK credit	EG credit	Semester
ADFAS055	Sculpture and Formation in Space -II	Core	40	12	1
xxxxxxxx	Elective Module	Elective	20	6	1
ADFAS065	Installation for Cities	Core	20	6	2
ADFAS075	Monument	Core	20	6	2
xxxxxxxx	Elective Module	Elective	20	6	2
Total			120	36	

Year 4 - Compulsory Modules (120 Credit points for level 6)

Module code	Module title	Status	UK credit	EG credit	Semester
ADFAM206	Consolidating Fine Art Practice (Common module with Fine Art)	Core	40	12	1
ADFAS086	FAS Dissertation- Contextual study	Core	40	12	1&2

ADFAS096	Contemporary Sculpture installation - Graduation Project	Core	40	12	2
Total			120	36	

2. Department of Graphic and Media

Rationale:

The undergraduate programme in photography as a media art is designed to provide students with the opportunity to study intensively works of drawing, photography, rules of composition, history, and post-production.

The module is designed for the preparation of a professional photographer with technical knowledge and skills, creative imagination and the ability to analyze and think creatively to promote the technical level of the art of advertising locally and regionally, and serve the global industry through the linkage between theoretical study and practical application in the field of visual communication.

Leadership in design and technology in the field of the technical production of photography following quality standards is the main aim.

Structure of the Degree Programme:

Preparatory Year: (120 credit points, Common for all Programmes of the Faculty) (see the first paragraph in 1.2). At the end of this year, students can choose this programme.

Modules designated in years one, two, three and four will engage students in the discipline in a focused way, with theoretical and methodological attention. Modules are designed to achieve a balance between depth of knowledge gained through exploration. Further information about the focus of each module can be found in the module description.

Degrees offered by the Programme:

1. BA (Hons) Art and Design (Photography)
2. BA (Hons) Art and Design (Illustration Animation)
3. BA (Hons) Art and Design (Game Design)

Naming Conventions:

Programme Code	Programme Title
ADGMPxxx	Photography
ADGMAxxx	Illustration Animation
ADGMGxxx	Game Design

Programmes Level

Year 1 - Compulsory Foundation Modules for Graphic and Media Department (120 Credit points for level 3)

Module code	Module title	Status	UK credit	EG credit	Semester
ADGMA013	Portraiture Photography	Core	20	6	1
ADGMA023	Video Game Photography	Core	20	6	1
ADGMA033	Photography Concepts 1	Core	20	6	1

ADGMA043	Landscape Photography	Core	20	6	2
ADGMA053	Shooting Animated Movement	Core	20	6	2
ADGMP063	Photography Concepts 2	Core	20	3	2
Total			120	36	

2.1 Programme of Photography

Year 2 - Compulsory Modules (120 Credit points for level 4)

Module code	Module title	Status	UK credit	EG credit	Semester
ADGMP034	Documentary Photography	Core	40	12	1
ADGMP044	Pre, Present, Post Photography	Core	20	6	1
ADGMP054	The Constructed Photograph	Core	40	12	2
ADGMP064	Thinking Photography	Core	20	6	2
Total			120	36	

Year 3 – Compulsory and Elective Modules (120 Credit points for level 5)

Module code	Module title	Status	UK credit	EG credit	Semester
ADGMP075	Photography Beyond the Frame	Core	20	6	1
ADGMP085	Photographic Conceptual Explorations	Core	20	6	1
xxxxxxxx	Elective Module	Elective	20	6	1
ADGMP095	Self- Publishing and the Photo Book	Core	20	6	2
ADGMP105	Photography for Wall, Page and Screen	Core	20	6	2
xxxxxxxx	Elective Module	Elective	20	6	2
Total			120	36	

Year 4 - Compulsory Modules (120 Credit points for level 6)

Module code	Module title	Status	UK credit	EG credit	Semester
ADGMP146	GMP Critical Context Report	Core	40	12	1
ADGMP156	GMP Graduation Project– Enquiry & Development	Core	40	12	1&2
ADGMP166	GMP Graduation Project– Realisation & Refinement	Core	40	12	2
Total			120	36	

2.2 Programme of Illustration Animation

Year 2 - Compulsory Modules (120 Credit points for level 4)

Module code	Module title	Status	UK credit	EG credit	Semester
ADGMA064	Classic Narrative Film Development: Film one	Core	20	6	1
ADGMA094	The Animatics Bootcamp: Theory of Practice one	Core	20	6	1
ADGMA084	Production/Collaboration	Core	40	12	1&2
ADGMA074	Experimental Film Development: Film Two	Core	20	6	2
ADGMA104	Pioneers of Animation Bootcamp: Theory of Practice Two	Core	20	6	2
Total			120	36	

Year 3 – Compulsory and Elective Modules (120 Credit points for level 5)

Module code	Module title	Status	UK credit	EG credit	Semester
ADGMA115	Interpretation and Adaptation for Animation	Core	20	6	1
ADGMA135	Digital Aesthetics (CGI 1)	Core	20	6	1
xxxxxxxx	Elective Module	Elective	20	6	1
ADGMA125	Documentary Film Development	Core	20	6	1
ADGMA145	Digital Pathways (CGI 2)	Core	20	6	2
xxxxxxxx	Elective Module	Elective	20	6	2
Total			120	36	

Year 4 - Compulsory Modules (120 Credit points for level 6)

Module code	Module title	Status	UK credit	EG credit	Semester
ADGMA176	GMA Dissertation	Core	40	12	1
ADGMA186	GMA Graduation Project Prototype	Core	20	6	1
ADGMA196	GMA Graduation Project	Core	40	12	2
ADGMA206	Organic Modeling & Animation	Core	20	6	2
Total			120	36	

2.3 Programme of Game Design

Year 2 - Compulsory Modules (120 Credit points for level 4)

Module code	Module title	Status	UK credit	EG credit	Semester
ADGMG014	2D Game Design & Development	Core	20	6	1
ADGMG024	Art & Sound Design	Core	20	6	1
ADGMG034	Memory Games	Core	20	6	1
ADGMG044	Industry & Professional Practice	Core	20	6	2
ADGMG054	3D Modeling	Core	20	6	2
ADGMG064	Game Specialism-I	Core	20	6	2
Total			120	36	

Year 3 – Compulsory and Elective Modules (120 Credit points for level 5)

Module code	Module title	Status	UK credit	EG credit	Semester
ADGMG075	Story Design & 3D Level	Core	20	6	1
ADGMG085	Game Programming-I	Core	10	3	1
ADGMG095	Re: Creation-I	Core	10	3	1
xxxxxxxx	Elective Module	Elective	20	6	1
ADGMG105	Game Programming-II	Core	10	3	2
ADGMG115	Re: Creation-II	Core	10	3	2
ADGMG125	Game Specialism-II	Core	20	6	2
xxxxxxxx	Elective Module	Elective	20	6	2
Total			120	36	

Year 4 - Compulsory Modules (120 Credit points for level 6)

Module code	Module title	Status	UK credit	EG credit	Semester
ADGMG156	GMG Dissertation	Core	40	12	1
ADGMG166	GMG Graduation Project– Enquiry & Development	Core	20	6	1
ADGMG176	GMG Graduation Project– Realisation & Refinement	Core	40	12	2
ADGMA206	Organic Modeling & Animation	Core	20	6	2
Total			120	36	

3. Department of Fashion Design and Textile

Rationale:

The fashion and Textile department seeks to be the industry institution in all the technical languages that combine the identity of the artistic and cultural designer and the innovative and non-stereotyped condition that carries the culture of Egyptian civilization, ethics, and characteristic of modernity, the tradition of the West or Western schools and trends. Designing a distinguished designer with the skill of thinking to be able to manage the design, research, development and production processes (dyeing, printing, and processing) in the fashion and textile industry, in terms of the local, regional, international fashion trends.

Structure of the Degree Programme:

The focus of the programme ranges from free creation to design. During their studies, the students get familiar with fashion design as a fine-art instrument, which can help them to develop their surface and space perception. They learn about the texture and structure of the material, about the effect of its colouring as well as textile techniques. The practical studies are supplemented by theoretical subjects, which broaden the students´ knowledge in the field of fashion design. The programme intends to improve production procedures of new textile materials, textile designs, prototypes in experimental fashion design.
Preparatory Year: (120 credit points, Common for all Programmes of the Faculty) (see the first paragraph in 1.2). At the end of this year, students can choose this programme.
Modules designated in years one, two, three and four will engage students in the discipline in a focused way, with theoretical and methodological attention. Modules are designed to achieve a balance between depth of knowledge acquired through specialisation and breadth of knowledge gained through exploration and identity. Further information about the focus of each module can be found in the module description.

Degrees offered by the Programme:

1. BA (Hons) Art and Design (Fashion Design)
2. BA (Hons) Art and Design (Textile)

Naming Conventions:

Programme Code	Programme Title
ADFDxxx	Fashion Design
ADFTTxxx	Textile

Programmes Level
Year 1 - Compulsory Foundation Modules for Fashion and Textile Department (120 Credit points for level 3)

Module code	Module title	Status	UK credit	EG credit	Semester
ADFTF013	Fashion Design Theory	Core	20	6	1
ADFTT013	Textile Design &	Core	20	6	1

	Pattern				
ADFTT023	Business & Textile Practice	Core	20	6	1
ADFTT033	Garment Illustration Design	Core	20	6	2
ADFTF023	Fashion & Textile Management	Core	20	6	2
ADFTF033	Fashion Design Final Project	Core	20	6	2
Total			120	36	

3.1 Programme of Fashion Design

Year 2 - Compulsory Modules (120 Credit points for level 4)

Module code	Module title	Status	UK credit	EG credit	Semester
ADFD401	Cut, Drape, Make	Core	20	6	1
ADFD402	Concept Research Design	Core	20	6	1
ADFD403	Fashion Context: Time and Space	Core	20	6	1
ADFD404	Fashion Context: Contemporary Issues	Core	20	6	2
ADFD405	Applied Technology	Core	20	6	2
ADFD406	Applied Concept	Core	20	6	2
Total			120	36	

Year 3 – Compulsory and Elective Modules (120 Credit points for level 5)

Module code	Module title	Status	UK credit	EG credit	Semester
ADFD501	Design Principle	Core	40	12	1
xxxxxxxx	Elective Module	Elective	20	6	1
ADFD504	Employability, Business and Portfolio	Core	20	6	2
ADFD505	Tailoring	Core	20	6	2
xxxxxxxx	Elective Module	Elective	20	6	2
Total			120	36	

Year 4 - Compulsory Modules (120 Credit points for level 6)

Module code	Module title	Status	UK credit	EG credit	Semester
ADFDF601	Pre-Prototype	Core	40	12	1
ADFDF602	Dissertation / Artefact	Core	20	6	1
ADFDF603	Portfolio and Professional Practice	Core	20	6	2
ADFDF604	Final Major Project	Core	40	12	2
Total			120	36	

3.2 Programme of Textile

Year 2 - Compulsory Modules (120 Credit points for level 4)

Module code	Module title	Status	UK credit	EG credit	Semester
ADFTT044	Design Development for Textiles	Core	20	6	1
ADFTT054	Textiles: Process and Exploration	Core	20	6	1
ADFTT064	Sampling and Textiles Manufacture	Core	20	6	1
ADFTT074	Material Culture and Mass Consumption	Core	20	6	2
ADFTT084	Materials Processes and Conceptual Applications	Core	20	6	2
ADFTT094	Fashion Trends, and Brand Analysis	Core	20	6	2
Total			120	36	

Year 3 – Compulsory and Elective Modules (120 Credit points for level 5)

Module code	Module title	Status	UK credit	EG credit	Semester
ADFTT105	Colour and the Design Process	Core	20	6	1
ADFTT115	Design for Textiles: specialisms & Product	Core	20	6	1
xxxxxxxx	Elective Module	Elective	20	6	1
ADFTT125	Industrial Intelligence in Illustration Practice	Core	20	6	2
ADFTT135	Textile Portfolio (Design & Content)	Core	20	6	2
xxxxxxxx	Elective Module	Elective	20	6	2
Total			120	36	

Year 4 - Compulsory Modules (1 20 Credit points for level 6)

Module code	Module title	Status	UK credit	EG credit	Semester
ADFTT146	FTT Dissertation	Core	40	12	1
ADFTT156	FTT Graduation Project-Prototype	Core	20	6	1
ADFTT166	FTT Graduation Project	Core	40	12	2
ADFTT176	Fashion Contemporary Design	Core	20	6	2

Total			120	36	

4. Department of Interior Architecture

Rationale:

Graduation of a distinguished designer with strong technical ability and competency specialized in interior design science and furniture production in interior architecture, which combines the beauty of form and function, and which is capable of scientific research and solving its industrial problems for the development of society.

Leading in education and scientific research to compete in the field of interior, expression design locally, regionally and internationally.

Structure of the Degree Programme:

Preparatory Year: (120 credit points, Common for all Programmes of the Faculty) (see the first paragraph in 1.2)

Year 1 after preparatory year is a common module of this Programme. At the end of this year students can choose one of the following Specialisation offered by the programme:

- Interior Architecture **(**Interior)
- Interior Architecture **(**Scenography)

Modules designated in years two, three and four will engage students in the discipline in a focused way, with theoretical and methodological attention. Modules are designed to achieve a balance between depth of knowledge acquired through specialisation and breadth of knowledge gained through exploration and identity. Further information about the focus of each module can be found in the module description.

Degrees offered by the programme:

1. BA (Hons) Art and Design (Interior Design**)**
2. BA (Hons) Art and Design (Scenography**)**

Naming Conventions:

Programme Code	Programme Title
ADIAIxxx	Interior Design
ADIASxxx	Scenography

Programmes Level

Year 1 - Compulsory Foundation Modules for Interior Architecture Department
(120 Credit points for level 3)

Module code	Module title	Status	UK credit	EG credit	Semester
ADIAI033	Geometric Perspective	Core	20	6	1
ADIAI043	Furniture History	Core	20	6	1
ADFAM043	Portrait and Figure Drawing	Core	20	6	1

Module code	Module title	Status	UK credit	EG credit	Semester
ADIAI053	Principles of Architecture Design	Core	20	6	2
ADIAI063	Architecture Photography	Core	20	6	2
ADIAI073	Technology of Pigments, Dyes and Light	Core	20	6	2
Total			120	36	

Year 2 - Compulsory Modules (120 Credit points for level 4)

Module code	Module title	Status	UK credit	EG credit	Semester
ADIAI084	Design 1: Fundamentals of Interior Design	Core	40	12	1
ADIAI094	History of Architecture	Core	20	6	1
ADIAI104	Design 2: Strategies, Construction, and Building Materials	Core	40	12	2
ADIAI114	Interior Technology of Materials	Core	20	6	2
Total			120	36	

4.1 Programme of Interior Design

Year 3 – Compulsory and Elective Modules (120 Credit points for level 5)

Module code	Module title	Status	UK credit	EG credit	Semester
ADIAI125	Design 3: Visual Culture and Alteration	Core	40	12	1
xxxxxxxx	Elective Module	Elective	20	6	1
ADIAI135	Design 4: Material and Working Details	Core	20	6	2
ADIAI195	Architectural History and Urbanism	Core	20	6	2
xxxxxxxx	Elective Module	Elective	20	6	2
Total			120	36	

Year 4 - Compulsory Modules (120 Credit points for level 6)

Module code	Module title	Status	UK credit	EG credit	Semester
ADIAI196	IAI Dissertation	Core	40	12	1
ADIAI206	IAI Graduation Project- Prototype	Core	40	12	1
ADIAI216	IAI Graduation Project	Core	40	12	2
Total			120	36	

4.2 Programme of Scenography

Year 3 – Compulsory and Elective Modules (120 Credit points for level 5)

Module code	Module title	Status	UK credit	EG credit	Semester
ADIAS015	Design 3: Scenography Design & Visual Cultural Studies	Core	40	12	1
ADIAS025	Design 4: Scenic Drawing & Working Details	Core	40	12	2
xxxxxxxx	Elective Module	Elective	20	6	1
xxxxxxxx	Elective Module	Elective	20	6	2
Total			120	36	

Year 4 - Compulsory Modules (120 Credit points for level 6)

Module code	Module title	Status	UK credit	EG credit	Semester
ADIAS036	IAS Dissertation	Core	40	12	1
ADIAS046	IAS Graduation Project-Prototype	Core	20	6	1
ADIAS056	IAS Graduation Project	Core	40	12	2
ADIAI226	Modelling		20	6	2
Total			120	36	

Elective Modules (Level 5) each (20 UK Credits or 6 EG Credits)

Module code	Module title	Semester
ADFAM165	Photo Related Theory	1
ADFAM195	FAM Professional Practice and Promotion	1
ADGMP115	Photography and the Gallery	1
ADFTF135	Garment Technology	1
ADIAI145	Time-based Media: Film	1
ADIAI155	Exhibition and Spatial Design	1
ADGMP125	Photography Professional Practice and Promotion	2
ADGMP135	Photography Critical Contexts	2
ADGMA155	Media Explorations 2	2
ADGMA165	Scriptwriting for Media	2
ADGMG135	Game Design Professional Practice and Promotion	2
ADGMG145	Game Critical Contexts	2
ADFTF145	History of Costume	2
ADFTF155	Fashion Innovation, Research, and analysis	2
ADIAI165	History of Civilization	2
ADIAI175	Human Rights	2
ADIAI185	Multimedia Portfolio Production	2

ADFAM175	Art/Science Collaboration	2
ADFAM185	Creative Encounters: Collaborative Discoveries and Explorations	2

Module Content

1- Department of Fine Art

Programme Level (P)

Prep Year Level – Introductory Modules for all Departments of the Faculty (as UK credit points and EG credit hours)

Module code	Module title	Status	UK credit	EG credit	Semester
ADFAM01P	Principles of Drawing & Sculpture	Core	20	6	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture halls+ 2 hrs. Drawing Atelier+ 2 hrs. Sculpture Workshop					
Final Exam Duration: None					
Pre-requisite modules: None					
This module is an introduction to the basic techniques and materials used to make representational drawings and sculptures. Through various practical exercises that include setting up and drawing a still life, drawing from plaster casts, and sculpting human forms, students will be introduced to the some of the basic skills needed for making works associated with art and design. Students will begin to develop knowledge and understanding of composition, use of light and dark gradient values, the use of different grade pencils to create different kinds of line, and how to build and shape three-dimensional forms. Students will begin to develop an understanding of historical and contemporary art and design context.					
ADGMP01P	Photography	Core	10	4	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture halls + 2 hrs. Photography Studio					
Final Exam Duration: None					
Pre-requisite modules: None					
This module is an introduction to digital photography as a technology of representation in a creative media-based environment. This module aims to develop the student's knowledge and understanding of a range of digital photographic techniques, formats, and processes. Students will develop an understanding of how to use a range of camera formats, how to set up a photographic shoot (both on location and in a studio setting), and how to use post-production software. As well as developing practical skills in photography, students will be introduced to key discussions and basic theories that inform photographic practice.					
ADIAI01P	Orthographic Projection	Core	20	4	2
Total grade 100% (Coursework 60% - Final Exam 40%)					
Teaching hours per week: 2 hrs. Lecture halls + 2 hrs. Tutorials					
Final Exam Duration: 4 hrs.					
Pre-requisite modules: None					
This module aims to introduce students to the technical methods of architectural design and engineering drawing. Students will be shown how to use analogue and digital drawing techniques to create architectural plans, elevations, projections, and cross-sections. Students will begin to develop an understanding of how to use specialist drawing tools and programmes and the mathematical skills needed to use this equipment with developing efficiency. By the end of the module students will have acquired new drawing skills that can be added to pre-existing skills from					

previous modules, and which will enable them to work with greater accuracy in future modules and courses, particularly those associated with Interior Architecture and Design.
To progress on to the Interior Design Foundation Year you must pass this module with a grade of 50% or above.

ENGL01P	English Language-I	Core	10	1	1

Total grade 100% (Coursework 50% - Final Exam 50%)

Teaching hours per week: 1 hrs. Tutorial

Final Exam Duration: 2 hrs.

Pre-requisite modules: None

This module aims to revise the vocabulary and structures of common core English that related to the art and design fields through orientation, intensively communicative, and writing skills is addressed in the paragraph and short essay, beside reading and discuss topics that give an awareness of the ethical issues in the main areas of study.

ADFAM02P	Painting-I	Core	20	6	2

Total grade 100% (Coursework 100%- Final Exam 0%)

Teaching hours per week: 2 hrs. Lecture Hall, 2 hrs. Painting Atelier, 2 hrs. landscaping

Final Exam Duration: None

Pre-requisite modules: None

This module aims to introduce students to the basic skills needed to make representational paintings. Students will use drawing skills acquired in previous modules to create compositional studies based on the landscape and still lives set up in the studio. From these studies students will make paintings using a range of techniques including colour blending, glazing, edging, combination of pattern, outlining, impasto, and sgraffito amongst others. Students will use a range of materials that may include acrylic paints, oil paints, watercolour, pastels, pencils, charcoal.

ADFAM03P	Anatomy for Artists-I	Core	20	4	1

Total grade 100% (Coursework 100%- Final Exam 0%)

Teaching hours per week: 2 hrs. Lecture Hall, 2 hrs. Tutorials

Final Exam Duration: 4 hrs.

Pre-requisite modules: None

This practice-based module develops students understanding of basic human anatomy, particularly the skeleton and muscular structure. Students will learn about different cultural approaches to depicting the human form through history as well as how these images are applied to fields of knowledge outside those of art and design. Students will be led through a series of classes and workshops to draw and paint from a range of resources including skulls, skeletons, and ecorche models, developing pre-existing skills acquired in previous modules. By the end of the module students will have a better understanding of proportions on the human skull, skeleton and muscular structure, as well as improved skills using a range of painting and drawing mediums.

ADIAI02P	Design Basics	Core	10	4	2

Total grade 100% (Coursework 100% - Final Exam 0%)

Teaching hours per week: 2. hrs Lecture Hall, 2. hrs Laboratory

Final Exam Duration: 4 hrs.

Pre-requisite modules: None

This module aims to introduce students to basic design processes. Students will develop knowledge gained in previous modules, particularly using analogue and digital drawing skills with a heightened understanding of colour theory. Students will be guided through a range of practical tasks associated with scenography, graphic design, and colour theory. By the end of the module students will have a developed practical and theoretical understanding of functionality, sustainability, natural and human

made structures, and colour theory and will demonstrate this understanding through work created for assessment.

ENGL02P	English Language-II	Core	10	1	2
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 1 hrs. Tutorial					
Final Exam Duration: None					
Pre-requisite modules: ENGL01P English Language-I					
This module aims to develop the use of English to attain a high level of proficiency in expressing thoughts, opinions, and ideas related to art and design knowledge such as conceptual theories, contemporary art debates.					

Year 1 - Compulsory Foundation Modules for Fine Art - Mixed Media Department (120 Credit points for **level 3**)

Module code	Module title	Status	UK credit	EG credit	Semester
ADFAM043	Portrait and Figure Drawing	Core	20	6	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture halls+ 4 hrs. Drawing Atelier					
Final Exam Duration: None					
Pre-requisite modules: ADFAM01P Principles of Drawing & Sculpture					
In this practice-based module students will have the opportunity to develop pre-existing skills while being introduced to new methods and techniques in drawing, focusing on the portrait and human figure. The term drawing will be considered in its widest sense, encouraging students to think of it as a practice that uses pencil and paper but also goes beyond these mediums in many exciting ways. Practical exercises in timed drawing, drawing two- and three-dimensionally, repetitive drawing, collaborative drawing, drawing at a distance, drawing negative spaces between objects will be used to challenge students in to reconsidering previously held beliefs of what drawing is and can be. Students will be led by the work of historical and contemporary Fine Artists, enabling them to understand the broader context that their developing drawing practices exists in and to share this knowledge with their peers.					
ADFAM053	Video Production	Core	20	3	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture halls + 1 hrs. Photography Studio					
Final Exam Duration: None					
Pre-requisite modules: ADGMP01P Photography					
This practice-based module aims to introduce skills and techniques associated with the moving image method of making contemporary works of Fine Art. Students will be introduced to historic and contemporary artists that have used video and moving image and this research will inspire their own experimental video artworks. Students will use a range of technology including drawing, basic animation, social media platforms, online apps, digital photography, and digital film editing, as well as other technologies that become available to make short works of video art based on a theme common to the class. Students will have the opportunity to work as part of a small collaborative team while working on their own video work.					
ADIAI033	Geometrical Perspective	Core	20	4	2
Total grade 100% (Coursework 60% - Final Exam 40%)					

Teaching hours per week: 2 hrs. Lecture halls + 2 hrs. Tutorials					
Final Exam Duration: 4 hrs.					
Pre-requisite modules: None					
The aim of this module is to introduce students to the basic principles of geometric perspectival drawing. Students will learn how to use the theory and techniques of linear perspective to create an illusion of three-dimensional depth and volume on a two-dimensional surface Students will learn how to draw three-dimensional architectural buildings and interior spaces. They will use line, shading, measuring, projection and free hand drawing techniques as well as develop the mathematic skills needed to make these kinds of perspectival drawings that are important in Interior Design and Architecture, and also for making compositional studies in other Art & Design disciplines.					
ADFAM063	Anatomy for Artists II	Core	20	4	2
Total grade 100% (Coursework 60%- Final Exam 40%)					
Teaching hours per week: 2 hrs. Lecture Hall, 2 hrs. Tutorials					
Final Exam Duration: 4 hrs.					
Pre-requisite modules: None					
This module aims to deepen and consolidate students understanding of the anatomy of the human form and to apply this knowledge to make images that also draw on research into contemporary Fine Artists who use the human form as their point of departure. Students will draw from life and casts using the experimental techniques discovered in Semester 1 to form the basis of more substantial artworks that explore the subject of the human form and its underlying anatomical structure. Students will be encouraged to use a range of materials to express their knowledge of anatomy and their own personal ideas that are associated with the subject.					
ADFAM073	Painting-II	Core	20	6	2
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture Hall, 2 hrs. Painting Atelier, 2 hrs. landscaping					
Final Exam Duration: None					
Pre-requisite modules: None					
This practice-based module students will develop their skills, methods and knowledge in painting. Students will attend projects that will enable them to explore the fundamental knowledge needed to develop a sustainable painting practice, such as colour theory, composition, and understanding of materials. Key terms and themes in the field of painting such as Abstraction, Figuration, Realism, and the relationship between painting and photography will be explored through practical workshops. Painting techniques will be demonstrated and will be contextualized by the research of academics teaching on the module as well as the work of key contemporary and historical Fine Art painters. Students will use this knowledge to begin to explore themes that are important and personal to them through their developing painting practice.					
ADFAS013	Fine Art Exhibition	Core	20	4	2
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture Hall, 2 hrs. Sculpture Workshop					
Final Exam Duration: None					
Pre-requisite modules: None					
This practice-based module introduces students to the skills, methods, techniques and theories associated with making and installing an exhibition. Students will make artworks in response to chosen sites and will be encouraged to think about how that site enhances the artwork they make, and how that artwork should be installed in ways that enhance the site. This will lead to the students end of year exhibition. Students will be led through a range of workshops, lectures, tutorials and demonstrations to choose a site that somehow suits the artwork that they will make, then make preparatory sketches, collages					

and digital mock-ups to investigate how the artwork will function in that site, before finally installing their work and documenting it.
Students will work in small collaborative teams to ensure the safe curation and installation and of their work into their chosen space.

1.1 Programme of Fine Art - Mixed Media

Year 2 - Compulsory Modules (120 Credit points for **level 4**)

Module code	Module title	Status	UK credit	EG credit	Semester
ADFAM084	Introduction to Fine Art Mixed Media Practice	Core	40	12	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture Hall, 10 hrs. Painting Atelier					
Final Exam Duration: None					
Pre-requisite modules: None					
The aim of this module is to introduce you to the broad range of technical and practical skills associated with the materials, techniques, media and methods available to the contemporary fine art practitioner. The module introduces methods used to judge a piece of artwork, both your own work and that of your peers, and the importance of this to your fine art practice. It also introduces you to the fundamental relationship between concept, process and practice, and the importance of a local and international context for the practice of Fine Art. Finally, the module introduces you to the demands of undergraduate study in the discipline of Fine Art and Mixed Media and develops an understanding of academic conduct in the university setting. This will be taught through two practice-based projects.					
ADFAM094	Introduction to Fine Art Context	Core	20	6	1
Total grade 100% (Coursework 60% - Final Exam 40%)					
Teaching hours per week: 2 hrs. Lecture Hall, 2 hrs. Tutorials, 2 hrs. Painting Atelier					
Final Exam Duration: 2 hrs.					
Pre-requisite modules: None					
This theory-based module will begin with how a painting from around 1850 might be read within the context of a colonial Western and predominantly patriarchal society. From there, other perspectives will be brought in to play that will begin to provide you with an awareness of contemporary Fine Art context that embraces all cultures equally. You will be given a question to research and will write a 500-word visual essay or make an Equivalent Recorded Presentation based on that question. By the end of the module a global understanding of contemporary Fine Art practice will have begun to emerge which you will begin to use to inspire and inform your work in practical modules. This module will be delivered through lectures and seminars, throughout which you will be introduced to historical and contemporary artists, concepts and fine art practices from across Egypt and beyond through the world.					
ADFAM104	Studio Practice Development	Core	20	6	2
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture Hall, 4 hrs. Painting Atelier					
Final Exam Duration: None					

Pre-requisite modules: None

This module offers you the opportunity to furhter develop a clearer understanding of your own practice and its relation to concept, process, material and particularly context. It will develop your research and information gathering methodologies and will develop your understanding of how to use context studies and existing artworks by other artists to inspire and inform the ideas that are forming in your own practice. This module will develop an independence in the exercise of critical judgment in relation to your individual fine art practice and will nurture your individual technical and practical skills in a selected range of materials and methods.

ADFAM114	World Art in the 21st Century	Core	20	6	2

Total grade 100% (Coursework 100% - Final Exam 0%)

Teaching hours per week: 2 hrs. Lecture Hall, 4 hrs. Painting Atelier

Final Exam Duration: None

Pre-requisite modules: None

This theory-based module will build on some of knowledge gained in the Fine Art Context Studies module in semester one. Continuing to explore the historical and global contexts of contemporary fine art, this module will begin to introduce theories and practices from other fields of research that are related to fine art, such as magic, modern myth, neuroscience, the environment, and health care. Through these fields of research, a more culturally inclusive understanding of fine art will emerge, as well as how fine art collaborations with other fields of research can help us understand better our place in the world. This module will be delivered through lectures and seminars, throughout which you will be introduced to historical and contemporary artists, concepts and fine art practices from across the world, as well as related practices from fields of knowledge outside that of fine art.

ADFAM124	Material Light	Core	20	6	2

Total grade 100% (Coursework 100% - Final Exam 0%)

Teaching hours per week: 2 hrs. Lecture Hall, 4 hrs. Painting Atelier

Final Exam Duration: None

Pre-requisite modules: None

In this module you will use light as a fine art medium. Demonstrations on how light can be harnessed as a material will be given, as well as historical and contemporary examples of how fine artists have used light in various ways to make art works. The dynamics of working as part of a team will be discussed. Through a series of practical workshops, you will work in small collaborative groups to create a piece of art that uses light as a medium in some way. You will draw on your own individual practice to contribute to the collaborative work of the group. This will be created and submitted about halfway through the module. You will then use the collaborative experience to inform an individual piece of artwork which also somehow uses light as a material. The ephemeral nature of light as a fine art medium, as well as the potentially unpredictable nature of creative group work will enable you to learn a range of new practical and theoretical skills that you can apply to your own fine art practice in other modules.

Year 3 – Compulsory and Elective Modules (120 Credit points for **level 5**)

Module code	Module title	Status	UK credit	EG credit	Semester
ADFAM135	Introduction to Practice-Based Research	Core	40	12	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture Hall, 10 hrs. Painting Atelier					

Final Exam Duration: None					
Pre-requisite modules: None					
The second year of the Fine Art and Mixed Media course is a time to begin focusing on topics that are important to you as an emerging contemporary fine artist and to begin to understand how you can use your practice as a research method to deepen your understanding of those topics. It is also a time to test the perceived boundaries of your practice through experimentation, risk taking, trial and error. During this module you will choose an issue or idea from a field of research that is important to you and make a series of artworks that explore those issues. You will workshop these ideas collaboratively with your peers during 'Research Hub Rotation' in the second week of the module. At the end of the module, you will choose a piece (or pieces) of artwork from what you have made and present this to your peers verbally and with an artist's statement explaining the meaning of the work. To aid your practice-based research you will continue to contextualise your artwork in the Level 5 section of your Learning Journal, and also document and evaluate your work with an increasing sense of self-direction and autonomy.					
ADFAM145	Curate and Create	Core	20	6	2
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture Hall, 4 hrs. Painting Atelier					
Final Exam Duration: None					
Pre-requisite modules: None					
This module allows you to draw on knowledge that you may have gained through practice-based research, experimentation, trial and error in previous modules. Through projects based on the various methods of curating and exhibiting you will begin to consolidate this knowledge in finished pieces of artwork that show increasing conceptual depth. Three methods of exhibition will be explored, including site specific, digital, and gallery, and you will make artwork tailored to one of these exhibition methods. The module will end with a 'Create and Curate' event during which all exhibited artworks will be available to view either on campus, online, or in a site-specific location that you have chosen or has been recommended to you. This work will be accompanied by an artist statement and CV. You will draw on a wider breadth of contextual references to inform your own developing knowledge of practice-based research and exhibiting methods that are relevant to your fine art practice. You will continue to document and evaluate your work with increasing self-direction and autonomy.					
ADFAM155	Modern and Contemporary Fine Art Theory	Core	20	6	2
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture Hall, 4 hrs. Painting Atelier					
Final Exam Duration: None					
Pre-requisite modules: None					
The aim of this theory-based module is to raise and discuss issues that drive contemporary fine art and mixed media practice. It will critically investigate how ideas take form and how contemporary fine artists use these ideas to comment on the issues in the world around them in new and insightful ways. This will be explored in reference to modernism and post-modernism through to the emergence of contemporary ways of making artwork from video to internet-based practices and digital appropriation, as well as certain other fields of research. The module takes a holistic approach, encouraging you to submit either a Dissertation Proposal or a Technical Report Proposal on a subject that is related to your work in practical modules and potentially ideas explored during the theory-based modules in Level 4. The proposal will begin to map out the territory that you intend to explore in the theory-based module in Level 6. During lectures and tutorials, you will be guided on how to identify a field of knowledge of your choice (most likely related to the issues discussed in the lectures) and how to survey existing knowledge in and					

around that field. The Summative Assessment submission at the end of the module will create a bridge between Level 5 and Level 6 study.

Year 4 - Compulsory Modules (120 Credit points for **level 6**)

Module code	Module title	Status	UK credit	EG credit	Semester
ADFAM206	Consolidating Fine Art Practice	Core	40	12	1

Total grade 100% (Coursework 100% - Final Exam 0%)

Teaching hours per week: 6 hrs. Tutorials, 3 hrs. Seminar, 3 hrs. Painting Atelier

Final Exam Duration: None

Pre-requisite modules: None

This practice-based module offers you the opportunity to display a developed understanding of professional contemporary art practice, informed by contextual studies, that demonstrates the fruition of previous studies on the course and points to future directions in practice. Based on these achievements' you will begin to consolidate your ideas and practice with a heightened sense of self-direction and autonomy. The aim of the module is to begin to establish materials and practical methods that suit individual interests, concerns, and ambitions. You will finish this module with a studio-based exhibition, the submission of a Degree Show Exhibition proposal and a body of artworks that indicate your plans for the next and final module.

The teaching on this module encourages you to become more confident and self-directed in your concept development, decision making, research and overall, in your fine art practice. It will also encourage you to begin preparing for your future career after graduation. You will research employment and educational opportunities within Cairo, the MENA area, as well as global opportunities. You will record this research in your Learning Journal.

Your contextual research will deepen and become specialised around your interests and

concerns, enabling you to develop a unique artistic voice within that context. You will continue to

document and evaluate your work with a heightened sense of self-criticism, objectivity and

autonomy.

ADFAM216	Contribution to Fine Art Theory	Core	40	12	1 & 2

Total grade 100% (Coursework 100% - Final Exam 0%)

Teaching hours per week: 2 hrs. Lecture Hall, 4 hrs. Painting Atelier

Final Exam Duration: None

Pre-requisite modules: ADFAM135 Professional Contemporary Fine Art Practice-I

This theoretical module follows on from the Level 5 Modern & Contemporary Fine Art Theory module (However, there is no prerequisite to this module). Through the module you will receive tutorials and group seminars that will help you to shape and develop the proposal at the end of Level 5 into a fully-fledged Technical Report with accompanying artwork or a Dissertation. It is an opportunity to explore, formulate and finalise your thoughts and ideas about a concept within fine art theory and present it through a substantial piece of written work.

About midway through the module, you will submit a draft of your Technical Report or Dissertation and will receive formative feedback that will help you to develop your draft into a piece of work ready for Summative Assessment submission. You will be given continued support in academic writing skills, structuring an argument, academic research methods, referencing and presentation.

ADFAM226	Contemporary Fine Art- Graduation Project	Core	40	12	2

Total grade 100% (Coursework 100% - Final Exam 0%)

Teaching hours per week: 12 hrs. Seminar, 6 hrs. Tutorials

Final Exam Duration: None

Pre-requisite modules: None
In this intensive practice-based module you are working towards the Degree Show Exhibition where all that you have achieved throughout the Fine Art Mixed Media programme culminates and is celebrated. You will exhibit artwork that demonstrates a high level of specialized engagement with materials, mediums and media along with the conceptual, critical and contextual concerns that inform contemporary fine art practice. Guided by academics, you will develop professional exhibition skills that involve project management, logistics, curation, collaborative work, marketing, invigilating and sustainability. You will contextualise your artwork with an increased depth of knowledge, and you will critically evaluate your work through documentation posts in the Level 6 section of your Learning Journal. Professional practice will continue to play an important role in the module as you ready yourself for the Degree Show Exhibition as well as your creative careers after you graduate. You will be encouraged to research employment and educational opportunities and to record this research in your Learning Journals.

1.2 Programme of Sculpture - Installation

Year 2 - Compulsory Modules (120 Credit points for level 4)

Module code	Module title	Status	UK credit	EG credit	Semester
ADFAS024	Sculpture and Medal Practice	Core	20	6	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture Hall, 4 hrs. Sculpture Workshop					
Final Exam Duration: None					
Pre-requisite modules: None					
This module aims to design and implement sculptural works in the form of sculpture and medal in which the principles of design and values are considered.					
ADFAS034	Sculpture Technology of Materials	Core	20	6	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture Hall, 4 hrs. Sculpture Workshop					
Final Exam Duration: None					
Pre-requisite modules: None					
This module aims to achieve the highest percentage of perfection, quality, continuity, and survival of the technical work by studying the scientific and technical rules in which student uses tools and materials and the various techniques necessary to become proficient in the completion of sculpture technical work.					
ADFAS044	Sculpture and Formation in Space-I	Core	20	6	2
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture Hall, 4 hrs. Sculpture Workshop					
Final Exam Duration: None					
Pre-requisite modules: None					
This module aims to transfer the stereotypes and the sculpture of a half-human statue in terms of the principles of academic sculpture and design of sculptures of Aswan clay, expressing specific themes.					

Practical work is applied through different classical projects. knowledge of the understanding history of civilization in the sculpture field is explained through lectures and student research.

Year 3 – Compulsory and Elective Modules (120 Credit points for level 5)

Module code	Module title	Status	UK credit	EG credit	Semester
ADFAS055	Sculpture and Formation in Space - II	Core	40	12	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture Hall, 10 hrs. Sculpture Workshop					
Final Exam Duration: None					
Pre-requisite modules: ADFAS044 - Sculpture and vacuum Formation-I					
This module aims to achieve mastery of the design and implementation of sculpture and prominent medal in which the elements of nature, human elements in the cities are used as aesthetics of sculpture and installation in space.					
ADFAS065	Installation for Cities	Core	20	6	2
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture Hall, 4 hrs. Sculpture Workshop					
Final Exam Duration: None					
Pre-requisite modules: None					
This module is a continuation step for previous modules. It aims to achieve mastery of the design and implementation of installation in space in which the elements of nature, human elements, recycling materials in the cities are used as aesthetics of 3D composition and installation in space. The 3D design is achieved as a previous sketch for composing the design, technology of materials and the practical project is required for professional practice. knowledge of understanding contemporary sculpture is explained for inspiration.					
ADFAS075	Monument	Core	20	6	2
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture Hall, 4 hrs. Sculpture Workshop					
Final Exam Duration: None					
Pre-requisite modules: None					
his module aims to achieve mastery of the design and implementation of works of sculpture in which the elements of monuments and historical characters in the cities are used to present the aesthetics of prominent monumental sculpture and space.					

Year 4 - Compulsory Modules (120 Credit points for level 6)

Module code	Module title	Status	UK credit	EG credit	Semester
ADFAS086	FAS Dissertation- Contextual study	Core	40	12	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 6 hrs. Tutorials, 3 hrs. Seminar, 3 hrs. Sculpture Workshop					
Final Exam Duration: None					
Pre-requisite modules: None					

In this module students will work as a group to explore ways of disseminating their work in a professional context. Moreover, they will develop a portfolio and undertake a period of work experience. Through the development of a physical and online digital portfolio, they will start to bring together different projects including individual practice-based work and a record of their group work and experience. A visiting lecturer Programme will support this module providing insight into a multitude of possible career options and different forms of professional practice.

ADFAS096	Contemporary Sculpture installation - Graduation Project	Core	60	18	2
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 12 hrs. Seminar, 6 hrs. Tutorials					
Final Exam Duration: None					
Pre-requisite modules: None					

The graduation project is considered as the outcome of the faculty's years. The student should be given full freedom to express his ideas and fantasies in the artistic manner he prefers by choosing a technical subject that is closest to himself to show his expertise, technical skills, and culture to give full play to true creativity. And his interest in the work of studies and crooks, and "discussions" daily in how to reach his project to the best possible and move dialogue with him to a higher cultural level to qualify him to be a professional sculpture has an active role in society.

2- Department of Graphic and Media

Year 1 - Compulsory Foundation Modules for Graphic and Media Art Department (120 Credit points for level 3)

Module code	Module title	Status	UK credit	EG credit	Semester
ADGMA013	Portraiture Photography	Core	20	6	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture halls+ 4 hrs. Drawing Atelier					
Final Exam Duration: None					
Pre-requisite modules: None					
In this practical module students will be introduced to the methods, concepts and equipment associated with portrait photography. Students will learn about the differences of informal portrait photographs as opposed to formal commissioned portraits, mug shots, military portraits and graduation portraits. Based on this research students will develop a portfolio of portrait photographs. These portraits will function in terms of both describing an individual's appearance, along with inscribing their social identity. Students will be shown how to best present these photographs as part of a portfolio of work that will be presented for assessment at the end of the module.					
ADGMA023	Video Game Photography	Core	20	4	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture halls+ 4 hrs. Drawing Atelier					
Final Exam Duration: None					
Pre-requisite modules: None					

In this practice-based module students will be shown how screenshot Photography methods are used to capture video game worlds, and to communicate them to a wider audience. They will make research in to this relatively new field within Photography and will learn about contemporary Photographers who photograph digital worlds. Students will use analogue and digital media to develop a character and a scene or world in which the character exists and will be shown how to use screenshot photography to present their work to a wider audience.

ADGMA033	Photography Concepts 1	Core	20	4	1

Total grade 100% (Coursework 100% - Final Exam 0%)

Teaching hours per week: 2 hrs. Lecture halls, 4 hrs. Drawing Atelier

Final Exam Duration: None

Pre-requisite modules: None

In this first theory-based module students will learn about key historical debates, theories and concepts related to the field of Photography. Through a series of lectures and tutorials, students will learn about the origins of Photography and how key developments through history have led to the photographic technology we use today. Students will develop a question related to the content of the taught sessions, and will make research in order to create a Visual Essay that will aim to answer this question, using a mixture of writing and images.

ADGMA043	Landscape Photography	Core	20	6	2

Total grade 100% (Coursework 100% - Final Exam 0%)

Teaching hours per week: 2 hrs. Lecture halls, 2 hrs. Drawing Atelier, 2 hrs. Laboratory

Final Exam Duration: None

Pre-requisite modules: None

In this practical module students will be introduced to the methods, concepts and equipment associated with landscape representation. Through a series of lectures, group tutorials and workshops students will be shown the work of key historic and contemporary landscape photographers. After making research into the work of landscape photographers, students will complete a series of five different research tasks in order to develop a portfolio of photographic landscape representation. Whilst responding to these tasks, students will further develop research into landscape representation in order to develop a portfolio that is well informed and intriguing to an given audience.

ADGMA053	Shooting Animated Movement	Core	20	3	2

Total grade 100% (Coursework 100% - Final Exam 0%)

Teaching hours per week: 2 hrs. Lecture halls, 1 hrs. Laboratory

Final Exam Duration: None

Pre-requisite modules: None

In this practice-based module students are introduced to basic skills associated with creating and shooting a short animation. Techniques such as camera panning, zoom in and zoom out, and post-production editing will be shown to students, as well historical and contemporary Photographers that have worked between the fields of Animation and Photography. By the end of the module students will have made a short animation and a portfolio of screen capture photographs that will make up an Animation Photography Portfolio.

ADGMP023	Photography Concepts 2	Core	20	4	2

Total grade 100% (Coursework 100% - Final Exam 0%)

Teaching hours per week: 2 hrs. Lecture halls, 2 hrs. Photography Studio

Final Exam Duration: None

Pre-requisite modules: None
This module has been designed to build upon Photography Concepts 1 delivered in Semester 1. As in semester, this is a theory-based module where students will further develop their knowledge and understanding about key contemporary debates, theories and concepts related to the field of photographic practice. Through a series of lectures and group tutorials students will learn about the wide range of contemporary Photographic practices and how these practices were shaped and formed by historical developments. Students will be presented with a series of key photographic texts through which a question will be developed, in order to create a Visual Essay that will aim to answer the given question using a mixture of writing and images.

2.1 Programme of Photography

Year 2 - Compulsory Modules (120 Credit points for level 4)

Module code	Module title	Status	UK credit	EG credit	Semester
ADGMP034	Documentary Photography	Core	40	12	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture Hall, 8 hrs. Photography studio, 2 hrs. Laboratory					
Final Exam Duration: None					
Pre-requisite modules: None					
In this practical module you will be introduced to the concept of digital documentary photography, and digital photography as a means for documenting certain subjects. You will be shown how Photographers have documented the world around them, such as people, animals, events, the environment, and objects. You will learn primarily through guided practice, learning how to select subjects for documentation and the reasons for documenting this subject. You will learn how to be ready and waiting in the right places to take your photographs depending on the subjects being documented. Towards the end of the module, you will be asked to document two different subjects and to present this work as a portfolio of documentary photographs using a camera of your choice.					
ADGMP044	Pre, Present, Post Photography	Core	20	6	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture Hall, 2 hrs. Photography studio, 2 hrs. Laboratory					
Final Exam Duration: None					
Pre-requisite modules: None					
This theory-based module will begin with the invention of modern chemical-based photography. From this starting point a general overview is provided of how certain kinds of cameras and photographic methods have been used over time to certain ends. By the end of the module a broad understanding of contemporary photographic practice will have begun to emerge which you will begin to use to inspire and inform your work in practical modules. This module will be delivered through lectures and seminars, throughout which you will be introduced to historical and contemporary photographers, concepts and photographic practices from across the world.					
ADGMP054	The Constructed Photograph	Core	40	6	2
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture Hall, 2 hrs. Photography studio, 2 hrs. Laboratory					

Final Exam Duration: None
Pre-requisite modules: None

In this practical module you will be introduced to the concept of the photograph as a constructed image. Guided through lectures, seminars and tutorials you will create constructed photographs that involve not only pointing the camera and shooting a subject, but setting up compositions, posing models, working with props and wardrobes, and experimenting with lighting in the studio. Post-production techniques will also be demonstrated to further enhance your photographs, such as digital manipulation of contrast and lighting, airbrushing, collaging, and filtering to gain desired results. This practical work will be underpinned historical and contemporary debates in the field of constructed photographs.

ADGMP064	Thinking Photography	Core	20	6	2
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 4 hrs. Lecture Hall, 2 hrs. Photography studio					
Final Exam Duration: None					
Pre-requisite modules: None					

This module will build upon theoretical knowledge explored in previous semester one modules. Through continuing to explore the historical and global contexts of contemporary photography, this module will further introduce new theories and practices from other fields of research that are related to photography, such as science, the environment, and health care. A focus will be drawn on collaborations between photographers and specialists from other fields of research that have helped us to better understand ourselves and our place in the universe. This module will be delivered through lectures and seminars, throughout which you will be introduced to historical and contemporary photographers, concepts and photography practices from across the world, as well as related practices from fields of knowledge outside that of photography.

Year 3 – Compulsory and Elective Modules (120 Credit points for level 5)

Module code	Module title	Status	UK credit	EG credit	Semester
ADGMP075	Photography Beyond the Frame	Core	20	12	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture Hall, 8 hrs. Photography studio, 2 hrs. Laboratory					
Final Exam Duration: None					
Pre-requisite modules: None					

This practical module encourages you to take an experimental approach to the photographic practice that you developed though the Level 4 modules. You will further explore photographic methods, mediums and theories and learn to take risks to learn from trial and error, experimentation and possibly even failure. This work will develop into an Experimental Photographic Portfolio which you will edit for submission at the end of the module. The Experimental Photographic Portfolio will communicate the new methods and techniques that you have developed through the module, and which were previously unfamiliar to you. This work will be documented and contextualised in your Learning Journal.

ADGMP085	Photographic Conceptual Explorations	Core	20	6	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture Hall, 2 hrs. Photography studio, 2 hrs. Tutorials					
Final Exam Duration: None					

Pre-requisite modules: None

The aim of this theory-based module is to raise and discuss issues that drive contemporary photographic practice. It will critically investigate how ideas take form and how contemporary photographers use these ideas to comment on the issues in the world around them in new and insightful ways. This will be explored in reference to global contemporary photography and its history, practices and contexts as well as other certain fields of research.

The module takes a holistic approach, encouraging you to use a topic that is related to your work in practical modules to develop a visual essay that has the potential to become a Context Report Proposal for a specific piece of photographic work you intend to complete at Level 6. The Context Report Proposal will form the Summative Assessment submission at the end of the module, creating a bridge between Level 5 and Level 6 study.

ADGMP095	Self- Publishing and the Photo Book	Core	20	6	2

Total grade 100% (Coursework 100% - Final Exam 0%)

Teaching hours per week: 2 hrs. Lecture Hall, 2 hrs. Photography studio, 2 hrs. Laboratory

Final Exam Duration: None

Pre-requisite modules: None

In this module you will develop an understanding of the photographic book as a means for photographers to communicate their ideas and showcase their work. Through lectures, seminars, tutorials and workshops you will explore a range of photographic books from the hand-made, lo-fi books of the small press to the high-end production methods of exhibition catalogues. You will explore book formats, cutting, folding and binding methods. As well as this, you will experiment with digital media for designing pages, printing and photocopying. About halfway through the module you will design and create a photographic book using a format that bests suits the subject you choose to display within the book.

ADGMP105	Photography for Wall, Page and Screen	Core	20	6	2

Total grade 100% (Coursework 100% - Final Exam 0%)

Teaching hours per week: 2 hrs. Lecture Hall, 2 hrs. Photography studio, 2 hrs. Tutorials

Final Exam Duration: None

Pre-requisite modules: None

In this module you will learn about the relationship photography shares with other creative practices, particularly Fine Art. You will explore how Photographers work alongside artists, curators, graphic designers, and commissioning agencies to contribute to gallery exhibitions, catalogues, films or websites. You will choose one of three contexts in which to place your photographic work: 1) a gallery wall or installation, 2) a publication 3) the internet. You will create a series of photographs that best suit your chosen context. At the end of the module, you will present this work in an 'Open Studio' exhibition on campus. Your work will be guided through lectures, seminars and tutorials, and you will continue to document and contextualise your work in your Learning Journal.

Year 4 - Compulsory Modules (120 Credit points for level 6)

Module code	Module title	Status	UK credit	EG credit	Semester
ADGMP146	GMP Critical Context Report	Core	40	12	1
Total grade 100% (Coursework 100% - Final Exam 0%)					

Teaching hours per week: 6 hrs. Tutorials, 3 hrs. Seminar, 3 hrs. Photography Studio					

Final Exam Duration: None

Pre-requisite modules: None

This theoretical module follows on from the Level 5 Photography Context Study 3 module. Based on the Context Report Proposal that you submitted in Level 5 you will develop this proposal into a Critical Context Report. The Critical Context Report is a 3,000-word report on a piece of Photographic work you have made (separate to your submissions for modules ADGMP156 and ADGMP166). The Critical Context Report will set out an argument for the importance of the accompanying piece of Photography in relation to a global contemporary context. As well as being written, the Critical Context Report is meant to be a creative piece of work and can include photographs, diagrams, maps, lists, and any other kind of material as long as it is relevant to the Photographic work you have made and as long as it is correctly referenced.

About mid-way through the module, you will submit a 1,500-word draft of your Critical Context Report and will receive academic feedback that will help you to develop your draft into the Critical Context Report for Summative Assessment submission. You will be given support in academic writing skills, structuring an argument, academic research methods, referencing and presentation.

ADGMP156	GMP Graduation Project– Enquiry & Development	Core	40	12	1

Total grade 100% (Coursework 100% - Final Exam 0%)

Teaching hours per week: 4 hrs. Photography studio, 2 hrs. Laboratory

Final Exam Duration: None

Pre-requisite modules: None

This practice-based module encourages you to reflect on how your practice has developed during the practice-based modules through Level 5, and further informed by your theoretical modules. Based on these achievements' you will begin to consolidate your ideas and Photographic practice with a heightened sense of self-direction and autonomy. The aim of the module is to begin to establish the practical methods that suit your individual interests, concerns, and ambitions. You will finish this module with the submission of a Degree Show Exhibition proposal indicating your plans for the next and final module.

The teaching on this module encourages you to become more confident and self-directed in your concept development, decision making, research and overall, in their Photographic practice. It will also encourage you to begin preparing for your future career after graduation. you will research employment and educational opportunities and to record this research in your Learning Journal.

Your contextual research will deepen and become specialized around your interests and concerns, enabling you to develop a unique Photographic voice within that context. You will continue to document and evaluate your work with heightened sense of self-criticism, objectivity and autonomy.

ADGMP166	GMP Graduation Project– Realisation & Refinement	Core	40	12	2

Total grade 100% (Coursework 100% - Final Exam 0%)

Teaching hours per week: 8 hrs. Seminar, 4 hrs. Tutorials

Final Exam Duration: None

Pre-requisite modules: ADGMP156 GMP Graduation Project– Enquiry & Development

In this practice-based module you are working towards the Degree Show exhibition where all that you have achieved throughout the Photography course culminates and is celebrated. You will exhibit a piece of Photographic work that demonstrates a high level of specialized engagement with materials, mediums and media along with the conceptual, critical and contextual concerns that inform contemporary Photographic practice. Guided by academics, you will develop professional exhibition skills that involve project management, logistics, curation, collaborative work, marketing and invigilating. you will contextualise your Photographic work with an increased depth of

knowledge, and you will critically evaluate your work through documentation posts in your Learning Journals.

Professional Practice will continue to play an important role in the module as you ready yourself for the Degree Show exhibition as well as your creative careers after you graduate. You will be encouraged to research employment and educational opportunities and to record this research in your Learning Journals.

2.2 Programme of Illustration Animation

Year 2 - Compulsory Modules (120 Credit points for level 4)

Module code	Module title	Status	UK credit	EG credit	Semester
ADGMA064	Classic Narrative Film Development: Film one	Core	20	6	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 4 hrs. Laboratory					
Final Exam Duration: None					
Pre-requisite modules: None					
This module focuses on visual storytelling and narrative filmmaking for the animation to develop the students' ideas into fully realized narrative film proposals. It will include exploring professional animation techniques such as character design, storyboarding, film language, animatics and learning how to build our ideas into fully animated films. In addition, it will include practical exercises by focusing on the students' ability to produce artwork that communicates ideas successfully, proceeding to the development of animation and narrative skills and eventually a collaborative film project. The theoretical part will be reflected in the design and narrative theory. As a result, students will be expected to show evidence that they have integrated theory and practice.					
ADGMA074	Experimental Film Development: Film Two	Core	20	6	2
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 4 hrs. Laboratory					
Final Exam Duration: None					
Pre-requisite modules: None.					
This module aims to extend your animation toolkit with digital skills and produce a complete short film proposal that combines traditional and digital production techniques. It will include theories to enable you to make informed and creative decisions to develop your film and practical workshops which will help you to fully realize your creative ideas.					
ADGMA084	Production/Collaboration	Core	40	6	1&2
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 4 hrs. Laboratory					
Final Exam Duration: None					
Pre-requisite modules: None					
This module allows you to select one project to explore in-depth, with choices reflecting your interests and skill set. Normally the work concerns the production of one major piece of work (theoretical or practical in nature), supported by relevant contextual studies. You work with the selected media, by also applying your prior skills and experience from their practice.					

ADGMA094	The Animatics Bootcamp: Theory of Practice one	Core	20	6	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 2 hrs. Tutorials, 2 hrs. Laboratory					
Final Exam Duration: None					
Pre-requisite modules: None					
This module will include practical work which is supported by an introduction to the principals of film theory. This module is divided into three parts; the directed exercises, theoretical studies, and presentation. It will provide students with the required skills which will support them in further study and practice in animation, irrespective of technological context. This practical work is supported by an introduction to the principals of film theory.					
ADGMA104	Pioneers of Animation Bootcamp: Theory of Practice Two	Core	20	6	2
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 2 hrs. Tutorials, 2 hrs. Laboratory					
Final Exam Duration: None					
Pre-requisite modules: None					
This module gives students the opportunity to produce animation clips by using a variety of production techniques to allow them to form an opinion of the relative merits of a variety of animation methods. It includes a scope for experimentation and the development of an individual approach. The integrated theory component of this module develops students' critical faculties alongside their journey of discovery. This module is a Self-Evaluation of the students' performances which will help them to understand their work with increased clarity.					

Year 3 – Compulsory and Elective Modules (120 Credit points for level 5)

Module code	Module title	Status	UK credit	EG credit	Semester
ADGMA115	Interpretation and Adaptation for Animation	Core	20	6	1&2
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 4 hrs. Laboratory					
Final Exam Duration: None					
Pre-requisite modules: None					
This module focuses on film-making development, enabling students to discover their creative methodology for making a film. Students will embark on several short projects which will provide at first hand an appreciation of film craft; with particular emphasis on the relationship between text and image, and the relationship between audio and visual in animation production. Also, students will undertake a series of supporting workshops.					
ADGMA125	Documentary Film Development	Core	20	6	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 2 hrs. Tutorials, 2 hrs. Laboratory					

Final Exam Duration: None

Pre-requisite modules: None

The module aims to increase the opportunity for students to engage more deeply and practically with the specific form of Documentary Animation. It allows students to undertake the research, development, planning, and pitching of a Short Documentary Animation film and to consolidate their understanding and experience of being a reflective practitioner.

ADGMA135	Digital Aesthetics (CGI 1)	Core	20	6	1

Total grade 100% (Coursework 100% - Final Exam 0%)

Teaching hours per week: 2 hrs. Lecture, 2 hrs. Tutorials, 2 hrs. Laboratory

Final Exam Duration: None

Pre-requisite modules: None

This module focuses on digital production with a range of practical drawing exercises to produce development work and to emphasis on final digital production. The theoretical part of this module will enable students to make informed and creative decisions to develop their digital animation projects. The module includes practical workshops which will help students to fully realise their creative ideas.

ADGMA145	Digital Pathways (CGI 2)	Core	20	6	2

Total grade 100% (Coursework 100% - Final Exam 0%)

Teaching hours per week: 2 hrs. Lecture, 2 hrs. Tutorials, 2 hrs. Laboratory

Final Exam Duration: None

Pre-requisite modules: ADGMA135 - Digital Aesthetics (CGI 1)

This module aims to develop the students' digital animation skills in a specific area of interest. It helps students to understand how their interests fit into the wider world (both industrial and academic) is vital to their personal and professional development. Moreover, this module supports them to pursue an individual specialism that is both creative and informed. The typical paths for research include 2D animation, 3D character animation, and interactive animation.

Year 4 - Compulsory Modules (120 Credit points for level 6)

Module code	Module title	Status	UK credit	EG credit	Semester
ADGMA176	GMA Dissertation	Core	40	12	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 6 hrs. Tutorials, 3 hrs. Seminar, 3 hrs. Laboratory					
Final Exam Duration: None					
Pre-requisite modules: None					
This module enables students to identify a potential area of interest for the dissertation, synthesis the various kinds of theory and conduct a literature review in their area of interest. This literature review will provide them with the necessary knowledge required to increase their dissertation ideas and prepare their dissertation proposal.					
ADGMA186	GMA Graduation Project Prototype	Core	20	6	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Seminar, 2 hrs. Tutorials, 2 hrs. Laboratory					
Final Exam Duration: None					

| Pre-requisite modules: None |

The module gives the students the opportunity to define, research, plan and propose a complete production cycle for a 90 seconds animation film, from concept to public screening. The film must be aimed at an adult audience, designed to a high standard, suitable for Festival exhibition. It strongly emphasis self-directing processes and developing an individual and personal creative approach to animation filmmaking. Students are expected to expand their aesthetic range, make imaginative use of the tools which they acquired in earlier modules.

| ADGMA196 | GMA Graduation Project | Core | 40 | 12 | 2 |

| Total grade 100% (Coursework 100% - Final Exam 0%) |

| Teaching hours per week: 8 hrs. Seminar, 4 hrs. Tutorials |

| Final Exam Duration: None |

| Pre-requisite modules: ADGMA186 - GMA Graduation Project Prototype |

The module aims to develop a short-animated production. It gives the students the opportunity to complete a self-negotiated and substantial animation production, working either individually or as part of a team. This work is further supported by theoretical investigation and objective self-assessment. They will be assisted by your academic research including case studies of relevant supporting influences and themes as well as frequent tutorial support and peer reviews. The animation production is self-defined, through a process of negotiation with tutors and peers, and the resulting material outcome is intended to act as evidence in support of an application for employment, professional project commissions or further study.

| ADGMA206 | Organic Modelling & Animation | Core | 20 | 6 | 2 |

| Total grade 100% (Coursework 100% - Final Exam 0%) |

| Teaching hours per week: 2 hrs. Lecture, 4 hrs. Laboratory |

| Final Exam Duration: None |

| Pre-requisite modules: None |

In this module, students will embark on an essential game art task: creating an animated story. They'll learn advanced character modelling techniques and get to grips with the animation pipeline. The module aims to develop traditional drawing skills which are an essential requirement for game artists. Also, this module makes students able to model almost any form imaginable with the 3D toolsets. This module will provide students with the techniques required to solve complex modeling challenges in 3D application.

2.3 Programme of Game Design

Year 2 - Compulsory Modules (120 Credit points for level 4)

Module code	Module title	Status	UK credit	EG credit	Semester
ADGMG014	2D Game Design & Development	Core	20	6	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 4 hrs. Laboratory					
Final Exam Duration: None					

Pre-requisite modules: None

This module aims to understand the principles and the practices of game design which is considered a crucial first step in enabling students to build innovative games. In 2D game design they'll learn the key elements involved in videogame production by creating a digital game. As a group, they'll develop a game concept in specialist production teams designed around key game industry roles (e.g. producer, artist, designer, sound engineer, programmer) and they'll realise their game vision. They'll gain professional skills in the game development process such as managing the game asset pipeline, strategies for meeting deadlines, game development project management techniques.

ADGMG024	Art & Sound Design	Core	20	6	1

Total grade 100% (Coursework 100% - Final Exam 0%)

Teaching hours per week: 2 hrs. Lecture, 4 hrs. Laboratory

Final Exam Duration: None

Pre-requisite modules: None

This module aims to enable students to understand how art and sound perform together as the fundamental building blocks of digital play spaces. Furthermore, they'll learn design techniques and processes integral to an art and sound design in videogames. Specifically, they'll learn to observe, record, express and represent both objects and sounds, and, in doing so, explore the interrelationship of the visual and audio in the context of videogame development.

ADGMG034	Memory Games	Core	20	6	1

Total grade 100% (Coursework 100% - Final Exam 0%)

Teaching hours per week: 2 hrs. Lecture, 4 hrs. Laboratory

Final Exam Duration: None

Pre-requisite modules: None

This module will focus on the pivotal events in videogame history and pay homage to the designers, developers, and players who have made the industry what it is today. Moreover, students will take a personal journey, reflecting on the games they play, see why they began to play them and explore what it is about the games they play that make them continue playing them. Central to this voyage of discovery will be recognizing the crucial role the past plays in shaping the games they are going to create in the future.

ADGMG044	Industry & Professional Practice	Core	20	6	2

Total grade 100% (Coursework 100% - Final Exam 0%)

Teaching hours per week: 2 hrs. Lecture, 4 hrs. Laboratory

Final Exam Duration: None

Pre-requisite modules: None

This module aims to tackle challenges. Through a series of innovative masterclasses, students will gain insight and knowledge from a diverse group of game industry experts. At the same time, they'll learn the professional codes and conventions of the game industry to develop the professional skills they need to get a job in the game industry.

ADGMG054	3D Modeling	Core	20	6	2

Total grade 100% (Coursework 100% - Final Exam 0%)

Teaching hours per week: 2 hrs. Lecture, 4 hrs. Laboratory

Final Exam Duration: None
Pre-requisite modules: None

3D Modeling introduces the process of creating models in 3D. Students will explore the connections between 2D art and 3D Modeling, examining issues such as perspective, texturing, rendering and lighting. Skills acquired in the 3D Modeling module will prove invaluable for the next years' production work.

ADGMG064	Game Specialism-I	Core	20	6	2
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 4 hrs. Laboratory					
Final Exam Duration: None					
Pre-requisite modules: None					

This module aims to develop students' core competencies in a specialist industry role by engaging in the real-world work that industry specialism requires. It emphasizes on seeing a shared game development project through from initial idea to final production whilst demonstrating specific competency in a technical discipline. Students first choose one of the following core specialisms: game production and team management, game design, game programming, game art, game research, game audio, and game narrative. Then, students work in specialist teams to respond to a game development brief. Each specialist team will be led by an industry expert who will draw on her or his own unique experiences to guide students to the effective completion of the brief.

Year 3 – Compulsory and Elective Modules (120 Credit points for level 5)

Module code	Module title	Status	UK credit	EG credit	Semester
ADGMG075	Story Design & 3D Level	Core	20	6	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 4 hrs. Laboratory					
Final Exam Duration: None					
Pre-requisite modules: None					

The module aims to develop the fundamentals of good writing by focusing more closely on video game-specific mechanics, with an emphasis on practical knowledge, how to work with a writer, what formats you need to understand and how to get a job in the first place. Moreover, it will enhance the design skills of students by creating a game level in 3D using an industry-recognised game engine. Besides providing students with the practical skills required to effectively create 3D levels, it will introduce two key industry professional skills: pitching and writing design documentation. Before beginning level, production students will first "pitch" the 3D game their levels will be found in. Then, they'll produce effective written documentation to think consistently and critically about ideas of play and playing.

ADGMG085	Game Programming-I	Core	10	6	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 4 hrs. Laboratory					
Final Exam Duration: None					
Pre-requisite modules: None					

This module aims to explore the key concepts in programming and how to apply them to students' game projects. The module will provide them with a conceptual understanding

of the programming of games, the key project planning, and management skills that they can then apply to next year's advanced game project work. Furthermore, students will develop their understanding of the fundamentals of game programming and the game production processes they learned in year two after prep. They will schedule and accurately track game programming tasks.

ADGMG095	Re: Creation-I		10		

Total grade 100% (Coursework 100% - Final Exam 0%)

Teaching hours per week: 2 hrs. Lecture, 4 hrs. Laboratory

Final Exam Duration: None

Pre-requisite modules: None

This module will enable students to conduct a literature review in their area of interest. This literature review will provide them with the necessary knowledge required to hone their dissertation ideas and prepare your dissertation proposal. It also requires them to take an in-depth look at their professional practice, while planning.

ADGMG105	Game Programming-II	Core	10	6	2

Total grade 100% (Coursework 100% - Final Exam 0%)

Teaching hours per week: 2 hrs. Lecture, 4 hrs. Laboratory

Final Exam Duration: None

Pre-requisite modules: ADGMG085 - Game Programming-I

The module aims to explore contemporary concepts in game development. It will include a comprehensive individual game project which allows students to implement a game on a platform of their choice. It will enable students to gain both the theoretical knowledge and the practical skills they need to develop first-rate games.

ADGMG115	Re: Creation-II	Core	10	6	2

Total grade 100% (Coursework 100% - Final Exam 0%)

Teaching hours per week: 2 hrs. Lecture, 4 hrs. Laboratory

Final Exam Duration: None

Pre-requisite modules: DGMG095 - Re: Creation-I

This module explores the requirements and expectations of two key levels 6 modules: the dissertation and the Advanced Game Project. This will help students to identify a potential area of interest for the dissertation, synthesize the various kinds of theory that you have encountered so far on the course and, conduct a literature review in their area of interest. As a result, a literature review will provide them with the necessary knowledge required to hone their dissertation ideas and prepare your dissertation proposal. Moreover, the module will enable them to take an in-depth look at their professional practice, while planning for the future.

ADGMG125	Game Specialism-II	Core	20	6	2

Total grade 100% (Coursework 100% - Final Exam 0%)

Teaching hours per week: 2 hrs. Lecture, 4 hrs. Laboratory

Final Exam Duration: None

Pre-requisite modules: ADGMG064 - Game Specialism-I

This module will enable students to embark on game production and team management, game design, game programming, game art, game research, game audio, or game narrative. Each programme will include a set of mini briefs based around current industry

practice and trends and that will challenge the student to progress their specialist skills. This module helps the student to learn how to navigate the rapidly changing technological advancements characteristic of the fast-paced game industry. By the completion of the module, students will have in their portfolio a selection of game development work that demonstrates they have advanced their specialist knowledge, are well prepared for their final year of study and are highly employable.

Year 4 - Compulsory Modules (120 Credit points for level 6)

Module code	Module title	Status	UK credit	EG credit	Semester
ADGMG156	GMG Dissertation	Core	40	12	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 6 hrs. Tutorials, 3 hrs. Seminar, 3 hrs. Laboratory					
Final Exam Duration: None					
Pre-requisite modules: None					
This module enables students to identify a potential area of interest for the dissertation, synthesis the various kinds of theory that they have encountered so far on the course, conduct a literature review in their area of interest. This literature review will provide them with the necessary knowledge required to hone their dissertation ideas and prepare their dissertation proposal.					
ADGMG166	GMG Graduation Project– Enquiry & Development	Core	20	6	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 4 hrs. Laboratory					
Final Exam Duration: None					
Pre-requisite modules: None					
This module aims to develop students' professional gaming practice, and their ability to locate their practice within the most challenging formal communication tasks in the game industry: pitching a game concept. Besides, it will emphasize on developing the working methods for the sake of developing and completing self-directed gaming projects within this area.					
ADGMG176	GMG Graduation Project– Realisation & Refinement	Core	40	12	2
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 8 hrs. Seminar, 4 hrs. Tutorials					
Final Exam Duration: None					
Pre-requisite modules: ADGMG166 - GMG Graduation Project– Enquiry & Development					
This module aims to develop students' professional gaming practice, and their ability to locate their practice within the contemporary gaming industry. It emphasizes on developing the working methods to develop and complete self-directed gaming projects within this area. Students will produce a fully resolved body of work which takes into account the requirements of placing the work in the public domain.					
ADGMA206	Organic Modeling & Animation		20	6	2
Total grade 100% (Coursework 100% - Final Exam 0%)					

Teaching hours per week: 2 hrs. Lecture, 4 hrs. Laboratory
Final Exam Duration: None
Pre-requisite modules: None
In this module, students will embark on an essential game art task: creating an animated story. They'll learn advanced character modelling techniques and get to grips with the animation pipeline. Furthermore, they'll attend bi-weekly observational and life-drawing sessions to support them develop traditional drawing skills which are an essential requirement for game artists. Also, this module makes students able to model almost any form imaginable with the 3D toolsets. In this project-based course, teaches students the techniques required to solve complex modeling challenges in 3D application.

3- Department of Fashion and Textile

Year 1 - Compulsory Foundation Modules for Fashion and Textile Department (120 Credit points for level 3)

Module code	Module title	Status	UK credit	EG credit	Semester
ADFTF013	Fashion Design Theory	Core	20	6	1
Total grade 100% (Coursework 60% - Final Exam 40%)					
Teaching hours per week: 2 hrs. Lecture, 4 hrs. Tutorials					
Final Exam Duration: 2 hrs.					
Pre-requisite modules: None					
The module aims to introduce a range of concepts and principles of importance to the understanding of structure and form in the visual art and design. Moreover, it creates an awareness of how these concepts can, with insight and vision, be used as a problem-solving tool of the twenty-first century. Also, various regular polygons will be identified which can tile the plane without gap or overlap.					
ADFTT013	Textile Design & Pattern	Core	20	4	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 2 hrs. Textile Workshop					
Final Exam Duration: None					
Pre-requisite modules: None					
The module aims to introduce students to the role of the digitalisation within the context of the creative industries. Students will come to understand the technical, historical stages from print to the latest revolution of digital design, and conceptual rigor that successful illustrators embody within their practice. An appreciation of the stringent creative development and refinement process undertaken by leaders in the field will be considered in depth.					
ADFTT023	Business & Textile Practice	Core	20	4	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 2 hrs. Textile Workshop					
Final Exam Duration: None					
Pre-requisite modules: None					

This module aims to enable students to select and use a wide variety of textile media and techniques to realise personal ideas and adjust them appropriately for a commercial market. Furthermore, it encourages students to extend their practice using innovative materials, techniques, and processes relevant to their choice of specialism. Students will undertake visual research and market analysis and employ this in the development of a range of textiles for specific end-use.

ADFTT033	Garment Illustration Design	Core	20	6	2

Total grade 100% (Coursework 100% - Final Exam 0%)

Teaching hours per week: 2 hrs. Lecture, 4 hrs. Textile Workshop

Final Exam Duration: None

Pre-requisite modules: None

This module aims to introduce students to the role of the illustrator within the context of the creative industries. Students will come to understand the technical, theoretical and conceptual rigor that successful illustrators embody within their practice. An appreciation of the stringent creative development and refinement process undertaken by leaders in the field will be considered in-depth. Students will build upon this empirical knowledge to develop an original and relevant body of work within the medium.

ADFTF023	Fashion & Textile Management	Core	20	3	2

Total grade 100% (Coursework 100% - Final Exam 0%)

Teaching hours per week: 2 hrs. Lecture, 1 hrs. Textile Workshop

Final Exam Duration: None

Pre-requisite modules: None

The purpose of the module is to introduce students to the global fashion and textiles industry and provide an understanding of the management issues which is related to the process of developing fashion for the marketplace. Business models, costing structures, retail theory and supply chain dynamics are important components of the industry, and particularly important for the fast-moving and global fashion industry where consumer and society are powerful influences which are considered as a negative for the environment and local communities around the world. This module will explore how current management theories are applied to the fashion industry to negotiate the many factors that influence the market.

ADFTF033	Fashion Design Final Project	Core	20	4	2

Total grade 100% (Coursework 100% - Final Exam 0%)

Teaching hours per week: 2 hrs. Lecture, 2 hrs. Tutorials,

Final Exam Duration: None

Pre-requisite modules: None

This practice-based module is the culmination of students work throughout the Fashion Design Foundation Programme. Students will draw together their new skills and ideas acquired and developed throughout the year to create a piece of work embodies all of this academic effort as well as pointing towards the kind of work they will make going forward in the BA Fashion Design course.
Students will choose a garment that they designed in a previous module as a point of departure for their work in this module. Students will work together to workshop ideas from this garment design in order to develop a new garment that will be exhibited to mark their completion of the Foundation Year Programme.

3.1 Programme of Fashion Design

Year 2 - Compulsory Modules (120 Credit points for level 4)

Module code	Module title	Status	UK credit	EG credit	Semester
ADFD401	Cut, Drape, Make	Core	20	6	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 10 hrs. Fashion Workshop					
Final Exam Duration: None					
Pre-requisite modules: None					
This module will introduce you to pattern-cutting and construction skills through the study of texts and samples of global, historical garments. The module will be focused on transposition of 2-D materials, drawings, images and patterns to 3-D garments, and will include an introduction to Zero Waste methods in fashion. You will learn simple, traditional, pattern-cutting skills and draping techniques appropriate to their chosen traditional garments and will begin to understand the relationship of fabric to the body. The key outcome will be a facsimile of an historical garment (e.g., Japanese Kimono and Momphe, Indian Chudiah) as a culmination of skills learned.					
ADFD402	Concept Research Design	Core	20	6	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 4 hrs. Fashion Workshop					
Final Exam Duration: None					
Pre-requisite modules: None					
This module requires you to play two industry roles. Firstly, group work as a Trend Forecasting team researching the zeitgeist of your current cultural experience to design and build a trend from the very beginning. You will study where ideas come from, how you capture them into a trend and how to develop a trend into fashion design. Once a trend is identified you will pitch it to the other groups who will choose their trend, creating a competitive environment. In the secondary role, that of a design team, you will work with your chosen trend and develop it into a capsule (mini) collection for a specific market. Through role play you will begin to understand two key roles in the industry and build your knowledge of how you can be a part of the sector in the future. This module culminates in a 2-D outcome and covers research, design development, fabric and colour story development and a capsule collection. You will make use of haptic rendering of ideas including drawing, colouring, collage, layout and graphics as well as software such as photoshop and illustrator.					
ADFD403	Fashion Context: Time and Space	Core	20	6	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 4 hrs. Fashion Workshop					
Final Exam Duration: None					
Pre-requisite modules: None					
In this module you will begin to gain an understanding of how fashion is contextualised in time and space through historical garments and artifacts. You will begin to acknowledge world heritage historical garments and their relationship to contemporary fashion. The study will take place through real and virtual museum/collection visits, film, written and visual texts. You will be given					

specific groups of garments and associated artifacts to research. You will trace the impact through history and deduce the reasons for change of use, obsolescence or continued use in historical form. You will be asked to use research to design a contemporary outfit in 2-D as a part of your conclusion.

ADFD404	Fashion Context: Contemporary Issues	Core	20	6	2
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 4 hrs. Fashion Workshop					
Final Exam Duration: None					
Pre-requisite modules: None					

In this module you will focus on contemporary issues such as sustainable design, pollution caused by the fashion industry, deforestation, global warming and ethical production in relation to fashion. You will be introduced to micro and macro solutions for sustainable fashion through a given subject such as the manufacture of denim, garment dying or laundry and you will be asked to create an artifact to illustrate your research.
The artifact can be an accessory, garment, textile sample or sculpture. There will also be an introduction to the Research Poster and how this is used at conferences in the research community and how research can form part of a career as an academic.
You will present your posters in an exhibition alongside your artifacts and will create a social media campaign to market it.   Research skills, group work, sustainable materials (existing vintage materials, and/or sustainable repurposed, recycled materials).

ADFD405	Applied Technology	Core	20	6	2
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 4 hrs. Fashion Workshop					
Final Exam Duration: None					
Pre-requisite modules: None					

In this module you will study the shirt as a way of understanding balance and proportion, key cut and construction techniques in garment manufacture.
Traditional and contemporary methods of production will be introduced, and you will visit garment manufacturers in the region.
You will be introduced to 3-D modelling software for garments and create your final design from technical drawings.

ADFD406	Applied Concept	Core	20	6	2
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 4 hrs. Fashion Workshop					
Final Exam Duration: None					
Pre-requisite modules: None					

This module enables you to research and develop a unique concept of your own. During the sessions you will draw together your design development, colour, fabric, cut and construction skills acquired in the year.
You will create a concept in which you will be encouraged to be highly experimental, solve problems and come to innovative creative solutions.
Basic range planning skills will be taught in order that you can confidently design a capsule collection and fabricate one garment in real cloth. Using hand drawing/rendering, photoshop, illustrator you will present a professionally created series of 'boards' which illustrates the entire story of the collection including colour, fabric, concept and collection.

Year 3 – Compulsory and Elective Modules (120 Credit points for level 5)

Module code	Module title	Status	UK credit	EG credit	Semester
ADFD501	Design Principle	Core	40	12	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 4 hrs. Fashion Workshop					
Final Exam Duration: None					
Pre-requisite modules: None					
This module is intended to enable you to understand what type of practitioner you are and how you position yourself in the Fashion Design Sector. It is an in-depth conceptual research, development and fabrication project. It encourages you to define your own creative practice, challenge the notions of contemporary fashion by developing an Avant Gard collection that relies on your own unique enquiry into pattern-cutting, embellishment, fabrication surface design, dye, print or knit. In this module, you will make your own constructed textiles and/or use any materials to influence your designs which could include packaging, furnishing fabrics, paper and card items, or anything associated with your own concept. Emphasis can be on cutting, draping, AR, VR, and inventive sampling of joining techniques such as sonic bonding, gluing and stapling as well as embellishment and surface design.					
ADFD504	Employability, Business and Portfolio	Core	20	6	2
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 4 hrs. Fashion Workshop					
Final Exam Duration: None					
Pre-requisite modules: None					
This module is an externally facing project designed by you in consultation with a personal tutor. You are required to identify a community or group that you wish to build a project within a fashion context. This will also present a significant work-based learning opportunity for you which will become a key part of your employability portfolio. Working either as a group or individually, you will research, identify, develop and design a project with the key theme of 'Fashion for Positive Change'. The project will include project planning, critical path analysis, health and safety, project realisation, promotion and dissemination. The leitmotifs fundamental to this project are inclusivity, ethics, sustainability, community, local and global. There will also be the possibility for you to enter an international competition as a part of this module, providing the themes and briefs fit the theme of 'Fashion for Positive Change' including ethics and sustainability within the industry. Competition entries must aim to give diversity to your portfolio and strengthen your career placement and work opportunities.					
ADFD505	Tailoring	Core	20	6	2
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 10 hrs. Fashion Workshop					
Final Exam Duration: None					
Pre-requisite modules: None					
In this module you learn the principles of tailoring and culminate in the creation of professionally cut, crafted, and manufactured garments. The skills of tailoring can be universally applied to a wide variety of contemporary clothing and provide a founding skill base to test ideas of subversion, deconstruction, and innovation. You will be expected to also research contemporary examples of tailoring to understand its continued relevance. This project will cover cut, construction, balance, and proportion according to a particular period or function (military tailoring or sports tailoring are					

also considered in addition to 'professional' attire) as a method of broadening the understanding and the flexibility of application of tailoring rules to other genres of clothing.

Year 4 - Compulsory Modules (120 Credit points for level 6)

Module code	Module title	Status	UK credit	EG credit	Semester
ADFDF601	Pre-Prototype	Core	40	12	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 6 hrs. Tutorials, 3 hrs. Seminar, 3 hrs. Fashion Workshop					
Final Exam Duration: None					
Pre-requisite modules: None					
A Pre-Prototype is defined as 'the earliest phase of the new product development process.' This module focuses on the development of the 'pre-prototype' and forms the earliest part of designing the final collection for the student at Level 6. You will work through a rigorous development process where you will generate and critique initial ideas. From this you will develop concepts and undertake testing using innovative materials and processes. Alongside this process, you will undertake business analysis for your concepts, developing an understanding of an appropriate market sector. This project will form the basis of the proposal for the Final Major Project.					
ADFDF602	Dissertation / Artefact	Core	20	6	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 4 hrs. Fashion Workshop					
Final Exam Duration: None					
Pre-requisite modules: None					
In this module you will initiate and develop a research project of their choice in negotiation with your tutor. This project will present appropriate research, visual materials, theoretical ideas and critical context in relation to the creative ideas that you will explore in your studio practice. You may undertake this project as one of the following options: a) 4-5000 word written document b) 2000 words and 20 original images c) 2000 words and a fully completed garment d) 2000 words and fully completed accessory The format of assessment is designed to support you with a wide variety of learning styles to achieve outcomes appropriate to your creative and professional ambition.					
ADFDF603	Portfolio and Professional Practice	Core	20	6	2
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 8 hrs. Seminar, 4 hrs. Tutorials					
Final Exam Duration: None					
Pre-requisite modules: ADFTF176 - FTF Graduation Project– Prototype					
This module enables you to prepare and build a practical deliverable critical path for your early career and your next steps. Presentations from industry employers, fashion academics and recent graduates will inform your own research into your future career opportunities and build a launch pad for your professional life. The module will include learning opportunities for competition entries, for example Graduate Fashion Week International, and other competitions that will give diversity to your portfolio and strengthen your career opportunities.					

Through the module, your will develop two outcomes consisting of a presentation of your final collection and an accompanying portfolio.

The presentation will be in a format or media appropriate to your own ambitions. This could take the form of a runway collection, or a film, or a website or any other appropriate medium. The accompanying portfolio will be both digital and physical. This will be the final document of your collection presented ready for your professional life.

ADFDF604	Final Major Project	Core	40	12	2

Total grade 100% (Coursework 100% - Final Exam 0%)

Teaching hours per week: 2 hrs. Lecture, 4 hrs. Fashion Workshop

Final Exam Duration: None

Pre-requisite modules: None

This module is the culmination of your creative and innovative investigation into fashion on this programme. It uses 2-D and 3-D aspects of your study to develop an innovative final collection of work which can be manifested in a variety of forms.

You will complete in-depth research into materials, methods and processes toward a conclusive fashion design outcome. You may consider the traditional path of creating a conceptual collection or collection for a specific market.

Alternatively, you may choose to produce a film, installation, performance, VR/AR experience or other creative output that reflects the influence of fashion on society in ways other than consumption by the purchase and wearing of garments. The realisation of the presentation of this module will be taught and assessed within Portfolio and Professional Practice module.

3.2 Programme of Textile

Year 2 - Compulsory Modules (120 Credit points for level 4)

Module code	Module title	Status	UK credit	EG credit	Semester
ADFTT044	Design Development for Textiles	Core	20	6	1

Total grade 100% (Coursework 100% - Final Exam 0%)

Teaching hours per week: 2 hrs. Lecture, 4 hrs. Textile Workshop

Final Exam Duration: None

Pre-requisite modules: None

This module will enable students to select and use a wide variety of textile media and techniques to realise personal ideas. In addition, it adjusts students' appropriately for a commercial market.

ADFTT054	Textiles: Process and Exploration	Core	20	6	1

Total grade 100% (Coursework 100% - Final Exam 0%)

Teaching hours per week: 2 hrs. Lecture, 4 hrs. Textile Workshop

Final Exam Duration: None

Pre-requisite modules: None

The objective of this module is to initiate and carry out an extended body of work which will result in a range of innovative finished design solutions. Also, the module focuses on visual research undertaken in the first semester and allows students to develop their ideas through to material outcomes.

ADFTT064	Sampling and Textiles Manufacture	Core	20	6	1

Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 4 hrs. Textile Workshop					
Final Exam Duration: None					
Pre-requisite modules: None					
This module explores the role of the designer as an interface between the consumer and the global trends in environmental, social and ethical sustainability. The module will consider the broad nature of design, from the arts through to industrial design, to identify how designers can influence consumers, organisations and society's view of sustainability through design decisions.					
ADFTT074	Material Culture and Mass Consumption	Core	20	6	2
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 4 hrs. Textile Workshop					
Final Exam Duration: None					
Pre-requisite modules: None					
The module aims to provide a basic introduction to the debates in architecture and design from 1840 to the present day. It provides a broad picture of the movements instrumental in establishing views of practice from the Industrial Revolution onwards in the context of Material Culture. It presents an examination of the histories pertinent to Industrial and Post-industrial society and relevant to the contexts for design production. This module presents a survey of the visual arts principally. through emphasizing on identifying and discussing factors, which have influenced cultural change. Besides, it focuses on the origin, evolution, and diffusion of symbols, motifs, patterns, tiling and other visual compositions which is appropriate for explaining their social, historical and cultural significance.					
ADFTT084	Materials Processes and Conceptual Applications	Core	20	6	2
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 4 hrs. Textile Workshop					
Final Exam Duration: None					
Pre-requisite modules: None					
This module introduces students to current, new and emerging technologies that are commonly employed in the design disciplines. On completion of this module, students will be aware of how artists and designers utilise such technologies and materials to create unique outcomes.					
ADFTT094	Fashion Trends, and Brand Analysis	Core	20	6	2
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 2 hrs. Tutorials, 2 hrs. Textile Workshop					
Final Exam Duration: None					
Pre-requisite modules: None					
The aim of the module is to introduce the concepts of design management within the context of trends in business. The module will also explore how designers can help create a sustainable future by influencing and responding to, consumers, industry and societal					

dynamics. It develops an appreciation of the role of trend analysis, market analysis and brand profiling in the successful development of a fashion business. Through Design management students will be able to integrate a combination of the design skills with strategic management skills to deliver effective and efficient products and services to clients.

Year 3 – Compulsory and Elective Modules (120 Credit points for level 5)

Module code	Module title	Status	UK credit	EG credit	Semester
ADFTT105	Colour and the Design Process	Core	20	6	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 2 hrs. Tutorials, 2 hrs. Textile Workshop					
Final Exam Duration: None					
Pre-requisite modules: None					
The module aims to provide the abilities to critically understand successful colour combinations, apply a methodological approach to creating original colour palettes and have a good insight into the challenges relating to successfully communication colour accurately. It will introduce the basic properties of colour and its representation and communication. The importance of colour in the design process will be explored through a study of colour reproduction in monitors and printers. A basic introduction will be given to colour measurement.					
ADFTT115	Design for Textiles: specialisms & Product	Core	20	6	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 4 hrs. Textile Workshop					
Final Exam Duration: None					
Pre-requisite modules: None					
The object of this module is to give students a broad understanding of one of the textile design specialisms and further develop the knowledge and practical competencies specific to their chosen area. Students will follow one of two specialisms, structured textiles or digital textiles.					
ADFTT125	Industrial Intelligence in Illustration Practice	Core	20	6	2
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 4 hrs. Textile Workshop					
Final Exam Duration: None					
Pre-requisite modules: None					
The module presents the role of the illustrator to students within the context of the creative industries. Students will come to understand the technical, theoretical and conceptual rigor that successful illustrators embody within their practice through principles of digital and print illustration for a contemporary audience. Moreover, the module will use a historical foundation of the subject as a base to consider new approaches to the medium and investigate how the field continues to innovate and push creative boundaries.					

ADFTT135	Textile Portfolio (Design & Content)	Core	20	6	2

Total grade 100% (Coursework 100% - Final Exam 0%)

Teaching hours per week: 2 hrs. Lecture, 4 hrs. Textile Workshop

Final Exam Duration: None

Pre-requisite modules: None

The module aims to utilise research and design development created in previous modules to enhance students' skills, awareness and decision making. It will help students to conduct individual and independent lines of research and enquiry to formulate appropriate and diverse design solutions. Besides, students will produce independent and creative fashion design products that demonstrate a breadth and depth of outcomes. This module also provides students with the ability to produce creative and individual fashion portfolios that can be used to gain employment.

Year 4 - Compulsory Modules (1 20 Credit points for level 6)

Module code	Module title	Status	UK credit	EG credit	Semester
ADFTT146	FTT Dissertation	Core	40	12	1

Total grade 100% (Coursework 100% - Final Exam 0%)

Teaching hours per week: 6 hrs. Tutorials, 3 hrs. Seminar, 3 hrs. Textile Workshop

Final Exam Duration: None

Pre-requisite modules: None

The role of the dissertation is to present written research on a topic of relevance to the student's programme of study by a given date. The dissertation is concerned with finding, organising and interpreting research information into a coherent and cogent argument. This module provides students with the opportunity to investigate a subject area that is relevant to their programme of study. Also, it allows the student to demonstrate coherent and detailed subject knowledge informed by recent research/scholarship in the discipline.

ADFTT156	FTT Graduation Project- Prototype	Core	20	6	1

Total grade 100% (Coursework 100% - Final Exam 0%)

Teaching hours per week: 2 hrs. Lecture, 4 hrs. Textile Workshop

Final Exam Duration: None

Pre-requisite modules: None

The objective of this module is to practice a prototype for graduation Projects to initiate and carry out an extended body of work, which will result in a range of innovative finished design solutions.

ADFTT166	FTT Graduation Project	Core	40	12	2

Total grade 100% (Coursework 100% - Final Exam 0%)

Teaching hours per week: 8 hrs. Seminar, 4 hrs. Tutorials

Final Exam Duration: None

Pre-requisite modules: ADFTT156 - FTT Graduation Project- Prototype

The aim of this Final Project is to initiate and carry out an extended body of work, which will result in a range of innovative finished design solutions. The module focuses on visual

research undertaken in the first semester and allows students to develop their ideas through to material outcomes.

ADFTT176	Fashion contemporary Design	Core	20	6	2
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 4 hrs. Fashion Workshop					
Final Exam Duration: None					
Pre-requisite modules: None					
The objective of this module is to practice a prototype for graduation Projects in a contemporary design which will result in a range of innovative finished contemporary design solutions.					

4- Department of Interior Architecture

Year 1 - Compulsory Foundation Modules for Interior Architecture Department
(120 Credit points for level 3)

Module code	Module title	Status	UK credit	EG credit	Semester
ADIAI043	Furniture History	Core	20	4	1
Total grade 100% (Coursework 60% - Final Exam 40%)					
Teaching hours per week: 2 hrs. Lecture Hall, 2 hrs. Tutorials					
Final Exam Duration: 2 hrs.					
Pre-requisite modules: None					
This module introduces furniture history, introducing students to key concepts and different kinds of furniture through key points in history from Ancient Egypt to the Present day, with a focus on interior design theories from late 18th to the early 21st centuries. Learning basic skills fundamental to this and how to draw and design innovative furniture designs to meet the needs of customers.					
ADIAI053	Principles of Architecture Design	Core	20	6	2
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 4 hrs. Drawing Atelier					
Final Exam Duration: None					
Pre-requisite modules: None					
The module introduces students to the basic and the fundamental knowledge of Architectural Design, especially residential buildings as requirements of the building and the effect of context, climate, culture, users and areas, developing of site analysis to locate natural light, winds direction, the location on main or sub street. Developing essential skills in technical drawings to draw plan, elevation, section, layout and perspective of residential building design. Students will be taught how to render, represent their designs and physical model.					
ADIAI063	Architecture Photography	Core	20	3	2
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 1 hrs. Photography Studio					
Final Exam Duration: None					
Pre-requisite modules: None					

This module focuses on studying how to document architecture, providing a practically based explanation to the key technical aspects of photography, image analysis and photo editing. Moreover, applying a critical frame to the way we perceive, relate and respond to the physical realm of the city and its architecture. It explores the practical and creative interplay between photographic practice and architecture theory in the field of visual representations of urban space. Teaching how to create successful images of exterior architecture, interior design, scenography as well as creating architectural models in different contexts such as historical Cairo and new cities. Students to be shown how to create competent creative digital photographic images with accurate exposure, proper colour correction and excellent printing outputs.

ADIAI073	Technology of Pigments, Dyes and Light	Core	20	4	2
Total grade 100% (Coursework 60% - Final Exam 40%)					
Teaching hours per week: 2hrs. Lecture Hall, 2 hrs. Tutorials					
Final Exam Duration: 2 hrs.					
Pre-requisite modules: None					

This module aims to develop students basic understanding of pigments, dyes and light properties and usage in all aspects of interior architecture, how the right choice of materials reflected on the paint of interior and exterior surfaces moreover the effect of light whatever it is natural or artificial.

Year 2 - Compulsory Modules (120 Credit points for level 4)

Module code	Module title	Status	UK credit	EG credit	Semester
ADIAI084	Design 1: Fundamentals of Interior Design	Core	40	12	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 10 hrs. Drawing Atelier					
Final Exam Duration: None					
Pre-requisite modules: None					

This module introduces fundamentals concepts and principles associated with the subject of Interior design. Students learn fundamental processes, skills, tools, and techniques relevant to conceive, develop, resolve, and communicate spatial design proposals that include drafting, measuring, the user- designer relationships, and executing treatments for residential interiors zones that includes the areas of living, sleeping, and service, besides explores the design process as it relates to human factors. As a transitional phase, the design module focuses on developing essential skills and techniques in interior design, theatre, cinema, and television décor. During this phase, the student is prepared to create designs in both fields. Finally, the module supports a range of activities and tasks to familiarize students with the use of analog representation and physical modelling. Students will be also introduced to the use of graphic design and CAD software.

ADIAI094	History of Architecture	Core	20	6	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 4 hrs. Tutorials					
Final Exam Duration: None					
Pre-requisite modules: None					

In this module you will be introduced to historic architectural design and how architecture through history informs modern and contemporary architecture design. The module will broadly cover the design of key buildings and structures from prehistoric times through to the Early Renaissance. Along the way between these historic phases, you will be shown architecture from the periods of

ancient Egypt, the classical and Byzantine eras, early Christian architecture, as well as architecture of the Roman and Gothic periods, ending with the Early Renaissance.

You will gain a general understanding of how architects generated forms, created spaces and developed building aesthetics throughout history around the world. You will develop an understanding of how certain buildings from these historic phases are used to inspire and influence contemporary architects and the buildings they design.

ADIAI104	Design 2: Strategies, Construction, and Building Materials	Core	40	12	2

Total grade 100% (Coursework 100% - Final Exam 0%)

Teaching hours per week: 2 hrs. Lecture, 2 hrs. Tutorials, 8 hrs. Drawing Atelier

Final Exam Duration: None

Pre-requisite modules: ADIAI084 - Design 1: Fundamentals of Interior Design

This module introduces the various phases of the design process through a small-scale project in an existing building. You will learn how design strategies and proposals are informed by context as well as by human, aesthetic, environmental and technical requirements. You learn how building materials and construction are informed by the chemical and mechanical properties of the building process and how this applies to residential and commercial buildings. You will learn how environmental support systems are affected by the need for pluming, electricity, ventilation, air conditioning, and insulation, as well as decorative features like fountains and swimming pools. The module supports a range of activities and tasks to familiarise you with how design proposals are conceived, developed and resolved.

ADIAI114	Interior Technology of Materials	Core	20	6	2

Total grade 100% (Coursework 100% - Final Exam 0%)

Teaching hours per week: 2 hrs. Lecture, 4 hrs. Drawing Atelier

Final Exam Duration: None

Pre-requisite modules: None

This module introduces you to basic and advanced structural performance and material properties through hands-on making activities, to establish a knowledge of construction technology for interior and exterior architecture.

The module introduces you to material types, properties and how to select and specify the appropriate type of materials for a specific use in the designing environment considering the manufacturing technologies and the environmental and social effects of material choices.

The module also aims to explore methods of describing objects through technical drawing.

4.1 Programme of Interior Design

Year 3 – Compulsory and Elective Modules (120 Credit points for level 5)

Module code	Module title	Status	UK credit	EG credit	Semester
ADIAI125	Design 3: Visual Culture and Alteration	Core	40	12	1&2

Total grade 100% (Coursework 100% - Final Exam 0%)

Teaching hours per week: 2 hrs. Lecture, 10 hrs. Drawing Atelier

Final Exam Duration: None

Pre-requisite modules: ADIAI104 - Design 2: Strategies, Construction, and Building Materials

This module explores how to design interventions that can participate in culture and the contexts in which you are embedded. You will study the buildings with heritage values and its cultural and moral values, also will learn about the abuse of these buildings and the methods of the adaptive reuse of the interior spaces of the buildings with heritage values.

Visual studies will be used to investigate a variety of technical knowledge and conceptual issues involved in contemporary art, design practice, materials and colours to create new interior compositions and provide opportunities to be compatible to the new needs or function and the nature of the building with heritage values. Also, to solve design problems that involve planning, general massing, spatial qualities, geometric relationships, function, orientation, and designing multi-story buildings.

You will be able to make survey and map sites, to make clear spatial diagrams for strategies for altering existing buildings, to convey qualitative aspects of projects through mixed media representations, and to develop the designs according to human use and inhabitation. This module supports a range of activities to advance your understanding of the iterative processes of making study models and representations as well as spatial planning principles.

ADIAI135	Design 4: Material and Working Details	Core	20	6	2
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 10 hrs. Drawing Atelier					
Final Exam Duration: None					
Pre-requisite modules: ADIAI125 - Design 3: Visual Culture and Alteration					

This module explores how existing buildings can be sustained or altered through adaptation, alteration and extension, and the role that attention to detail plays in this process. You will be using a range of developing research skills, and you will learn how to diagnose host buildings, mock-up details for appropriate materials, and to further communicate your proposals' construction and spatial properties using drawings, models, and other presentation skills.

ADIAI195	Architectural History and Urbanism	Core	20	6	2
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 10 hrs. Drawing Atelier					
Final Exam Duration: None					
Pre-requisite modules: ADIAI125 - Design 3: Visual Culture and Alteration					

This module introduces architectural history and urbanism as a contemporary form of practice. The module shows how the practice of architectural history and urbanism may contribute to other aspects of architectural culture, including theory and design.

Year 4 - Compulsory Modules (120 Credit points for level 6)

Module code	Module title	Status	UK credit	EG credit	Semester
ADIAI196	IAI Dissertation	Core	40	12	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 6 hrs. Tutorials, 3 hrs. Seminar, 3 hrs. Drawing Atelier					
Final Exam Duration: None					
Pre-requisite modules: None					

The module is designed to support you in systematically researching and writing-up a topic of interest to you that has been formulated in on- going dialogue with module tutors, and that demonstrates a current understanding of some specialist area in depth. It aims to produce thoughtful, imaginative and well-argued texts, supported by images and diagrams, that relate to architectural culture, theory and design.

ADIAI206	IAI Graduation Project-Prototype	Core	40	12	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture Hall, 4 hrs. Drawing Atelier					
Final Exam Duration: None					
Pre-requisite modules: None					
In this module, you will study the processes design projects undergo from inception to occupation, and the roles of individuals within each project team, including the client and designer, approached through practical exercises and critical evaluation. This module, prepares you for employment, addressing personal and professional communication skills relevant to the design industry and looks at Design practice and its ethical, legal, social, and economic constraints.					
ADIAI216	IAI Graduation Project	Core	40	12	2
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 8 hrs. Seminar, 4 hrs. Tutorials					
Final Exam Duration: None					
Pre-requisite modules: ADIAI206 - IAI Graduation Project- Prototype					
The Thesis Project synthesises in a single, comprehensively developed design proposition that you will evidence your learning and developed skills on the programme. The design project will, in range and complexity, demonstrate fully your maturing abilities in Interior Architecture and will represent your ambitions to innovate within the discipline.					
ADIAI226	Modelling	Core	20	6	2
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 4 hrs. Laboratory					
Final Exam Duration: None					
Pre-requisite modules: None					
The module aims to learn a set of design execution. Students will study the basics and go through the process of building a visual model. Furthermore, students will learn how to produce a professional model by expressing the light effects by using different materials, and techniques.					

4.2 Programme of Scenography

Year 3 – Compulsory and Elective Modules (120 Credit points for level 5)

Module code	Module title	Status	UK credit	EG credit	Semester
ADIAS015	Design 3: Scenography Design & Visual Cultural Studies	Core	40	12	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 10 hrs. Drawing Atelier					
Final Exam Duration: None					
Pre-requisite modules: ADIAI104 - Design 2: Strategies, Construction, and Building Materials					

This module explores how to design interventions that can participate in culture and the contexts in which they are embedded. Students learn to survey and map sites, to make clear spatial diagrams for strategies for altering existing buildings and studios, to convey qualitative aspects of projects through mixed media representations, and to develop their designs according to human use and inhabitation. This module supports a range of activities to advance students' understanding of iterative processes of making study models and representations as well as spatial planning principles. Professional visual studies are investigated through a wider variety of technical knowledge and conceptual issues involved in contemporary art practice to create new interior compositions and provide opportunities for self-expression. Students practice practically in small scale projects they are familiar and can handle with as an early design step, knowledge and practical skills are applied through different approaches to evaluate and solve design problems by focusing side planning, general massing, spatial qualities, geometric relationship, functional, orientation, and design studios and theater Stages.

ADIAS025	Design 4: Scenic Drawing & Working Details	Core	40	12	2
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture, 10 hrs. Drawing Atelier					
Final Exam Duration: None					
Pre-requisite modules: ADIAS014 - Design 3: Scenography Design & Visual Cultural Studies					

This module explores how we can alter, adapt, extend buildings, studios, theater stages and what role details can play. Students learn to research precedents, diagnose host buildings, mock-up details using appropriate materials, and to further explore and represent their proposals' construction and spatial properties. This module supports a range of activities and tasks to advance students' understanding of fabrication processes, site research, representation, and practice.

The module introduces students to the fundamentals of execution design drawings till projects of increasing complexity, based on vocabulary taught in previous design and technology modules. The module aims to emphasis an understanding of space, framework for design decisions related to furniture details, construction materials, fixation methods, and complex programmes, systems, and planning of public large-scale Scenography spaces. This module focuses on designing Scenography spaces in non-residential buildings and outdoor facilities. The module stresses the planning and the construction of the Scenography spaces and the coordination of furnishing and accessories. Problem-solving and studio involve the understanding of user behavior, redesign limitations, and application of materials in Scenography architectural elements. The module deals with preparing drawings' details for more sophisticated Scenography elements such as wooden floors, wall claddings, and false ceilings. the course enhances the student's practical skills in dealing with technical systems and installation.

Year 4 - Compulsory Modules (120 Credit points for level 6)

Module code	Module title	Status	UK credit	EG credit	Semester
ADIAS036	IAS Dissertation	Core	40	12	1
Total grade 100% (Coursework 100% - Final Exam 0%)					

Teaching hours per week: 6 hrs. Tutorials, 3 hrs. Seminar, 3 hrs. Drawing Atelier					
Final Exam Duration: None					
Pre-requisite modules: None					
Students will identify a potential area of interest for the dissertation, synthesis the various kinds of theories and conduct a literature review in their area of interest. This literature review will provide them with the necessary knowledge required to hone their dissertation ideas and prepare their dissertation proposal.					
ADIAS046	IAS Graduation Project- Prototype	Core	20	6	1
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 2 hrs. Lecture Hall, 4 hrs. Drawing Atelier					
Final Exam Duration: None					
Pre-requisite modules: None					
This module allows students to select one of the novels, film, opera, theatre performance, etc. and design the major characters and costumes. It includes a concern for spatial issues, design innovation, personal expression and professionalism. This prototype let student prepare their designs for graduation project to be modified and enhanced in professional style.					
ADIAS056	IAS Graduation Project	Core	40	12	2
Total grade 100% (Coursework 100% - Final Exam 0%)					
Teaching hours per week: 8 hrs. Seminar, 4 hrs. Tutorials					
Final Exam Duration: None					
Pre-requisite modules: ADIAS046 - IAS Graduation Project- Prototype					
This final project allows students to select one of the novels, film, opera, theatre performance, etc. and design the major characters and costumes. Concern for spatial issues, design innovation, personal expression, professionalism and attention to detail are emphasized under the direction of the department staff.					

Elective Modules (Level 5) each (20 UK Credits or 6 EG Credits)

Module code	Module title	Semester
ADFAM165	Photo Related Theory	1
Total grade 100% (Coursework 100% - Final Exam 0%)		
Teaching hours per week: 2 hrs. Lecture, 2 hrs. Tutorials		
Final Exam Duration: None		
Pre-requisite modules: None		
This module aims to develop students' technical, creative and analytical skills to become an accomplished, innovative and critically informed image-maker. Furthermore, it will provide students with a clear understanding of photography in its wider cultural, historical and professional context. To enable them to evolve their unique style and personal visual language.		
ADFAM175	Art/Science Collaboration	2
Total grade 100% (Coursework 100% - Final Exam 0%)		
Teaching hours per week: 2 hrs. Lecture, 2 hrs. Tutorials		

Final Exam Duration: None		
Pre-requisite modules: None		

This module aims to Explore the relationship between art and science, including the historical and theoretical connections between art and science as cultures and practices, and understand how these ideas translate into contemporary experiences. Moreover, it aims to bring together artists and scientists to explore collaborative approaches in art and science. It provides an opportunity for collaborations across the visual arts and the world of scientific enquiry and encourages transdisciplinary creativity.

ADFAM185	Creative Encounters: Collaborative Discoveries and Explorations	2
Total grade 100% (Coursework 100% - Final Exam 0%)		
Teaching hours per week: 2 hrs. Lecture, 2 hrs. Tutorials		
Final Exam Duration: None		
Pre-requisite modules: None		

This module aims to provide students with multiple creative media disciplines—film, photography, sound design, games, digital design-- working in development teams to create a compelling and marketable project from initial idea to completion. This module guides students to go through core theories in visual arts in order to heighten students' critical research and reflective writing skills alongside making work in the studio, allowing them to investigate, identify and apply their findings to their own work and the work of others.

ADFAM195	FAM Professional Practice and Promotion	1
Total grade 100% (Coursework 100% - Final Exam 0%)		
Teaching hours per week: 2 hrs. Lecture, 2 hrs. Tutorials		
Final Exam Duration: None		
Pre-requisite modules: None		

In this module students will undertake and negotiate a period of work placement relevant to their professional interests that enables them to experience the daily reality of that profession: e.g. shadowing artists/photographers, working as assistants in galleries, teaching assistants, web-site companies, post-production video or completion of a piece of commissioned work for a professional-client

ADGMP115	Photography and the Gallery	1
Total grade 100% (Coursework 100% - Final Exam 0%)		
Teaching hours per week: 2 hrs. Lecture, 2 hrs. Tutorials		
Final Exam Duration: None		
Pre-requisite modules: None		

In this practice-based module, students create a body of photographic work for a gallery context. The module examines the wider political, cultural and social context of the gallery and explores photography's relationship to both the gallery and fine art practices. Students produce work of a conceptual and technical quality to be shown in a gallery-based exhibition. Students work in groups to then organize and stage an exhibition of this work.

ADGMP125	Photography Professional Practice and Promotion	2
Total grade 100% (Coursework 100% - Final Exam 0%)		
Teaching hours per week: 2 hrs. Lecture, 2 hrs. Tutorials		

Final Exam Duration: None		
Pre-requisite modules: None		
In this module students will explore ways of disseminating their work in a professional context, they will work on a group project, develop a portfolio and undertake a period of work experience. Through the development of an online digital portfolio, students will start to bring together different projects including individual practice-based work, a record of their group work and a record of their work experience. A visiting lecturer programme will support this module providing insight into a multitude of possible career options and different forms of professional practice.		
ADGMP135	Photography Critical Contexts	2
Total grade 100% (Coursework 100% - Final Exam 0%)		
Teaching hours per week: 2 hrs. Lecture, 2 hrs. Tutorials		
Final Exam Duration: None		
Pre-requisite modules: None		
Students will be introduced to a range of work by practitioners and encouraged to reflect on the relationship between theory and practice in their work. This module gives students the opportunity to conduct original research in an area of their degree or field of interest to use any of the theories, topics, and methods. They'll manage their learning under the guidance of an academic supervisor.		
ADGMA155	Media Explorations	2
Total grade 100% (Coursework 100% - Final Exam 0%)		
Teaching hours per week: 2 hrs. Lecture, 2 hrs. Tutorials		
Final Exam Duration: None		
Pre-requisite modules: None		
This module aims to introduce the concepts of design, layout; promote understanding of how graphic imagery is utilised across a variety of digital media and introduce students to the visual aspects of web design. Also, it focuses on the core skills in design for print media & the ability to create well-presented screen design. This module will include a range of subject areas such as General design principles for print and digital media creation, layout of printed material, layout of screen material, creation of a range of digital media artefacts, professionalism in the digital media industry.		
ADGMA165	Scriptwriting for Media	2
Total grade 100% (Coursework 100% - Final Exam 0%)		
Teaching hours per week: 2 hrs. Lecture, 2 hrs. Tutorials		
Final Exam Duration: None		
Pre-requisite modules: None		
The module aims to learn students how to write audience-driven stories for the screen. Moreover, students will learn how to direct and produce live-action fiction, animation, and documentary. Students will be equipped to write professionally for screen media, having acquired essential creative and technical skills such as generating and adapting stories for screen platforms, presenting work at a professional standard, and giving and receiving constructive feedback.		
ADGMG135	Game Design Professional Practice and Promotion	2
Total grade 100% (Coursework 100% - Final Exam 0%)		

Teaching hours per week: 2 hrs. Lecture, 2 hrs. Tutorials	
Final Exam Duration: None	
Pre-requisite modules: None	

The module aims to provide students with design imagery and assets for innovative games on a variety of platforms. It covers character and environment design with a focus on visual narrative and plays. Students will learn experimental image-making, visual effects, asset creation, concept art, and game mechanics and architecture. The module will collaborate with other disciplines including music, sound art, and design.

ADGMG145	Game Critical Contexts	2
Total grade 100% (Coursework 100% - Final Exam 0%)		
Teaching hours per week: 2 hrs. Lecture, 2 hrs. Tutorials		
Final Exam Duration: None		
Pre-requisite modules: None		

The aim of this module is to demonstrate an analytical understanding of a range of theories, methodologies, and video game case studies. Furthermore, it demonstrates a critical understanding of the cultural, social and political aspects of contemporary video games and their historical contexts. Students will learn key research tools and methodologies which will help them to examine videogames, such as games theory, intermedial theory, content analysis, semiotic analysis, discourse analysis, and auto-ethnographical methodologies.

ADFTF135	Garment Technology	1
Total grade 100% (Coursework 100% - Final Exam 0%)		
Teaching hours per week: 2 hrs. Lecture, 2 hrs. Tutorials		
Final Exam Duration: None		
Pre-requisite modules: None		

Step1: This module aims to develop elementary practical skills in unstructured pattern making, garment construction, manufacturing methodology and terminology all within industry standards.

Step2: This module aims to develop and expand upon practical skills acquired in the previous module and will focus on structured pattern making or knitted fabric, woven or knitted garment construction, manufacturing methodology, and terminology all within industry standards.

ADFTF145	History of Costume	2
Total grade 100% (Coursework 100% - Final Exam 0%)		
Teaching hours per week: 2 hrs. Lecture, 2 hrs. Tutorials		
Final Exam Duration: None		
Pre-requisite modules: None		

The module approaches of basic costume design, including research, conceptual analysis, figure drawings, and execution of sketches and rendering. The module focuses on analysing costume design in historical films and performances.

ADFTF155	Fashion Innovation, Research, and analysis	2
Total grade 100% (Coursework 100% - Final Exam 0%)		
Teaching hours per week: 2 hrs. Lecture, 2 hrs. Tutorials		
Final Exam Duration: None		

Pre-requisite modules: None		

This module intends to develop an appreciation of the role of trend analysis, market analysis and brand profiling in the successful development of a fashion business. Design management aims to integrate a combination of the design skills with strategic management skills to deliver effective and efficient products and services to clients. Design can help coherently focus the brand and image. The aim of the module is to introduce the concepts of design management within the context of trends in business. The module will also explore how designers can help create a sustainable future by influencing and responding to, consumers, industry and societal dynamics.

This module aims to develop and expand upon skills acquired in previous modules. Students are encouraged to conduct individual and independent lines of research and enquiry so that they may formulate appropriate and diverse design solutions.

ADIAI145	Time-based Media: Film	1
Total grade 100% (Coursework 100% - Final Exam 0%)		
Teaching hours per week: 2 hrs. Lecture, 2 hrs. Tutorials		
Final Exam Duration: None		
Pre-requisite modules: None		

In this module, students are required to study a specified interior through the medium of film. Working in 'crews' that include a director, editor, and camera operator you will develop a film proposal through storyboard, text, and drawing. This proposal will then be shot on location in your selected interior and edited into a short film that will be presented to the group. You are also required to produce a working journal.

ADIAI155	Exhibition and Spatial Design	1
Total grade 100% (Coursework 100% - Final Exam 0%)		
Teaching hours per week: 2 hrs. Lecture, 2 hrs. Tutorials		
Final Exam Duration: None		
Pre-requisite modules: None		

This module gives students the opportunity to study in detail how temporary and permanent exhibitions are designed and curated. It covers the re-evaluation of existing interior spaces, space planning and the analysis and thematic organisation of collections, together with the process of researching and editing content. The module also considers the inter-relatedness of exhibition design, graphics, and other promotional material.

ADIAI165	History of Civilization	2
Total grade 100% (Coursework 100% - Final Exam 0%)		
Teaching hours per week: 2 hrs. Lecture, 2 hrs. Tutorials		
Final Exam Duration: None		
Pre-requisite modules: None		

This module aims to provide the development of various civilizations and how culture translates, transforms, and transcends the world around it. It focuses on understanding the cultural, the social, the economical, and the political trends within each civilization from pre-historic era through Egyptian civilization to the pre-modern world civilization.

ADIAI175	Human Rights	2
Total grade 100% (Coursework 100% - Final Exam 0%)		
Teaching hours per week: 2 hrs. Lecture, 2 hrs. Tutorials		

Final Exam Duration: None
Pre-requisite modules: None
This module aims to provide significant materials on human rights and the Egyptian constitution. This can be introduced by discussing different disciplinary perspectives with the field and considers issues of apartheid and transitional justice and equality as a lens through which to explore issues of human rights specially which related to art and design.

ADIAI185	Multimedia Portfolio Production	2
Total grade 100% (Coursework 100% - Final Exam 0%)		
Teaching hours per week: 2 hrs. Lecture, 2 hrs. Tutorials		
Final Exam Duration: None		
Pre-requisite modules: None		
The aims of this module are to expand students' production skills with concern on digital communication to create their own portfolio. To enable students to examine the principles of design to develop rich media content for interactive online environments. This module content includes: • Digitalisation • Multimedia overview • Elements of producing Multimedia • Design techniques		