Programme Specification

BA (Hons) Graphic Arts (2020-21)

This specification provides a concise summary of the main features of the programme and the learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if s/he takes full advantage of the learning opportunities that are provided.

Awarding Institution	University of Southampton
Teaching Institution	University of Southampton
Mode of Study	Full-time
Duration in years	3
Accreditation details	None
Final award	Bachelor of Arts with Honours (BA (Hons))
Name of Award	Graphic Arts
	Graphic Arts: Graphic Design
	Graphic Arts: Illustration
	Graphic Arts: Motion Design
	Graphic Arts: Photography
Interim Exit awards	Certificate of Higher Education (CertHE)
	Diploma of Higher Education (DipHE)
FHEQ level of final award	Level 6
UCAS code	W210
Programme Code	8231
QAA Subject Benchmark or other external reference	
Programme Lead	Nickie Hirst (nkh1g18)

Programme Overview

Brief outline of the programme

The BA (Hons) Graphic Arts programme offers you the opportunity to develop key skills related to specialist pathways within graphic arts, alongside an understanding of how these disciplines connect and interlink in the professional world.

It is a studio-based programme housed in large and well-resourced spaces. These facilities allow for the creation of an active 'studio culture' that simulates a professional creative environment while facilitating you to focus on the principal skills of graphic arts in your chosen pathway.

Following an introduction to the key ideas and principles of the programme in Part 1, you will continue to focus your studies within one of the pathways of Graphic Design, Illustration, Motion Design or Photography.

You will develop specialist skills by working alongside experienced staff and taking part in challenging projects and workshops. The outcomes you create will engage audiences using both cutting edge digital platforms and more traditional physical media. Practical activities are underpinned by modules that develop critical thinking and contextual understanding.

Pathway details

GRAPHIC DESIGN
The Graphic Design pathway develops your ability to interpret and shape information, creating visual meaning through symbolism, language and imagery. Recognising the important role graphic design practice can play in society shaping, challenging attitudes, and influencing behaviours projects often engage with relationships and events within contemporary culture and society.

Typography and data communication are core skills within Graphic Design, alongside relationships between image and text and symbolism. In this pathway, you will often be producing a visual approach that is consistent across multiple platforms: print, physical and screen based, including editorial design, visual identities, and data communication.

ILLUSTRATION
Illustration examines the potential of applied and commercial image-making. Question, explore and challenge how to communicate visually using narrative, sequence, and interaction. Illustration examines the potential of applied and commercial image making. Working with content to rigorously engage, with a strong awareness of audience, purpose and context.

With research at its core, and challenge how to communicate visually using narrative, sequence, and interaction. Illustration examines the potential of applied and commercial image making. Working with content to rigorously engage, with a strong awareness of audience, purpose and context.

With research at its core, briefs include drawing as research character design, costume, storytelling, narrative, and moving image. Illustration students are encouraged to interrogate their potential and awareness of these areas, by connecting and communicating to audiences across a wide range of contemporary platforms, both traditional and digital.

MOTION DESIGN
Over the last decade, the motion graphics industry has grown from a highly specialised, small-scale activity to become a core activity for a majority of design studios. It not only provides a communication option that compliments print and online applications, but it is also used as a research tool.

In this pathway, our approach is to address a broad range of time-based design options from traditional video and animation through to communication that addresses a range of screens within an interactive environment.

PHOTOGRAPHY
You will have the opportunity to work in well-equipped studios with high-end camera technology supported by specialist staff and technicians. Practical skills are complimented by contextual learning where the construction of meaning in images and the wider cultural context of photography are considered.

The Photographic image plays a central role in the flourishing communication and design industries. The Photography pathway is taught as a diverse practice that incorporates commercial, editorial and fine art approaches to the medium.

Your contact hours will vary depending on your module/option choices. Full information about contact hours is provided in individual module profiles.

Learning and teaching
· Workshops and demonstrations
· Individual and group tutorials
· Lectures and seminars
· Group reviews and critiques
· Independent practice
· Library study sessions
· Study visits – optional
· Technical instructions
· Industry related projects and activities

Seminars, individual and group tutorials, critiques and optional study visits are all designed to enable you to develop your thinking skills, through discussion and constructive criticism. Group critiques and seminars focus on evaluating ways of developing ideas and working methods, in addition to developing your critical and analytical abilities.

The programme employs a variety of teaching and learning methods designed to support you in developing your own learning skills and in becoming an increasingly confident practitioner. This means that by the time you reach the end of Part 2, you will be able to direct and realise practical solutions through self-initiated projects.

Your practical skills will be developed through workshop inductions and demonstrations, IT inductions, and independent practice. This process will be supported by technicians and academic tutors. In Part 1, inductions and demonstrations will introduce you to a range of practical skills; as you progress through the second and

third Parts of the programme you will be able to select from a range of additional specialist workshops to support your learning.

Projects will be designed to stimulate your thinking around techniques and skills that you are learning and how you might creatively utilise them in relation to your own ideas. Most of your creative endeavour will take place in the studio. You will be based in a creative studio with your peers in which you will be able to explore your materials and realise your thinking. It is the arena in which you develop your practice and explore new possibilities.

Assessment

Assessment of achievement of the learning outcomes through coursework takes a variety of methods for the practice based modules. This includes design research and development, artwork, prototyping, 2D development, 3D development, final outcomes and portfolios.

Assessment for theory modules of the programme includes essays and presentations.

Formative feedback on your progress will inform and prepare you for summative assessment at the end of a module. You will receive formative feedback through a range of methods, for example, visual presentations, seminars, group critiques, to provide you with ongoing feedback on the progress of your work. Formative feedback is feedback offered mid project and is without a grade, this input can also be offered by your peers and give you the opportunity to learn to constructively evaluate the work of others.

Summative assessments of your work, such as a portfolio, a reflective essays and reports take place at the end of each module to assess your attainment of the modules' learning outcomes. Summative assessment contains a graded mark as well as written feedback. This mark in Part two and three will count to your final classification.

Throughout the programme you will experience increasing levels of self-direction in response to briefs. The Final Major Project allows you to consolidate your experience and skills towards the formulations of artworks which communicate the ambition of your ideas to a professional level. This will be evidenced by a portfolio of work and represents the completion of your undergraduate studies.

Special Features of the programme

In Part 1 you will undertake a rotation of all specialist pathways. At the end of Part 1 you will select a pathway that you will specialise on for Part 2 and 3. Our pathways are delivered by experienced practitioners and allow you to explore your interests through studio based activities and workshops in our specialist studios. Our creative skills based projects will challenge your thinking and enhance your understanding of this continuously evolving area. You will learn how to conduct quality research to underpin your ideas, communication skills to articulate your concepts and develop your own way of working in preparation for industry. You will learn how to develop a professional portfolio of your work, which will demonstrate your strengths and personal identity within this dynamic profession.

We ensure that the students have contact with our Alumni, this maybe through live projects, guest lectures or workshops.

In Part 1 you are also offered the opportunity to go on study visits i.e. Berlin and New York, where in the past we have visited leading local studios such as Hort, Node and FUKT, Google, Project Projects and Moving Brands

A professional practice module in Part 3 offers you the opportunity to build professional knowledge and skills through lectures, workshops and discussions with leading practitioners.

Industry-partnered projects in Part 3 have in the past offered the opportunity to work with businesses such as DeLaRue, Lucky Generals, Mother London, The House of Commons Archive, GF Smith, Wrap & Anorak magazines.

Please note: As a research-led University, we undertake a continuous review of our programmes to ensure quality enhancement and to manage our resources. As a result, this programme may be revised during a student's period of registration; however, any revision will be balanced against the requirement that the student should receive the educational service expected. Please read our Disclaimer to see why, when and how changes may be made to a student's programme.

Programmes and major changes to programmes are approved through the University's programme validation process which is described in the University's Quality handbook.

Educational Aims of the Programme

The Graphic Design pathway develops your ability to interpret and shape information, creating visual meaning through symbolism, language and imagery. Recognising the important role graphic design practice can play in society shaping, challenging attitudes, and influencing behaviours projects often engage with relationships and events within contemporary culture and society.

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The BA (Hons) Graphic Arts at Winchester School of Art, University of Southampton, offers you a welcoming, supportive and student-focused environment in which to study graphic arts.

The programme is designed to offer a range of choices and flexibility of learning. It aims to provide you with the opportunity to study career-orientated modules that will provide you with understanding and skills applicable to future employment within the creative industries.

The aims of the programme are to:

- Develop and promote creativity through enquiring, analytical and imaginative methods
- Develop digital and technological literacies and specialist technical skills
- Develop and apply research skills, critical thinking and independent judgement
- Develop innovation through practical intelligence and experimentation
- Enable you to locate your work within theoretical and cultural context
- Provide you with advanced communication skills, in a range of formats
- Equip you with professional skills to facilitate employment and further study
- Promote collaboration, ethical and social engagement

Programme Learning Outcomes

Knowledge and Understanding

On successful completion of this programme you will have knowledge and understanding of:
A1. The critical and contextual dimension of contemporary practice in graphic arts.
A2. How your practice relates to the international professional context of graphic arts.
A3. How your ideas inform the application of processes and techniques.
A4. Key developments in current and emerging media and technologies.
A5. Sustainable and ethical dimensions of graphic arts.
A6. How to identify and apply the skills you will need to practice professionally in the graphic arts industry or continue to further study.
A7. an in-depth understanding of the subject of pathway specific knowledge informed by contemporary practice and the critical and theoretical context.

Subject Specific Intellectual and Research Skills

On successful completion of this programme you will be able to:
B1. Apply critical enquiry and reflection to evaluate your work.
B2. Evaluate and challenge the conceptual and technical boundaries of your discipline.
B3. Apply iterative processes of enquiry, prototyping, analysis.
B4. Research relevant critical theory to inform your practice.
B5. Evaluation and selection of appropriate media, materials and processes to realise your ideas.
B6. Demonstrate creativity to generate ideas, concepts and proposals.

Transferable and Generic Skills

On successful completion of this programme you will be able to:
C1.   Effectively communicate across visual, oral and/or written formats using an appropriate range of media
C2.   Identify, implement and evaluate a wide range of sources.
C3.   Employ digital literacies to support your learning.
C4.   Present your work appropriately in a professional context.
C5.   Study independently and organise your time to produce work to set deadlines.
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C6.   Demonstrate innovative approaches in the application of knowledge to practice.
C7.   Understand and utilise appropriate academic referencing

Subject Specific Practical Skills

On successful completion of this programme you will be able to:
D1.   Apply specialist graphic arts skills to resolve creative challenges.
D2.   Set the creative direction and show judgment and self-critique in managing your project deliverables.
D3.   Experiment with media platforms relevant to your pathway specialism.

Programme Structure

The programme structure table is below:

Information about pre and co-requisites is included in individual module profiles.

Where optional modules have been specified, the following is an indicative list of available optional modules, which are subject to change each academic year. Please note in some instances modules have limited spaces available.

Part I
Part 1 will give you the opportunity to explore specialist disciplines and provide diagnostic support for your choice of specialist pathway. This will take place through a series of project rotations accompanied by workshop inductions, to introduce you to a range of practical skills and media. Your academic research and study skills will be developed through modules and library based inductions. A great deal of the focus is placed on working towards practical outputs through themed projects set by your tutors. You will also begin to engage with the contexts and the debates in contemporary art and design through the Historical and Critical Contexts module.

Summary structure of the programme

Modules in this programme are either 22.5 ECTS (45 CATS), or 7.5 ECTS (15 CATS). The programme is worth 180 ECTS (360 CATS) with each level of study worth 60 ECTS (120 CATS).

In Semester 2 you will be introduced to further skills and projects designed to enable you to make a selection on your preferred pathway specialism in consultation with your tutors.

Part I Core (must take and pass) Semester 1

Code	Module Title	ECTS	Type
ARTD1118	An Introduction to Graphic Arts	22.5	Core
ARTD1119	Historical and Critical Contexts	7.5	Core

Part I Core (must take and pass) Semester 2

Code	Module Title	ECTS	Type
ARTD1121	Research in Contemporary Issues	7.5	Core
ARTD1120	Specialist Principles	22.5	Core

Part II
As part of your studies in Part 2, Semester 1, you will be able to select one of six optional core modules, each

designed to provide you with an opportunity to broaden your studies and engage with peers from other art and design subjects in an interdisciplinary environment.

The module choices will provide you with the creative freedom to explore areas outside of your main specialism.

Business Skills for the Creative Industries will introduce you to a range of creative techniques and design thinking skills to help you develop a business idea within the creative industries. As part of this module you will have the opportunity to gain knowledge of business start-up ideas and develop the skills required to produce and present an effective business plan.

Creative Writing will introduce you to a range of diverse non-academic writing styles, from journalism to more 'creative' forms such as prose fiction, memoir, poetry and scriptwriting, developing skills in handling writing voice and in understanding the process of effective communications both in the creative industries and the wider public arena.

Creative Futures focuses on the capacity of creative practices to influence new scenarios and creative futures. You will have the opportunity to understand creative practices as part of an ethical and participatory framework. The module will explore democratic forms of innovation through citizen participation, including collaborative and environmental practices, activism, social innovation and economic sustainability.

Image & Branding will promote your understanding of key concepts around brand signature and visual aspects of branding. The module provides you with an opportunity to analyse case studies to build your knowledge in relation to brand signature design and explore debates and trends impacting brand aesthetics.

Visual Culture will introduce some of the core theoretical issues that underpin the production of visual culture, questioning the role of images in the construction of identity and the ways in which we understand the world around us. The module engages you in various themes around visual production and sub-cultures, using the premise that- as future artists, designers or workers in the creative industries- you will be future producers of visual culture or even visual counter-cultures.

Sight & Sound will introduce you to the language of cinema. Using key texts and self-generated or found visual samples as a basis for learning, Sight and Sound will explore film genres for you to understand the usefulness of cinematic studies as a way of strengthening your academic and practice based portfolio.
The optional core module choice will allow you to take increasing responsibility for the direction of your studies in preparation for your final year.

Part II Core (must take and Pass) Semester 1

Code	Module Title	ECTS	Type
ARTD2122	Specialist Practice and Skills	22.5	Core

Part II Core (must take and pass) Semester 2
In Part 2 Students may opt to take part in a study exchange to another institution. If confirmed students will be transferred from ARTD2123 Self-Initiated Project to ARTD2124 Study Exchange for Graphic Arts

Code	Module Title	ECTS	Type
ARTD2116	Critical Reflection of Specialism	7.5	Core
ARTD2123	Self-Initiated Project	22.5	Core
ARTD2124	Study Exchange for Graphic Arts	22.5	Core

Part II Optional Core (must select one and once chosen is must be passed) Semester 1

Code	Module Title	ECTS	Type
ARTD2117	Business Skills for the Creative Industries	7.5	Optional/Core
ARTD2118	Creative Futures	7.5	Optional/Core
ARTD2125	Creative Writing	7.5	Optional/Core
ARTD2119	Image and Branding	7.5	Optional/Core
ARTD2126	Sight and Sound	7.5	Optional/Core
ARTD2120	Visual Culture	7.5	Optional/Core

Part III

In Part 3, externally partnered projects will encourage you to test your ideas within the professional context and gain a working knowledge of the creative industries. This experience will be complemented by a Professional and Critical Contexts module to focus specifically on alignment between your professional ambition and skills supported by presentations by industry practitioners, reflections upon the sector and how this relates to your practice.

Semester two consolidates your knowledge and experience in the Final Major Project module by producing ambitious and well informed finished pieces of work that communicate your ideas to your audience. Your Professional Planning and Evaluation module will enable you to apply your career-focussing skills to enable you to promote yourself to a professional standard and produce an industry focussing report where you will plan your entry into industry.

Part III Core (must take and pass) Semester 1

Code	Module Title	ECTS	Type
ARTD3074	External Projects	22.5	Core
ARTD3077	Graphic Arts Professional and Critical Contexts	7.5	Core

Part III Core (must take and pass) Semester 2

Code	Module Title	ECTS	Type
ARTD3075	Final Major Project (Graphic Arts)	22.5	Core
ARTD3078	Professional Planning and Evaluation	7.5	Core

Progression Requirements

The programme follows the University's regulations for *Progression, Determination and Classification of Results : Undergraduate and Integrated Masters Programmes* and *Progression, Determination and Classification of Results: Postgraduate Master's Programmes* as set out in the University Calendar: http://www.calendar.soton.ac.uk/sectionIV/sectIV-index.html

Support for student learning

There are facilities and services to support your learning some of which are accessible to students across the University and some of which will be geared more particularly to students in your particular Faculty or discipline area.

The University provides:

- library resources, including e-books, on-line journals and databases, which are comprehensive and up-to-date; together with assistance from Library staff to enable you to make the best use of these resources
- high speed access to online electronic learning resources on the Internet from dedicated PC Workstations onsite and from your own devices; laptops, smartphones and tablet PCs via the Eduroam wireless network. There is a wide range of application software available from the Student Public Workstations.
- computer accounts which will connect you to a number of learning technologies for example, the Blackboard virtual learning environment (which facilitates online learning and access to specific learning resources)
- standard ICT tools such as Email, secure filestore and calendars.
- access to key information through the MySouthampton Student Mobile Portal which delivers timetables, Module information, Locations, Tutor details, Library account, bus timetables etc. while you are on the move.
- IT support through a comprehensive website, telephone and online ticketed support and a dedicated helpdesk in the Hartley Library.
- Enabling Services offering support services and resources via a triage model to access crisis management, mental health support and counselling. Support includes daily Drop In at Highfield campus at 13.00 – 15.00 (Monday, Wednesday and Friday out of term-time) or via on-line chat on weekdays from 14.00 – 16.00. Arrangements can also be made for meetings via Skype.
- assessment and support (including specialist IT support) facilities if you have a disability, long term health problem or Specific Learning Difficulty (e.g. dyslexia)
- the Student Services Centre (SSC) to assist you with a range of general enquiries including financial matters, accommodation, exams, graduation, student visas, ID cards

- Career and Employability services, advising on job search, applications, interviews, paid work, volunteering and internship opportunities and getting the most out of your extra-curricular activities alongside your degree programme when writing your CV.
- Other support that includes health services (GPs), chaplaincy (for all faiths) and 'out of hours' support for students in Halls and in the local community (18.00-08.00).
- A Centre for Language Study, providing assistance in the development of English language and study skills for non-native speakers.

The Students' Union provides
- an academic student representation system, consisting of Course Representatives, Academic Presidents, Faculty Officers and the Vice-President Education; SUSU provides training and support for all these representatives, whose role is to represent students' views to the University.
- opportunities for extracurricular activities and volunteering
- an Advice Centre offering free and confidential advice including support if you need to make an academic appeal
- Support for student peer-to-peer groups, such as Nightline.

Associated with your programme you will be able to access:

- Programme documents accessed via the SUSSED School site.
- Inductions
- Blackboard (e-learning)
- Study skills hub
- Studios, workshops and digital suites
- Technical demonstrations
- Specialist workshop activity support
- Module and Project briefings
- WSA Library - supporting studies through specialist collections, research method inductions and other supporting facilities to include:
- Library induction tours
- Books and Exhibition Catalogues
- Journals & Magazines
- Slide Collection
- Video and DVD Collection
- Special Collections
- Newspaper Cuttings
- Reserve Collection
- Artists' Book Collection
- Fine Art Study Collection. The material is rare and unique so is for reference only.
- The Winchester Gallery exhibits local, national and international visual art and design exhibitions
- Computing and Digital facilities at WSA including dedicated Mac Suites with Apple Mac Computers with a range of Digital Software, large scale specialist printers, laser cutter, and 3D printer. Lynda.com is an online digital support platform that students can access via their UoS email username and password.
- Digital facilities are also available on the Highfield campus.
- Personal Academic Tutors
- Study Exchanges
- Students who take part in the Study Exchange in Semester 2 Part 2 will be supported by the Study Exchange Co-ordinator, who briefs all students participating and maintains contact with them. All students also receive a Study Exchange Handbook.

Methods for evaluating the quality of teaching and learning

You will have the opportunity to have your say on the quality of the programme in the following ways:

- Completing student evaluation questionnaires for each module of the programme
- Acting as a student representative on various committees, e.g. Staff: Student Liaison Committees, Faculty Programmes Committee OR providing comments to your student representative to feedback on your behalf.
- Taking part in programme validation meetings by joining a panel of students to meet with the Faculty Scrutiny Group

The ways in which the quality of your programme is checked, both inside and outside the University, are:

- Regular module and programme reports which are monitored by the Faculty
- Programme validation, normally every five years.
- External examiners, who produce an annual report
- A national Research Assessment Exercise (our research activity contributes directly to the quality of your learning experience)
- Review by the Quality Assurance Agency

Further details on the University's quality assurance processes are given in the *Quality handbook*.

Career Opportunities

The BA (Hons) Graphic Arts programme connects to employment in areas such as editorial, motion design, user experience & user interface design, data visualisation, illustration, information design, web development, animation, typography, photography, branding and marketing. It connects to one of the fastest growing employment sectors within the UK economy. Evidence from a range of sources including the BBC, the treasury and the Design Council suggest that this rapid growth is set to continue.

Over the last five years our students have been employed by the likes of Mother, ustwo, Protein, Moving Brands, Johnston Works, the Financial Times, M&C Saatchi, the Daily Telegraph, Elle, Jack Wills, Blueprint, the Guardian, Sony, Harpers Bazaar, the Sunday Times and the Observer.

External Examiner(s) for the programme

Name: Mr John Stephens   formerly University of Bedfordshire

Students must not contact External Examiner(s) directly, and external examiners have been advised to refer any such communications back to the University. Students should raise any general queries about the assessment and examination process for the programme with their Course Representative, for consideration through Staff: Student Liaison Committee in the first instance, and Student representatives on Staff: Student Liaison Committees will have the opportunity to consider external examiners' reports as part of the University's quality assurance process.

External examiners do not have a direct role in determining results for individual students, and students wishing to discuss their own performance in assessment should contact their Personal Academic Tutor in the first instance.

Please note: This specification provides a concise summary of the main features of the programme and the learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if s/he takes full advantage of the learning opportunities that are provided. More detailed information can be found in the programme handbook.

Appendix 1:

Students are responsible for meeting the cost of essential textbooks, and of producing such essays, assignments, laboratory reports and dissertations as are required to fulfil the academic requirements for each programme of study. In addition to this, students registered for this programme also have to pay for:

Additional Costs

Type	Details
Hardware	Some of the work you produce on the course will use digital technology. Necessary hardware is provided centrally but at times you may find it advantageous to purchase you own hardware. Should you choose to do this the University will provide guidance in purchasing this equipment at a reasonable price.
Computer discs or USB drives	You will need to equip yourself with a digital storage device. A 1 TB external hard drive should adequate and can be purchased .
Stationery	You will be expected to provide your own day-to-day stationary items, e.g. pens, pencils, notebooks, etc.). Any specialist stationery items will be specified under the Additional Costs tab of the relevant module profile.
Textbooks	Where a module specifies core texts these should generally be available on the reserve list in the library. However due to demand, students may prefer to buy their own copies. These can be purchased from any source. Some modules suggest reading texts as optional background reading. The library may hold copies of such texts, or alternatively you may wish to purchase your own copies. Although not essential reading, you may benefit from the additional reading materials for the module.
Other	The Union Southampton provide a shuttle free bus service which runs every hour between the Winchester Campus and the Highfield Campus. Students are responsible for all other daily travel expenses.
Optional Visits (e.g. museums, galleries)	Some modules may include optional visits to a museum, galleries, etc. You will normally be expected to cover the cost of travel and admission, unless otherwise specified in the module profile. National An optional trip associated with a module would be typically to London by train (off peak) and cost around £25 return with a student rail card. International A typical trip on the programme would be to New York which would cost in the region of £950
Recording Equipment	You may choose to use recording equipment in some of the modules you study. Necessary equipment is provided centrally but at times you may find it advantageous to purchase you own. Should you choose to do this the University will provide guidance in purchasing this equipment at a reasonable price.
Design equipment and materials	A standard set of design materials will be required to start the course. Specifications for this are sent out in the welcome pack for the course. During the course you will need to provide a range of materials, this will vary from student to student and module to module. Some of the work you produce on the course will use digital technology. Necessary equipment is provided centrally but at times you may find it advantageous to purchase you own. Should you choose to do this, the University will provide guidance in purchasing this equipment at a reasonable price. PHOTOGRAPHY You may choose to use photography in some of the modules you study. Necessary equipment is provided centrally but at times you may find it advantageous to purchase you own. Should you choose to do this the University will provide guidance in purchasing this equipment at a reasonable price.
Art Equipment and Materials: Drawing paper; painting materials; sketchbooks	A standard set of art materials will be required to start the course. Specifications for this are sent out in the welcome pack for the course. During the course you will need to provide a range of materials, this will vary from student to student and module to module.

Printing and Photocopying Costs	Where possible, coursework such as essays; projects; dissertations is likely to be submitted on line. However, there are some items where it is not possible to submit on line and students will be asked to provide a printed copy. A list of the University printing costs can be found here: http://www.southampton.ac.uk/isolutions/students/printing/
Travel Costs for placements	Accommodation, Insurance, Travel costs etc Costs associated with the Study Exchanges will vary depending upon your chosen destination and other variables, i.e. travel, accommodation and subsistence

In some cases you'll be able to choose modules (which may have different costs associated with that module) which will change the overall cost of a programme to you. Details of such costs will be listed in the Module Profile. Please also ensure you read the section on additional costs in the University's Fees, Charges and Expenses Regulations in the University Calendar available at www.calendar.soton.ac.uk.