UNIVERSITY OF WOLVERHAMPTON

Course Specification

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Core Information

Awarding Body / Institution:	University of Wolverhampton		
School / Institute:	School of Creative Industries		
Course Code(s):	VC032H01UM VC032H31UM	Full-time Part-time	3 Years 6 Years
Course Title:	BA (Hons) Illustration		
Hierarchy of Awards:	Bachelor of Arts with Honours Illustration Bachelor of Arts Illustration Diploma of Higher Education Illustration Certificate of Higher Education Illustration University Statement of Credit Illustration		
Language of Study:	English		
Date of DAG approval:	15/Sep/2025		
Last Review:	2017/8		
Course Specification valid from:	2025/6		
Course Specification valid to:	2030/1		

Academic Staff

Course Leader:	Amy Dewhirst
Head of Department:	

Course Information

Location of Delivery:	University of Wolverhampton
Category of Partnership:	Not delivered in partnership - Standard Provision
Teaching Institution:	University of Wolverhampton
Open / Closed Course:	This course is open to all suitably qualified candidates.

Entry Requirements:

Entry requirements are subject to regular review. The entry requirements applicable to a particular academic year will be published on the University website (and externally as appropriate e.g. UCAS

Typical entry requirements: 96 UCAS Points. This may comprise of, but is not limited to:

CCC/BCD from A levels

BTEC QCF or OCR Cambridge Level 3 Diploma in Art and Design Level 3 Extended Diploma grade MMM

BTEC QCF Level 3 Diploma grade DD

Successful completion of a Level 3 Foundation Course in Art and Design

Access to HE Diploma full award (Pass of 60 credits - of which a minimum of 45 credits must be at level 3)

UAL L3 Extended Diploma in Art and Design or Creative Practice grade M

If you have obtained other qualifications or relevant experience, please contact The Gateway for further advice before applying. Those meeting the entry requirements may be shortlisted for a Portfolio Review. Applicants will also be required to provide satisfactory reference.

Students must have studied a minimum of two years post GCSE level. However, it is expected that some applicants will be mature students with work experience, who wish to further their career development. These applicants will be processed through standard procedures, which may involve an interview as part of the process.

International Applicants:

International students must have IELTS 6 or equivalent. Successful completion of the International Foundation programme Art, Design and Media guarantees entry onto this course. International entry requirements and application guidance can be found here https://www.wlv.ac.uk/international/making-an-application/how-to-apply/

Distinctive Features of the Course:

We are future facing.

The BA (Hons) Illustration course at the University of Wolverhampton offers a dynamic, forward-thinking approach to illustration. We view illustration and illustrative practices as interdisciplinary and creative, with a focus on cultivating a new, diverse generation of skilled, flexible, versatile, and innovative illustrators and creative practitioners.

We create flexible graduates.

Our course aims to create well-rounded and adaptable creatives who can respond to diverse authorial and commercial projects. The course is designed around the expanding demands and opportunities of the creative sector whilst developing the illustrator's ability to create outward-facing visual communication that resonates with various audiences and develops voice and agency. Therefore, we encourage our students to push the boundaries of their practice and engage with local, national, and global cultural and societal issues through their work.

We embed projects which are expansive.

Positioned in the School of Creative Industries, we embrace a versatile approach to creative practice, developed through expansive projects and engagement in studio-based activity and specialist workshops on both analogue and digital skills interwoven through all three levels of learning, creating well prepared, flexible graduates who are equipped with the specialist skillset needed for a diverse career in the creative industries.

Cross-discipline collaboration on stimulating projects provides opportunity to experience the collaborative nature of the creative industries and allows our students to expand their contemporary image-making practices across associated fields within our creative hub. The experience of working with peers and academic staff across courses within the School of Creative Industries, gives students the confidence to work as part of a team.

We support analogue skills and digital literacy for an evolving industry.

As part of the creative hub in the School of Creative Industries, you will have access to specialist equipment and studios and a diverse range of academic staff and technician expertise, with taught sessions and workshops being delivered in specialist areas such as printmaking, 3D, and digital suites located in our Screen School. Along with these workshops, our course boasts expert academic and technical support, providing you with the specialist skillset you will need for a contemporary image making practice. Embedded digital skills prepare you for the continually evolving digital technologies that support contemporary image making and enhancing their creative, process driven practice and use them as tools to shape your future.

We respond to real-world contexts.

The course strikes a perfect balance between theory, experimentation with materials and methods, and the refinement and distribution of your work for audience engagement (such as publishing, exhibitions, or wider applications of illustration). Understanding the social, cultural, and historical contexts in which illustration exists is essential for connecting with audiences in meaningful and effective ways. The course embeds contextual studies that consider these contexts through an illustration lens, supported by The Library’s extensive collections which support research in the creative industries. This results in a continuous and engaged practice that showcases your individual voice, responds to the world around you, and addresses pertinent issues, whether to inform, explain, entertain, or advocate through your visual language.

We value the individual.

We recognise and embrace the diverse nature of the creative industries and all those who are part of it. Our course is designed to foster personal growth, authorship, and the development of individual expression and a unique voice. Through a combination of structured and self-negotiated projects, our students develop agency and feel empowered to navigate and contribute to the creative landscape as graduates working in the creative industries. Students can identify their learning practice and be supported and heard as individuals. continuously reflective as a course, we work constantly to decolonise and detoxify the curriculum and ensure the curriculum truly reflects the needs and voices of our students.

We embed employability by nature.

Employability is a key focus of our program, with embedded industry practice through ‘live’ projects and the development of specialist and transferable skills at its core. Our curriculum is designed to contribute to the culture and economy of the region and beyond, by preparing students to enter the workforce well equipped with a portfolio and physical and online presence that demonstrates a robust set of skills and experiences necessary for the workplace. Through practical engagement with industry professionals and projects that reflect current industry practice, students not only enhance their employability but also develop opportunity to enrich and shape the cultural landscape. We carefully select collaborators and live projects that represent our diverse student body, and work with them to work towards removing barriers to access to opportunity. This holistic approach aims to empower our graduates to enhance lives and elevate our cultural landscape by harnessing and applying creativity, innovation, and imagination. Potential careers include employment and freelance careers in fields such as editorial illustration, children's book illustration, concept art for games and films, graphic novels, comics, advertising and marketing visuals, scientific and technical illustrations, fashion illustrations, digital and interactive media, design, and beyond.

Educational Aims of the Course:

Our forward-thinking course serves as both a home for illustration in its well-known formats and a platform for redefining its future. We embrace innovative and multidisciplinary approaches, adapting to the dynamic nature of the creative industries, creating flexible and well-prepared graduates.

Situated in a creative hub with access to specialist workshops and staff expertise that support development in both analogue and digital image making processes, The course gives you the time, guidance and access to spaces that enable you to develop the technical skills in drawing and image making that are necessary for a successful career as a visual practitioner, making images that communicate.

You will complete the course well equipped to navigate the ever-evolving discipline by undertaking

projects preparing you for employment in a broad field that may include: publishing (including graphic novels, comics and picture/children's books), editorial illustration, surface pattern, images/design for gift and homeware, concept art for games, films and animations, production of Graphic novels and comics, Advertising and marketing, scientific and technical illustrations, fashion, working with or for digital and interactive media, and exhibiting.

Understanding the context of your practice is essential to your ability to be able to produce a visual language that communicates and engages contemporary audiences on. Through the course, you will situate your own illustrative practice in the broader field. Through lectures, seminars, active workshops, discussions, and guest talks, you will be exposed to historical, cultural and contemporary contexts within art and design, we explore and discuss the advancements of technology and its impact on visual culture, including the use of AI in creative practices, all through an Illustration lense. Your learning culminates in a demonstration of historical, and contemporary knowledge of illustration, a critical awareness of research methods and, understanding of external contexts of illustration practice today which underpins your practice.

As you progress through the course, you will undertake progressively more in-depth research tasks, developing your written and spoken language skills alongside your visual practice, providing you with vital transferable skills for the creative workplace such as critical thinking, communication skills, problem solving, technical proficiency, agency, Entrepreneurship.

Each academic year is split into four distinct 30 credit modules of study, with two modules being delivered each semester. You will have opportunity to undertake modules in conjunction with other courses within the school, enabling you to experience the interdisciplinary and multi-faceted nature of the discipline, exposing you to new ways of thinking, building your creative network, and expanding your skillset and knowledge.

As you progress through the levels of the course, your practice becomes increasingly more independent and led by your personally focused research and enquiry, allowing you to develop your own unique voice and sustainable practice. Each level of learning is structured to enable you to build on your critical knowledge of the subject, develop and refine your technical skillset, and nurture and develop the transferable skills needed for successful employment in the creative industries

Level 4: Explore, Research, and Experiment.

At Level 4, Your primary focus will be on creating a portfolio that showcases your confidence in experimental and exploratory image making processes within a contemporary illustration context. Explore, research and experiment through project briefs, providing a structure for developing creative thinking, expression, and making skills in the fundamental techniques associated with your practice, such as drawing, printmaking, using lens-based media, digital image making, moving image, sequential illustration and design. Integrate and innovate by exploring new technologies and ways of thinking, address key contexts of contemporary illustrative practice. You are introduced to the breadth of the discipline through 4 distinct modules, where you will undertake a range of projects designed to engage you in practical, experiential methods and support your development of methods of visual enquiry that will form the fundamentals of your practice. You will undertake assignments and have access to seminars, discussions and workshops which allow you to explore the philosophical, historical, social, and cultural contexts of art and design through an illustration lens.

Level 5: Focus, Refine, and Specialise.

At Level 5 you will embark on 4 distinct modules that allow you to focus, refine and specialise within your practice and engage in project briefs that reflect the creative industries as well as live projects set by external commissioners and clients, building your confidence and employability skills, tailoring your work to your specified audience.

Level 6: Authorship, and Realisation.

In your final year of study, you will be bringing your developed capability for independent enquiry and learning to the forefront, along with an awareness of the external application and dissemination of your specialist practice, you will embark on four modules. These modules will enable the refinement of your specialism, authorship, and agency as you engage in negotiated projects that tailor your portfolio towards your specialism. Your research and critical awareness of your specialism will accumulate, and you will work closely with academic staff to develop skills in academic writing.

Level 6 gives you space for authorship and realisation of the creative practice that will take you into the creative industries. Major long form projects consolidate your practice while providing the opportunity to

continue experimenting and developing your unique visual language and focus on production values as you prepare your portfolio, physical and online presence, and for the showcase of your work in our Annual Degree show and other venues. You will explore the external contexts of your work and positioning of your practice and be supported in preparing a strategy for employability after graduation. Alongside these negotiated practice-based investigations, you will develop an extended research project that will culminate in a visual thesis or alternative assignment. This project will demonstrate your critical thinking skills and your ability to synthesize information on the cultural, global, and historical contexts of illustration. This will integrate research in both theory and practice, providing a contextual foundation for your final major project.

Intakes:

September

Major Source of Funding:

Office for Students (OFS)

Tuition Fees:

Tuition fees are reviewed on an annual basis. The fees applicable to a particular academic year will be published on the University website.

Year	Status	Mode	Amount
2020/1	H	Full Time / Sandwich	£9250.00
2020/1	Overseas	Full Time / Sandwich	£12250.00
2020/1	H	Part Time	£3050.00
2020/1	Overseas	Part Time	£6125.00
2021/2	H	Full Time / Sandwich	£9250.00
2021/2	Overseas	Full Time / Sandwich	£12950.00
2021/2	H	Part Time	£3100.00
2022/3	H	Full Time / Sandwich	£9250.00
2022/3	Overseas	Full Time / Sandwich	£13450.00
2022/3	H	Part Time	£3120.00
2023/4	H	Full Time / Sandwich	£9250.00
2023/4	Overseas	Full Time / Sandwich	£14450.00
2023/4	H	Part Time	£4625
2024/5	H	Full Time / Sandwich	£9250.00
2024/5	Overseas	Full Time / Sandwich	£14950.00
2024/5	H	Part Time	£4625.00
2025/6	H	Full Time / Sandwich	£9535.00
2025/6	Overseas	Full Time / Sandwich	£15995.00
2025/6	H	Part Time	£4768.00

PSRB:

None

Course Structure:

September (Full-time)

Part time students study alongside full time students. However, they do not study more than 80 credits in each academic calendar year.

Module	Title	Credits	Period	Type
4VC024	Investigating Practice and Visual Enquiry	30	SEM1	Core
4VC025	Engaging Audience	30	SEM1	Core
4VC026	Exploring Innovation in Practice	30	SEM2	Core
4GK013	Ways of Seeing	30	SEM2	Core

September (Full-time)

Part time students study alongside full time students. However, they do not study more than 80 credits in each academic calendar year.

Module	Title	Credits	Period	Type
5VC025	Developing Visual Practice	30	SEM1	Core
5VC026	Professional Aims and Applications	30	SEM1	Core
5VC027	Contextualising Practice	30	SEM2	Core
5GK017	Ways of Being	30	SEM2	Core

September (Full-time)

Part time students study alongside full time students. However, they do not study more than 80 credits in each academic calendar year.

Module	Title	Credits	Period	Type
6VC026	Major Projects: Investigation and Development	30	SEM1	Core
6VC027	Critical Perspectives	30	SEM1	Core
6VC028	Major Projects: Formulation and Realisation	30	SEM2	Core
6GK010	Ways of Working	30	SEM2	Core

Please note: Optional modules might not run every year, the course team will decide on an annual basis which options will be running, based on student demand and academic factors, to create the best learning experience.

Learning, Teaching and Assessment

Academic Regulations Exemption:

None

Reference Points:

UK Quality Code for Higher Education

Qualifications and Credit Frameworks

Subject Benchmark Statements

University Policies and Regulations

Inclusive Curriculum Framework

Equality Act (2010)

Overview of Assessment:

Learning Outcomes	Modules
CERTHE01 Demonstrate knowledge of the concepts and principles and associated with Illustration practice including analogue and digital materials, processes, and technologies. Evidence an ability to evaluate and interpret these within the context of a contemporary visual practice.	4VC024 Investigating Practice and Visual Enquiry 4VC026 Exploring Innovation in Practice
CERTHE02 Demonstrate an ability to present, understand, critically analyse and interpret a range of contemporary and historical visual communication theories and approaches relevant to your subject. Incorporating examples of contemporary practitioners and illustration discourse focusing on debates within the expanded field of illustration and the methods used to support these outputs.	4GK013 Ways of Seeing 4VC024 Investigating Practice and Visual Enquiry 4VC025 Engaging Audience
CERTHE03 Evaluate, reflect and communicate the appropriateness of different and inclusive approaches to solving problems related to contemporary illustration and image making in line with appropriate contextual research and references. Identifying your audience and sources in a structured, coherent, and accurate way.	4VC024 Investigating Practice and Visual Enquiry 4VC025 Engaging Audience 4VC026 Exploring Innovation in Practice
CERTHE04 Demonstrate both subject specific and transferable skills necessary for employment within the subject including collaboration, time and project management, and knowledge of contemporary employment trends, and practices seen in the expanding field of the illustration industry today.	4GK013 Ways of Seeing 4VC025 Engaging Audience 4VC026 Exploring Innovation in Practice
DIPHE01 Demonstrate a critical understanding of contextual knowledge underpinning illustration practice and how those principles have historically shaped the subject. Develop a recognition of the expanding industry and research areas and how these are reshaping the boundaries and opportunities within visual communication and the illustration subject.	5VC026 Professional Aims and Applications 5VC027 Contextualising Practice
DIPHE02 Demonstrate the application of a wide range of concepts, methods and specialist skills, pertinent to illustration practice, outside the context in which they were first studied. Seeking opportunities to collaborate or work on external briefs to develop industry knowledge and experience, including within professional contexts (e.g ‘live projects and freelance work) where relevant.	5GK017 Ways of Being 5VC025 Developing Visual Practice 5VC026 Professional Aims and Applications

Learning Outcomes	Modules
DIPHE03 Demonstrate research methods and skills which further diversify your perspectives and contextual understanding of Illustration. Use these skills to deepen and sustain your enquiry and evidence the ability to evaluate critically different approaches to idea generation and problem solving towards diverse and inclusive solutions. Test and use a range of techniques and methods to refine and realise the outcomes of your enquiry.	5VC025 Developing Visual Practice 5VC027 Contextualising Practice
DIPHE04 Effectively communicate, document, and present information, arguments and analysis in a variety of refined visual and written outcomes to specialist and non-specialist audiences, deploying key techniques of illustrative practice and formal academic research and writing conventions effectively.	5GK017 Ways of Being 5VC025 Developing Visual Practice 5VC027 Contextualising Practice
DIPHE05 Demonstrate the specialist and transferable skills and qualities necessary for employment such as collaborative working, interdisciplinary practice, professional studio conduct, and selection of appropriate methods of design and making. The professional application and presentation of illustrative practice to allow you to realise your outcome to an industry standard.	5GK017 Ways of Being 5VC025 Developing Visual Practice 5VC026 Professional Aims and Applications
BHONSN01 Demonstrate a systematic understanding of key areas of illustration and illustrative practices including acquisition and application of coherent and detailed knowledge and personally focused specialist skills. This should be informed by the forefront of defined aspects of illustration with an appreciation of the experimental boundaries and cross-disciplinarity of the contemporary subject and how it is practiced.	6VC026 Major Projects: Investigation and Development 6VC028 Major Projects: Formulation and Realisation
BHONSN02 Demonstrate an ability to deploy established techniques of idea generation, experimentation, analysis and in-depth enquiry within illustration practice. Apply these techniques to review, consolidate and extend your knowledge and understanding in academic activity and studio-based work.	6GK010 Ways of Working 6VC026 Major Projects: Investigation and Development 6VC027 Critical Perspectives 6VC028 Major Projects: Formulation and Realisation
BHONSN03 Demonstrate conceptual understanding by devising and sustaining arguments related to relevant concepts, solving problems, evolving and refining ideas and techniques, and developing an inclusive illustrative practice that communicates contemporary issues to diverse audiences. Additionally, articulate and evaluate key aspects of current research or advanced scholarship in illustrative practices.	6VC026 Major Projects: Investigation and Development 6VC027 Critical Perspectives 6VC028 Major Projects: Formulation and Realisation
BHONSN04 Demonstrate the ability to manage your own learning and research to make use of scholarly and varied learning resources and communicate, organize and structure complex information, to communicate effectively to both specialist and non- specialist audiences.	6VC026 Major Projects: Investigation and Development 6VC027 Critical Perspectives
BHONSN05 Test and record your initial assumptions by a habitual iterative process and evidence alternative visual solutions have been considered through rigorous methods relevant to the subject. Make informed judgements and frame appropriate questions to achieve effective creative solutions within visual communication and the professional application of illustration practice.	6VC026 Major Projects: Investigation and Development 6VC028 Major Projects: Formulation and Realisation

Learning Outcomes	Modules
BHONS01 Demonstrate a systematic understanding of key areas of illustration and illustrative practices including acquisition and application of coherent and detailed knowledge and personally focused specialist skills. This should be informed by the forefront of defined aspects of illustration with an appreciation of the experimental boundaries and cross-disciplinarity of the contemporary subject and how it is practiced.	6VC026 Major Projects: Investigation and Development 6VC028 Major Projects: Formulation and Realisation
BHONS02 Demonstrate an ability to deploy established techniques of idea generation, experimentation, analysis and in-depth enquiry within illustration practice. Apply these techniques to review, consolidate and extend your knowledge and understanding in academic activity and studio-based work.	6GK010 Ways of Working 6VC026 Major Projects: Investigation and Development 6VC027 Critical Perspectives 6VC028 Major Projects: Formulation and Realisation
BHONS03 Demonstrate conceptual understanding by devising and sustaining arguments related to relevant concepts, solving problems, evolving and refining ideas and techniques, and developing an inclusive illustrative practice that communicates contemporary issues to diverse audiences. Additionally, articulate and evaluate key aspects of current research or advanced scholarship in illustrative practices.	6VC026 Major Projects: Investigation and Development 6VC027 Critical Perspectives 6VC028 Major Projects: Formulation and Realisation
BHONS04 Demonstrate the ability to manage your own learning and research to make use of scholarly and varied learning resources and communicate, organize and structure complex information, to communicate effectively to both specialist and non- specialist audiences.	6VC026 Major Projects: Investigation and Development 6VC027 Critical Perspectives
BHONS05 Test and record your initial assumptions by a habitual iterative process and evidence alternative visual solutions have been considered through rigorous methods relevant to the subject. Make informed judgements and frame appropriate questions to achieve effective creative solutions within visual communication and the professional application of illustration practice.	6VC026 Major Projects: Investigation and Development 6VC028 Major Projects: Formulation and Realisation
BHONS06 Demonstrate the qualities and transferable skills necessary for employment by taking independent initiative and personal responsibility for your practice and research, collaborating effectively as part of a team, managing resources, reacting agilely to unforeseen circumstances within creative projects, and engaging professionally with stakeholders in the creative industries. Apply relevant skills and methods to produce work that meets professional standards, with ongoing skill enhancement focused on industry tools, software, and production methods, in line with current industry trends, entrepreneurial opportunities, and employment demands.	6GK010 Ways of Working 6VC026 Major Projects: Investigation and Development 6VC028 Major Projects: Formulation and Realisation

Teaching, Learning and Assessment:

Learning Activities:

Practice-led projects: where most of the time will be dedicated to making and designing activities within these projects. These projects provide students with the professional space to develop and apply their skills, test materials and methods, and explore new ideas and concepts.

Independent Practice: Students will develop an independent practice, involving studio work, accessing

workshops, sourcing expertise and technical support, and good time management. These are essential for progress within the module and advancement of practical projects for the module.

Workshop, Studio, and Making Practices: These will form a significant part of both the taught and independent aspects of this module. Students will develop proficiency in subject-specific skills and production methods, both analogue and digital.

Visual Enquiry and Development: This involves drawing, image and information gathering, and visual research and drawing field trips. Students will gather visual information, respond to it, develop their ideas and finding for further enquiry.

Cross-Disciplinary Approaches: Students will explore image-making and the application of images through the utilisation of art school structures, facilities, and cultures. This will help them develop ways of working that challenge conventional or expected forums and formats for illustration.

Continuous in-Studio Feedback: Regular feedback will be provided during taught sessions to challenge students in developing appropriate and ambitious material outcomes. This feedback will occur in group settings, peer-to-peer, and academic tutorials, and may be both written and/or verbal, depending on the context and learning activity

Formative Feedback: Delivered at the midpoint of the module, this feedback will include an in-depth assessment of students' progress, aligned with the learning outcomes and their personal and professional aspirations.

Virtual Learning Environments: Students will be introduced to and have continual access to study support. The module will be supported using a Virtual Learning Environment (VLE) to house resources, facilitate collaborative activities (both synchronous and asynchronous), such as online peer-to-peer discussions and reviews of work, research, and developments in practice. The VLE will enable students to access a rich repository of resources, including video tutorials, digital galleries, and links to external, wider online resources, enhancing their learning experience. Students will submit projects and receive feedback from both tutors and peers, fostering a supportive and engaging learning community online, as well as in the studio.

Contextual and Conceptual Research: Practical projects will be informed and underpinned by thorough contextual and conceptual research. This includes a full range of scholarly materials such as books, journals, online resources, presentations, critical reading, and reflective practices and critical discussion around findings.

Talks, Seminars, and Discussions: These activities will be delivered to enhance students' knowledge as well as facilitate peer-to-peer learning on topics relevant to the module. They will provide students with a knowledge base, key reference points, and specialist language associated with professional illustration and creative practices.

Production and Presentation: Students will select, edit and refine their work, resulting in well presented, resolved, tangible outputs as a result of visual enquiry.

VLE: Students will be introduced to and have continual access to study support. The module will be supported using a Virtual Learning Environment (VLE) to house resources and facilitate online peer-to-

peer discussions. Students will receive regular formative feedback through peer reviews, individual and group tutorials or reviews, and summative feedback in their final assessment (portfolio submission)

Assessment Methods:

At the University of Wolverhampton, a variety of modes of assessment will be used to support and test your learning and progress and to help you develop capabilities that are valued beyond your University studies and into your working life. Your course may include a variety of assessment activities:

Written examinations (including online examinations, open and closed book examinations and quizzes)
Coursework (for example, essays, reports, portfolios, project proposals and briefs, CVs, poster presentation)
Practical (for example, oral and video presentations, laboratory work, performances, practical skills assessment)

In the final year of your undergraduate degree, and at the end of your postgraduate degree, you are likely to be expected to write an extended piece of work or research, such as a dissertation or a practice-based piece of research.

Student Support:

The University Library is the key source of academic information for students. The Library provides access to a wide range of online information sources, including e-books, e-journals and subject databases as well as printed material. Study spaces are available in each of our libraries, including social, quiet and silent areas. In addition to our day to day 'on campus' support, please use our 24/7 online chat service Library Assist.

The University Library also provides students with academic skills support via the Skills for Learning programme. Students can attend workshops or ask for one-to-one help with topics such as academic writing and referencing. This support is available both on campus and online from Skills for Learning.

Students are supported at the University are supported by a wide range of services delivered by our Student Life team. This team covers five areas, **'Accessibility, Disability and Inclusion', 'Mental Health', 'Safeguarding', 'Student Money', and 'Support to Study'.**

Accessibility, Disability and Inclusion: The University of Wolverhampton is an inclusive institution working to meet the individual needs of our students. Every year, 1000s of students with a broad range of disabilities and specific learning difficulties achieve their potential at the University of Wolverhampton opening opportunities for employment and further study. Please look at the support available: Advice for students with disabilities and specific learning disabilities. This could include general study skills support, including tutorials and workshops, Access to specialist adaptive or assistive software such as text to speech screen readers; magnification tools; visualisation and mind mapping tools; digital colour overlays, interpreters, Disabled Students Allowance, A Non-Medical Helper, amongst other support (specific to your individual disability and needs).

Mental Health: Our Mental Health and Wellbeing support services offe**r** free and confidential advice on mental health and wellbeing, covering topics like anxiety, depression, and homesickness. They provide 1:1 support sessions, workshops, self-help activities and Apps, and referrals to other services. The university also has a dedicated 'I need help now' webpage for urgent support and encourages students to register with their Mental Health and Wellbeing team for personalised assistance.

Safeguarding: The University of Wolverhampton is committed to safeguarding all members of its community, ensuring a safe learning environment. They have a comprehensive policy to protect children and adults at risk of abuse, harm, or neglect, and work with other agencies to support those in need. The university promotes safety through initiatives like the SafeZone App and encourages reporting any safeguarding concerns immediately.

Student Money: The University offers the Dennis Turner Hardship fund to students experiencing financial difficulty. It also offers support for a range of specific bursaries such as Childcare Support, Support for Estranged Students and Care leavers, Disabled Students Allowance and SpLD's, as well as drop-in and bookable financial advice and support.

Support to Study: The University is committed to enabling inclusive student success. The Support to Study policy provides a pathway for referral when concerns are raised about a student's academic progress, behaviour, health or wellbeing, or ability to live safely and independently whilst at university. This policy seeks to offer a holistic and supportive framework to ensure a proportionate, appropriate, and coordinated approach is enacted on every occasion that a cause for concern is raised

The University also has a host of other services to support, please look at the Student Support website: www.wlv.ac.uk/current-students/student-support/ . If students have any questions, need help or advice then ASK@WLV is there: www.wlv.ac.uk/current-students/askwlv/.

Course Specific Support:

Academic Coaches: Academic Coaches act as personal tutors to Level Three and Four students as they transition to university life, providing academic support and pastoral care. This service aims to improve engagement and facilitate independent learning whilst enabling students to gain transferable skills for future employment.

Personal Tutor: The course has a Personal Tutor system in which students see a tutor assigned to them regularly for the year. This provides any pastoral support they need outside of their immediate academic studies. This ensures students have consistent guidance and a strong support system, enhancing their overall well-being and academic success.

Specialist Art and Design Librarian: who works closely with the staff team to support the subject specific research and writing skills of students at all levels. This support is situated within the Harrison Library, which has an extensive and long-standing collection of printed materials and monographs that can be accessed during regular extended opening hours. Students can also access a range of texts and journals electronically both on campus and at home.

Academic Study Skills: These are embedded in the course through a graduated (spiral) approach to academic study skills development. Students gradually build their confidence and competence through incremental stages. Beginning with engaging discussions and guided practice, the program culminates in the completion of a thesis or equivalent demonstration of critical contextual discussion. This method ensures that students acquire the necessary skills progressively, fostering a robust and confident foundation in academic study skills.

Technical Support: Throughout the course, students are introduced to experienced technicians and support staff across a diverse range of workshops, both analogue and digital, to support with their practical projects. Additionally, they have access to a dedicated 'Technical Support Hub' on Canvas (VLE) for ongoing support and resources. This integrated approach ensures students are well-equipped with practical skills and technical knowledge, enhancing their overall learning experience.

Employability in the Curriculum:

The BA (Hons) Illustration course at University of Wolverhampton is designed to ensure students are well-prepared for careers in the creative industry by incorporating personal reflection, practice, and research into industry trends, specialisms, and markets right from the start.

Projects within modules mirror industry practices and briefs at every level, ensuring that the student develops awareness of end users, clients and audiences for their work, and tailors their skillset and personally focussed research and practice to these contexts as they move through the levels. At level 6, students engage in specific modules that support their personal employment strategy, designed to ensure that students take accountability and ownership over their employment. They will engage in learning and teaching activities which identify and audit their skills, learn about the nature of portfolio careers, self-employment, agency, cooperative working, content creation, and digital presence and prepare a suite of outputs that showcases their practice to employers, clients and agents.

Micro-placements, live briefs, and competition projects are both embedded in the modules and available as extra-curricular activities, provide practical experience and unique industry insights first-hand and build valuable links and working relationships. Students gain opportunities to exhibit and present their work in both local and national exhibitions, developing essential skills in showcasing, collaboratively curating, and working in a professional environment and developing internal and external working relationships.

Transferable employability skills are seamlessly integrated through the course as students engage in projects and briefs that not only hone their subject specific skillset, but also transferable skills needed for a career in, and outside of the creative Industries. Our teaching and learning activities enable students to develop, critical thinking, problem solving, adaptability, communication, presentation, organisation and time management, professionalism, and digital literacy skills, equipping graduates with the tools needed to thrive in a creative, professional environment. These broader skills are be consolidated by opportunities for students to work in a cross-disciplinary environment in the School of Art community, establish a professional network of fellow artists, designers, and makers before graduating.

All students also have access to our Careers Enterprise and Workplace services. This provides comprehensive career development support, including 1-2-1 career appointments, CV and application form reviews, mock interviews, and job search assistance. They also offer entrepreneurial support for those looking to start their own business, with resources like co-working spaces, business registration help, and networking opportunities. Additionally, the department helps students find part-time jobs, placements, internships, and graduate opportunities. Ongoing support is also available to Alumni.