

Programme Specification: Undergraduate

For Academic Year 2025/26

1. Course Summary

Names of programme and award title(s)	BA (Hons) Digital Media and Marketing BA (Hons) Digital Media and Marketing with International Year (see Annex for details) BA (Hons) Digital Media and Marketing with Work Placement Year (see Annex for details)
Award type	Single Honours
Mode of study	Full-time
Framework of Higher Education Qualification (FHEQ) level of final award	Level 6
Normal length of the programme	3 years; 4 years with either the International Year or Placement Year between years 2 and 3
Maximum period of registration	The normal length as specified above plus 3 years
Location of study	Keele Campus
Accreditation (if applicable)	n/a
Regulator	Office for Students (OfS)
Tuition Fees	<p>UK students:</p> <p>Fee for 2025/26 is £9,535*</p> <p>International students:</p> <p>Fee for 2025/26 is £17,700**</p> <p>The fee for the international year abroad is calculated at 15% of the standard year fee</p> <p>The fee for either the work placement year is calculated at 20% of the standard year fee</p>

How this information might change: Please read the important information at <http://www.keele.ac.uk/student-agreement/>. This explains how and why we may need to make changes to the information provided in this document and to help you understand how we will communicate with you if this happens.

* These fees are regulated by Government. We reserve the right to increase fees in subsequent years of study in response to changes in government policy and/or changes to the law. If permitted by such change in policy or law, we may increase your fees by an inflationary amount or such other measure as required by government policy or the law. Please refer to the accompanying Student Terms & Conditions. Further information on fees can be found at <http://www.keele.ac.uk/studentfunding/tuitionfees/>

** These fees are for new students. We reserve the right to increase fees in subsequent years of study by an inflationary amount. Please refer to the accompanying Student Terms & Conditions for full details. Further information on fees can be found at <http://www.keele.ac.uk/studentfunding/tuitionfees/>

2. What is a Single Honours programme?

The Single Honours programme described in this document allows you to focus more or less exclusively on this subject. In keeping with Keele's commitment to breadth in the curriculum, the programme also gives you the opportunity to take some modules in other disciplines and in modern foreign languages as part of a 360-credit Honours degree. Thus it enables you to gain, and be able to demonstrate, a distinctive range of graduate attributes.

3. Overview of the Programme

Digital Media and Marketing at Keele will help you to gain knowledge and understanding of the digital marketing techniques and strategies used by a range of organisations, including businesses and the not-for-profit or public sector, while analysing and producing digital media, a vital field of social change and creative expression. This course combines the strengths of two academic schools at Keele: the School of Humanities and Keele Business School.

The programme integrates theories of digital media and marketing - the critical tools, ideas, methods, and frameworks that help us understand digital media, marketing, and their role in society - with the practice of content creation: the creative, professional, and technical skills needed to produce successful and exciting digital content in a range of formats. Digital Media and Marketing at Keele offers students opportunities to become thoughtful and responsible digital citizens, able to contribute to a digital media landscape in ways that make a positive impact on individuals and communities. Through optional modules you can specialise in your areas of interest, allowing you to further develop either your creative, digital, or analytical skills for future employment.

The programme offers you an authentic blend of digital media and marketing knowledge and application designed to give you leading-edge opportunities in the highly competitive world of marketing and digital media content creation. The programme draws on seminal thinkers, practitioners and world-famous companies and industries with a focus on contemporary practice and innovative developments that you can apply to real-world digital media and marketing challenges and opportunities. Throughout the programme, you will develop your creative, digital and analytical skills, underpinned with an appreciation of ethical, sustainable and inclusive considerations within industry to help you deliver positive impactful results in the future.

The degree involves three main elements: the study of critical theories and ideas about digital media and marketing industries, technologies, and cultures; the critical analysis of digital media platforms and content; and the professional and creative practice of digital media and marketing content creation. The programme draws on a critical understanding of digital media and marketing. While the programme embraces the promise of technologies and platforms for creativity and communication, it also involves careful and critical consideration of their potential social, political, and environmental harms and limitations. Graduates will gain the knowledge and skills to navigate the world of digital media and marketing work and practice professionally, ethically, and responsibly. As a proud signatory of the PRME (Principles of Responsible Management Education), Keele Business School will get you thinking about sustainability and business ethics. We believe businesses can be a force for good, and we'll challenge you to drive forward an agenda that leaves the world a better place.

A core pillar of the course is professional and academic development, which focuses on helping you build your professional identity and develop core skills. This structured programme lasts throughout your degree and will take you on a journey from identifying your own strengths using state-of-the-art assessment methods, allowing you to put your individual strengths into practice and refine your own performance. You have plenty of opportunities to experiment with different areas of interest so that you will graduate with a clearer sense of purpose and goals. You will learn to navigate the contemporary employment market, manage your online presence, and practice for recruitment. If employment is not for you and you want to start your own business, we've got you covered. We are confident that by the time you graduate, you will have a full range of professional experiences to showcase to future employers or investors. We emphasise creativity, agility, and responsiveness, encouraging critical thinking and problem-solving skills.

Your degree will culminate in a final year major independent project. You will have the opportunity to work on an interdisciplinary final year project which brings together your skills and interests in Digital Media and Marketing. You can do this by choosing either or both of the project module options.

Our approach to Digital Media and Marketing goes beyond traditional lectures and seminars. We'll immerse you in the world of digital media and marketing through simulations, case studies, guest speakers, and assessments that will be useful when you graduate. You'll use cutting-edge technology to support your learning, build on your strengths, and develop your professional profile. A major benefit of studying at Keele is our close ties with companies. Keele is lucky to share our building with multiple businesses, the School of Humanities has a wide range of partners in the creative and cultural industries, and our stunning campus is also a business innovation park. This gives you hand-on practical experience and valuable insights from real-world professionals.

To further your practical experience, you can take a placement year. It boosts your academic studies and gives you invaluable real-world experience. Already working? We can recognise the learning you gain on the job and integrate it into your studies. Plus, you'll have the chance to study Keele University's unique Global Challenge Pathway alongside your Digital Media and Marketing studies. And you can also choose to study with one of our global partners or pick up a new language through Keele's Languages programme. It's a great way to broaden

your skills and enhance your global career prospects.

4. Aims of the programme

The broad aims of the programme are to enable you to:

- Understand, evaluate, apply, and critically reflect on a range of concepts, models, theories and tools relevant to contemporary developments in Digital Media and Marketing.
- Develop a broad, in-depth knowledge of the field of digital media, from industry to technology, platforms, content, and users.
- Develop an understanding of the functions of digital media and marketing in organisations and the role of the changing external and internal environment.
- Develop an ability to draw from relevant disciplines (such as psychology and sociology) to explore and better understand, study and apply knowledge to areas of digital media and marketing practice.
- Develop creative, digital, and analytical skills to apply to different areas of professional practice.
- Acquire a critical understanding of the role and impact of digital media and marketing in society, the influence of the changing external environment and the relevant responsibilities and challenges.
- Develop the ability to investigate and learn independently to critically analyse a chosen topic, to gather relevant information, and to evaluate, question and creatively synthesise this information to present findings to different audience types.
- Acquire a range of relevant key skills (such as communication, working with others, improving your own learning and performance and problem solving) in preparation for employment or further study.
- Develop familiarity with different data collection methods to conduct and present original research in the field of digital media and marketing using suitable methods and scholarship techniques.
- Develop a strong code of principles for professional practice, underpinned by an understanding of individual responsibilities for ethical use of digital media and marketing.
- Graduate with a strong knowledge and understanding of the digital media employment landscape and your potential place in it, with strong transferable skills and a portfolio of high-quality professional work.
- Become informed and active graduate citizens with a lifelong interest in studying and/or practising in the fields of Digital Media.

5. What you will learn

The intended learning outcomes of the programme (what students should know, understand and be able to do at the end of the programme), can be described under the following headings:

- Subject knowledge and understanding
- Subject specific skills
- Key or transferable skills (including employability skills)

Subject knowledge and understanding

Successful students will be able to:

- How digital media technologies, companies, and platforms intersect with political, social, and economic structures and processes.
- A range of academic concepts, theories, approaches, and practices that can be used to understand, evaluate, and analyse digital media, marketing, and consumption.
- Digital media and marketing as academic disciplines - including key theories, methods and issues - and understanding of how these intersect with other cognate disciplines and approaches.
- Research approaches and methodologies practised in digital media and marketing studies.
- The creative process and practice of content creation including organisation, research, team working, design thinking, storytelling, and user engagement.
- The social, cultural, and political ethics of digital media and marketing, including a strong awareness of risks and responsibilities for practitioners.
- The process of ongoing professional development, including the ability to identify personal and professional growth opportunities, engage in continuous learning, and apply new skills and knowledge in practical contexts to enhance their career progression.
- The functions of marketing within businesses and other organisations; how it interacts with other functional areas and the complexities of the changing external business environment, including political, economic, social, and technological factors, as well as drivers of change such as the international environment, societal change, technology, sustainability, ethical or responsible practice and environmental awareness.
- Working with different forms of data sources to inform decision making.

Subject specific skills

Successful students will be able to:

- Think critically about the potential and problems of digital media in contemporary economic, social, cultural, and political contexts.
- Apply critical and theoretical tools to an analysis of various digital media and marketing issues, texts, and technologies.
- Conduct and report on their own research using relevant critical concepts, suitable methods of analysis and appropriate techniques of scholarship.
- Appreciate and apply the creative skills and practices involved in digital content creation.
- Think and practise ethically and responsibly in the fields of digital media and marketing research and content creation.
- Exercise critical reflective practice skills, including the ability to reflect on their creative practice in the process of project development and the ability to situate practice in critical and academic contexts and frameworks.
- Create compelling professional quality content for a range of digital platforms across a variety of formats.
- Apply critical and analytical thinking, drawing on relevant marketing management theory and imperfect contextual information, to problem-solve, make decisions, and innovate.
- Communicate ideas and data effectively, tailoring messages to context, media, and audience.
- Advocate for strategic and behavioural change to promote ethics, sustainability, and responsibility in digital media and marketing.
- Manage an applied project including planning, execution, resource management and delivery.
- Demonstrate an awareness of their own intellectual, professional, and personal resources as a foundation for career management.
- Use ethics, principles of sustainability and responsibility to inform decision making.

Key or transferable skills (including employability skills)

Successful students will be able to:

- Reflect on their own personal effectiveness and strengths, engaging in proactive behaviours to develop their own personal and professional practice.
- Engage in networking activity with external bodies (such as organisations), working effectively with industry partners, including working to briefs and parameters set out by organisations and using further research to support responsiveness.
- Demonstrate problem solving skills, using evidence, research, and critical thinking to trouble shoot issues in the management of a creative and/or research project.
- Work effectively with different forms of information technology, including those relevant to the discipline area.
- Manage their own learning, reflect on, and plan their own academic work thus demonstrating academic independence.
- Communicate effectively using a variety of medium to a range of audiences.
- Develop strong independent learning skills including time management and the ability to determine the direction of their own learning.
- Work effectively and professionally in creative teams, using communication and conflict management skills, flexibility and adaptability, skills in determining roles and responsibilities, and organisational skills.
- Demonstrate project management skills as both an independent digital practitioner/researcher and as part of a team.
- Develop and present a graduate portfolio of professional quality digital content.

Keele Graduate Attributes

The Keele Graduate Attributes are the qualities (skills, values and mindsets) which you will have the opportunity to develop during your time at Keele through both the formal curriculum and also through co- and extra-curricular activities (e.g., work experience, and engagement with the wider University community such as acting as ambassadors, volunteering, peer mentoring, student representation, membership and leadership of clubs and societies). Our Graduate Attributes consist of four themes: **academic expertise, professional skills, personal effectiveness, and social and ethical responsibility**. You will have opportunities to engage actively with the range of attributes throughout your time at Keele: through your academic studies, through self-assessing your own strengths, weaknesses, and development needs, and by setting personal development goals. You will have opportunities to discuss your progress in developing graduate attributes with, for example, Academic Mentors, to prepare for your future career and lives beyond Keele.

6. How is the programme taught?

Learning and teaching methods used on the programme vary according to the subject matter and level of the module. They include the following:

- **Interactive lectures** where the lecturer provides students with a framework for reading and independent study. Most lecturers employ presentation software such as Microsoft PowerPoint, while sometimes also making use of video and audio presentations. Most lectures will have an interactive element including small

group tasks or discussions or use of interactive technologies.

- **Seminars and tutorials** in groups of approximately 20 students where key issues can be discussed in more depth. Students are expected to play a full part and also to lead these discussions. Some tutorials and seminars consist largely of student presentations and many are based on the application of theories to analyse media technologies, platforms, practices, and content.
- **Peer Assisted Learning:** students are actively supported to learn from each other, reinforcing their knowledge through teaching and collaboration. This peer interaction can solidify learning and foster communication skills.
- **Practical workshops** where students learn about and use practical resources to produce their own creative content. This includes areas such as video, audio, text, images, and photography.
- **Simulation of Business-Related Contexts:** Allow students to practice decision-making within simulated environments. This safe context helps them apply learning in a controlled but realistic setting.
- **Interaction with businesses, organisations, and industry experts:** Through guest lectures and company visits, students engage directly with real-world applications of their studies. Working on live issues with organizations offers invaluable practical insights. Students can take work placement modules or a work placement year to build up their experience of applying the skills acquired on the programme to real-world settings.
- **Independent study** based on directed reading from cultural texts, text books, research monographs, academic journals, and the media.
- **Web-based learning** using the Keele Learning Environment (KLE). The KLE is accessible to all students on and off campus and provides easy access to a wide range of resources and research tools. (The KLE is an online learning environment that provides a range of tools to support students' learning, including access to documents and other resources, quizzes, discussion boards, assignments and announcements)
- In the final year, students will learn through an **Independent Study Project** which involves the opportunity to undertake a piece of independent research and/or content creation supervised and supported by a member of staff.

Apart from these formal activities, students are also provided with regular opportunities to talk through particular areas of difficulty, and any special learning needs they may have, with their Academic Mentors or module lecturers on a one-to-one basis.

7. Teaching Staff

The Digital Media and Marketing programme is taught by academics in Keele Business School and the School of Humanities.

Keele Business School comprises subject expertise in Management, HRM, Marketing, Finance, Economics and Accounting - professors, lecturers, and teaching fellows. Most staff members have teaching qualifications and those that do not are actively working to attain them. Most staff have PhD qualifications and a number have professional qualifications. All members of staff seek to ensure that module content represents up to date standards and legislation and reflects current relevant research, including the results of their own research.

Digital Media in Humanities comprises a range of staff including professors, senior lecturers and lecturers. All staff have a broad knowledge base in digital media and are experts in their chosen areas of specialisation. Most current members of staff have doctorates (PhDs or the equivalent) in their respective fields, and/or experience in the digital media industries. Most of the current teaching staff are active in research with work published in books, research monographs and leading international journals.

We maintain a strong commitment to excellence and innovation in teaching and research. Teaching is informed by research with teaching staff presenting and publishing academic papers at national and international conferences, in books and in internationally ranked journals. The staff group has extensive experience of teaching at undergraduate and postgraduate level in universities. Several members of staff hold teaching qualifications and some of them are Fellows of the Higher Education Academy.

The University will attempt to minimise changes to our core teaching teams, however, delivery of the programme depends on having a sufficient number of staff with the relevant expertise to ensure that the programme is taught to the appropriate academic standard.

Staff turnover, for example where key members of staff leave, fall ill or go on research leave, may result in changes to the programme's content. The University will endeavour to ensure that any impact on students is limited if such changes occur.

8. What is the structure of the Programme?

The academic year runs from September to June and is divided into two semesters. The number of weeks of teaching will vary from course to course, but you can generally expect to attend scheduled teaching sessions between the end of September and mid-December, and from mid-January to the end of April. Our degree courses are organised into modules. Each module is usually a self-contained unit of study and each is usually assessed separately with the award of credits on the basis of 1 credit = 10 hours of student effort. An outline of

the structure of the programme is provided in the tables below.

There are two types of module delivered as part of your programme. They are:

- Compulsory modules - a module that you are required to study on this course;
- Optional modules - these allow you some limited choice of what to study from a list of modules.

Global Challenge Pathways

This programme includes the option for you to take a Global Challenge Pathway. These modules offer you an exciting opportunity to work with students and staff from different disciplines to explore topical global issues such as power and conflict, health inequalities, climate change, generative AI, social justice, global citizenship, and enterprise from different perspectives.

Global Challenge Pathways can either be taken as one 15-credit module at Levels 4, 5 and 6, or one 15-credit module at Levels 5 and 6. For more information about our Global Challenge Pathways please visit:

<https://www.keele.ac.uk/study/undergraduate/globalchallengepathways/>

Modern Languages or Certificate in TESOL

Alternatively, you could choose to study modules with the University Language Centre. The Language Centre offers three pathways; The Language Specialist, The Language Taster, and The Trinity Certificate in Teaching English to Speakers of Other Language (TESOL). Language Centre modules are available separately for students at Level 4. At Levels 5 and 6 they are included within the Global Challenge Pathways.

If you choose the Language Specialist pathway, you will automatically be enrolled on a Semester 2 Modern Language module as a continuation of your language of choice. Undertaking a Modern Languages module in Semester 2 is compulsory if you wish to continue to the Language Specialist Global Challenge Pathway the following academic year.

For more information about Language Centre option modules available to you please visit the following webpages.

For new (Level 4) students please visit: <https://www.keele.ac.uk/study/languagecentre/>

For current (Level 5 and Level 6) students please visit: <https://www.keele.ac.uk/students/academiclife/global-challenge-pathways/>

For further information on the content of modules currently offered, please visit:

<https://www.keele.ac.uk/recordsandexams/modulecatalogue/>

A summary of the credit requirements per year is as follows.

Year	Compulsory	Optional	
		Min	Max
Level 4	90	30	30
Level 5	75	45	45
Level 6	30	90	90

Module Lists

Level 4

Compulsory modules	Module Code	Credits	Period
Understanding and Producing Digital Media	MDS-10043	30	Semester 1
Marketing Fundamentals	MAN-10065	30	Semester 1-2
Social Media Content Creation	MDS-10041	30	Semester 1-2

Optional modules	Module Code	Credits	Period
Professional and Academic Development 1	MAN-10071	15	Semester 1-2
Teams, People and Performance	MAN-10081	15	Semester 2
Becoming a Cultural Citizen	MDS-10051	15	Semester 2

Level 4 Module Rules

You must choose at least one of 'Becoming a Cultural Citizen' or 'Professional and Academic Development 1'.

Level 5

Compulsory modules	Module Code	Credits	Period
Storytelling for Change	MDS-20068	30	Semester 1
Creative Marketing Communication in the Digital Age	MAN-20187	30	Semester 2
Promotional Cultures	MDS-20070	15	Semester 2

Optional modules	Module Code	Credits	Period
The American South: US Summer School (Level 5)	LIB-20012	15	Semester 0
Marketing Research: Principles, Process and Practice	MAN-20185	30	Semester 1
Marketing and Society: Issues, Impact and Implications	MAN-20191	30	Semester 1
Professional Experience with Media (Year 2)	MDS-20072	15	Semester 1-2
Pathways with Media: Developing Your Profile	MDS-20074	15	Semester 1-2
Professional and Academic Development 2	MAN-20199	15	Semester 2
Data and Design	MDS-20066	30	Semester 2

Level 5 Module Rules

You must choose one from the following options: 'Professional Experience for Media (Year 2)'; 'Pathways with Media: Developing Your Profile'; 'Professional and Academic Development 2'.

You can then choose either one of the following year-long 30-credit modules: 'Marketing and Society: Issues, Impact and Implications', 'Marketing Research: Principles, Process and Practice', 'Data and Design' - or you can choose two 15-credit modules from: Global Challenge Pathways options, 'The American South: US Summer School (Level 5)', and 'Digital Curation and History'.

Level 6

Compulsory modules	Module Code	Credits	Period
Digital Marketing in Action	MAN-30155	30	Semester 1

Optional modules	Module Code	Credits	Period
The American South: US Summer School (Level 6)	LIB-30006	15	Semester 0
Creative Branding: Creation, Strategy and Management	MAN-30157	30	Semester 1
Social Media Management	MDS-30061	15	Semester 1
Marketing Project	MAN-30151	30	Semester 1-2
Digital Media Project	MDS-30055	30	Semester 1-2
Professional Experience with English (Year 3)	MDS-30069	15	Semester 1-2
Employing Media: Putting Your Subject into Practice	MDS-30071	15	Semester 1-2
Professional Academic Development 3	MAN-30163	15	Semester 2
Digital Showcase	MAN-30183	15	Semester 2
Memes, trends, and vibes: participatory social media cultures	MDS-30053	15	Semester 2

Level 6 Module Rules

You must take one or the other of the project modules: 'Marketing Project' or 'Digital Media Project'.

You must take one of the following modules: 'Professional Experience for Media (Year 3)', 'Employing Media: Putting Your Subject into Practice', 'Professional and Academic Development 3', or 'Digital Showcase'.

Learning Outcomes

The table below sets out what students learn in the programme and the modules in which that learning takes place. Details of how learning outcomes are assessed through these modules can be found in module specifications.

Level 4

Subject Knowledge and Understanding	
Learning Outcome	Module in which this is delivered
Demonstrate knowledge and understanding of concepts, theories and practices relevant to contemporary developments in marketing, consumption, and digital media studies.	Marketing Fundamentals Understanding and Producing Digital Media
Demonstrate knowledge and understanding of the functions of marketing within businesses and other organisations, how it interacts with other functional areas and the complexities of the changing external business environment including political, economic, social, and technological factors, as well as drivers of change such as the international environment, societal change, technology, sustainability, ethical or responsible practice and environmental awareness.	Marketing Fundamentals
Demonstrate knowledge and understanding of working with different forms of data sources to inform decision making.	Marketing Fundamentals
Demonstrate awareness of academic theories and approaches that can be used to understand, evaluate, and analyse digital media and marketing	Understanding and Producing Digital Media Marketing Fundamentals
Demonstrate an understanding of the creative process and practice of digital media content creation.	Social Media Content Creation Understanding and Producing Digital Media
Demonstrate familiarity with professional and technical tools, standards, and practices in the digital media industries	Social Media Content Creation Understanding and Producing Digital Media

Subject Specific Skills	
Learning Outcome	Module in which this is delivered
Able to apply critical and analytical thinking, drawing on relevant marketing, management, and digital media theory and imperfect contextual information, to problem-solve, make decisions and innovate.	Marketing Fundamentals Understanding and Producing Digital Media Social Media Content Creation Teams, People and Performance
Able to communicate ideas and data effectively, tailoring messages to context, media and audience, developing skills in creating compelling content for a range of digital platforms across a variety of formats.	Marketing Fundamentals Social Media Content Creation Understanding and Producing Digital Media
Able to advocate for strategic and behavioural change to promote ethics, sustainability and responsibility in Marketing.	Marketing Fundamentals
Able to manage an applied project including planning, execution, resource management and delivery.	Marketing Fundamentals Social Media Content Creation
Able to demonstrate an awareness of own intellectual, professional, and personal resources as a foundation for career management.	Marketing Fundamentals Professional and Academic Development 1 Becoming a Cultural Citizen
Effectively communicate the results of their study/work using relevant critical concepts, suitable methods of analysis and appropriate techniques of scholarship.	Understanding and Producing Digital Media Marketing Fundamentals

Key or Transferable Skills (graduate attributes)	
Learning Outcome	Module in which this is delivered
Able to reflect on own personal effectiveness and strengths, engaging in proactive behaviours to develop their own personal and professional practice.	Marketing Fundamentals Professional and Academic Development 1 Becoming a Cultural Citizen Understanding and Producing Digital Media Social Media Content Creation
Able to engage in networking activity with external bodies (such as organisations), and develop awareness of the requirements for working with industry partners on creative briefs.	Professional and Academic Development 1 Becoming a Cultural Citizen Social Media Content Creation
Able to demonstrate flexibility and agility and effective problem-solving.	Marketing Fundamentals Understanding and Producing Digital Media Social Media Content Creation Professional and Academic Development 1 Becoming a Cultural Citizen
Able to work effectively with different forms of information technology, including those relevant to Digital Media and Marketing.	Marketing Fundamentals Understanding and Producing Digital Media Social Media Content Creation Professional and Academic Development 1 Becoming a Cultural Citizen
Able to manage their own learning, reflect on, and plan their own academic work thus demonstrating academic independence.	Marketing Fundamentals Understanding and Producing Digital Media Social Media Content Creation Professional and Academic Development 1 Becoming a Cultural Citizen
Able to communicate effectively using a variety of medium to a range of audiences.	Marketing Fundamentals Understanding and Producing Digital Media Social Media Content Creation Professional and Academic Development 1 Becoming a Cultural Citizen
Able to work effectively both as an individual and as part of a group or a team, recognising and respecting the viewpoints of others and developing understanding and awareness of leadership styles and their impacts upon projects.	Marketing Fundamentals Understanding and Producing Digital Media Social Media Content Creation Professional and Academic Development 1 Becoming a Cultural Citizen

Level 5

Subject Knowledge and Understanding	
Learning Outcome	Module in which this is delivered
Demonstrate knowledge and understanding of concepts, theories and practices relevant to contemporary developments in marketing, consumption, and digital media.	Marketing Research: Principles, Process and Practice Creative Marketing Communication in the Digital Age Marketing and Society: Issues, Impact, and Implications Digital Media Design
Demonstrate knowledge and understanding of the functions of marketing within businesses and other organisations, how it interacts with other functional areas and the complexities of the changing external business environment including political, economic, social, and technological factors, as well as drivers of change such as the international environment, societal change, technology, sustainability, ethical or responsible practice and environmental awareness.	Marketing Research: Principles, Process and Practice Creative Marketing Communication in the Digital Age Marketing and Society: Issues, Impact, and Implications
Demonstrate knowledge and understanding of working with different forms of data sources to inform decision making.	Marketing Research: Principles, Process and Practice Creative Marketing Communication in the Digital Age Data Worlds
Demonstrate knowledge and understanding of the process of ongoing professional development, including the ability to identify personal and professional growth opportunities, engage in continuous learning, and apply new skills and knowledge in practical contexts to enhance their career progression.	Professional and Academic Development 2 Professional Experience for Media (Year 2) Pathways with Media: Developing Your Profile
Knowledge of various approaches to the creative process and practice of content creation, and ability to problem solve drawing on an appropriate approach.	Storytelling for Change Digital Media Design Creative Marketing Communication in the Digital Age
A reflective and critical understanding of their own role in the research and/or creative process, including an understanding of the social, cultural, and political ethics of digital media research and creation.	Digital Media Design Storytelling for Change Creative Marketing Communication in the Digital Age
Knowledge of professional and technical tools, standards, and practices in the digital media industries	Storytelling for Change Digital Media Design

Subject Specific Skills	
Learning Outcome	Module in which this is delivered
Able to apply critical and analytical thinking, drawing on relevant marketing management and digital media theory and imperfect contextual information, to problem-solve, make decisions, and innovate.	Marketing Research: Principles, Process and Practice Creative Marketing Communication in the Digital Age Marketing and Society: Issues, Impact, and Implications Data Worlds Promotional Cultures
Able to communicate ideas and data effectively, tailoring messages to context, media, and audience, acquiring new competencies in creating compelling professional quality content for a range of digital platforms across a variety of formats.	Storytelling for Change Digital Media Design Data Worlds Marketing Research: Principles, Process and Practice Creative Marketing Communication in the Digital Age Marketing and Society: Issues, Impact, and Implications
Able to advocate for strategic and behavioural change to promote ethics, sustainability, and responsibility in Marketing and Digital Media use and creation.	Storytelling for Change Marketing Research: Principles, Process and Practice Creative Marketing Communication in the Digital Age Marketing and Society: Issues, Impact, and Implications Data Worlds Digital Media Design
Able to manage an applied project including planning, execution, resource management and delivery.	Marketing Research: Principles, Process and Practice Creative Marketing Communication in the Digital Age Marketing and Society: Issues, Impact, and Implications
Able to demonstrate an awareness of own intellectual, professional, and personal resources as a foundation for career management.	Professional and Academic Development 2 Professional Experience for Media (Year 2) Pathways with Media: Developing Your Profile
Able to use ethics, principles of sustainability and responsibility to inform decision making.	Marketing Research: Principles, Process and Practice Creative Marketing Communication in the Digital Age Marketing and Society: Issues, Impact, and Implications
Ability to appreciate and apply the creative skills and practices involved in digital content creation including, where appropriate, the application of those principles in an employment context.	Storytelling for Change Digital Media Design Professional Experience for Media (Year 2) Pathways with Media: Developing Your Profile
Further development of existing critical reflective practice skills, including the ability to reflect on the creative practice in the process of project development and the ability to situate practice in critical and academic contexts and frameworks.	Storytelling for Change Digital Media Design

Key or Transferable Skills (graduate attributes)	
Learning Outcome	Module in which this is delivered

Key or Transferable Skills (graduate attributes)	
Learning Outcome	Module in which this is delivered
Able to reflect on own personal effectiveness and strengths, engaging in proactive behaviours to develop their own personal and professional practice.	Marketing Research: Principles, Process and Practice Creative Marketing Communication in the Digital Age Marketing and Society: Issues, Impact, and Implications Storytelling for Change Digital Media Design Professional and Academic Development 2 Professional Experience for Media (Year 2) Pathways with Media: Developing Your Profile
Able to engage in networking activity with external bodies (such as organisations), demonstrating skills in working effectively with industry partners, including working to briefs and to parameters set out by organisations and using further research to support responsiveness.	Marketing Research: Principles, Process and Practice Creative Marketing Communication in the Digital Age Storytelling for Change Digital Media Design Professional Experience for Media (Year 2) Pathways with Media: Developing Your Profile Professional and Academic Development 2
Able to demonstrate flexibility and agility and effective problem-solving.	Marketing Research: Principles, Process and Practice Creative Marketing Communication in the Digital Age Marketing and Society: Issues, Impact, and Implications Professional and Academic Development 2
Able to work effectively with different forms of information technology, including those relevant to the discipline area.	Marketing Research: Principles, Process and Practice Creative Marketing Communication in the Digital Age Marketing and Society: Issues, Impact, and Implications Professional and Academic Development 2
Able to manage their own learning, reflect on, and plan their own academic work thus demonstrating academic independence.	Marketing Research: Principles, Process and Practice Creative Marketing Communication in the Digital Age Marketing and Society: Issues, Impact, and Implications Professional and Academic Development 2
Able to communicate effectively using a variety of medium to a range of audiences	Marketing Research: Principles, Process and Practice Creative Marketing Communication in the Digital Age Marketing and Society: Issues, Impact, and Implications Storytelling for Change Digital Media Design
Able to work effectively both as an individual and as part of a creative team, recognising and respecting the viewpoints of others and developing understanding and awareness of leadership styles and their impacts upon projects.	Marketing Research: Principles, Process and Practice Creative Marketing Communication in the Digital Age Marketing and Society: Issues, Impact, and Implications
Development of the ability to collate and present a graduate portfolio of professional quality digital content.	Creative Marketing Communication in the Digital Age Storytelling for Change Digital Media Design Professional Experience for Media (Year 2) Pathways with Media: Developing Your Profile

Level 6

Subject Knowledge and Understanding	
Learning Outcome	Module in which this is delivered
Demonstrate a systematic understanding of the ways in which digital media technologies, companies, and platforms intersect with political, social, and economic structures and processes.	Memes, Trends and Vibes Social Media Work Social Media Management Digital Media Project
Demonstrate a coherent and detailed knowledge of academic theories, methodologies, and approaches that can be used to understand, evaluate, and analyse digital media and marketing.	Digital Media Project Memes, Trends and Vibes Social Media Work Marketing Project Digital Media Project Strategic Marketing: Creating and Gaining Competitive Advantage Creative Branding: Creation, Strategy and Management
Demonstrate an informed awareness of digital media and marketing as academic disciplines - including key theories, methods and issues - and understanding of how these intersect with other cognate disciplines and approaches.	Digital Media Project Memes, Trends and Vibes Social Media Work Marketing Project Strategic Marketing: Creating and Gaining Competitive Advantage
Demonstrate a cohesive and well-rounded understanding of creative process and practice of content creation including organization, research, team working, design thinking, storytelling, and user engagement.	Digital Media Project Social Media Management Creative Branding: Creation, Strategy and Management
Demonstrate a strong awareness of ethical risks and responsibilities for digital media and marketing practitioners.	Digital Media Project Marketing Project Strategic Marketing: Creating and Gaining Competitive Advantage
Demonstrate a coherent and detailed knowledge of professional and technical tools, standards, and practices in the digital media industries	Digital Media Project Social Media Management
Demonstrate knowledge and understanding of the process of ongoing professional development, including the ability to identify personal and professional growth opportunities, engage in continuous learning, and apply new skills and knowledge in practical contexts to enhance their career progression.	Professional and Academic Development 3 Professional Experience for Media (Year 3) Employing Media: Putting Your Subject into Practice Digital Showcase

Subject Specific Skills	
Learning Outcome	Module in which this is delivered
Able to apply critical and analytical thinking, drawing on relevant marketing management and digital media theory and imperfect contextual information, to problem-solve, make decisions and innovate.	Marketing Project Digital Media Project Strategic Marketing: Creating and Gaining Competitive Advantage Creative Branding: Creation, Strategy and Management
Able to communicate ideas and data effectively, tailoring messages to context, media and audience, including through professional quality content for a range of digital platforms across a variety of formats.	Marketing Project Strategic Marketing: Creating and Gaining Competitive Advantage Creative Branding: Creation, Strategy and Management Digital Media Project Social Media Management
Able to advocate for strategic and behavioural change to promote ethics, sustainability and responsibility in Marketing and Digital Media; and to evaluate the parameters of responsible digital media research and practice, including an appreciation of the uncertainty, ambiguity and limits of knowledge and personal agency.	Marketing Project Strategic Marketing: Creating and Gaining Competitive Advantage Creative Branding: Creation, Strategy and Management Digital Media Project Social Media Work
Able to manage an applied project including planning, execution, resource management and delivery.	Marketing Project Digital Media Project
Able to demonstrate an awareness of own intellectual, professional, and personal resources as a foundation for career management.	Professional and Academic Development 3 Professional Experience for Media (Year 3) Employing Media: Putting Your Subject into Practice
Able to deploy critical and theoretical tools accurately and competently as part of an analysis of various digital media and marketing issues, texts, and technologies.	Digital Media Project Memes, Trends and Vibes Social Media Work Creative Branding: Creation, Strategy and Management
Able to develop and sustain informed critical arguments about the potential and problems of digital media in contemporary economic, social, cultural, and political contexts.	Digital Media Project Memes, Trends and Vibes Social Media Work
Able to manage their own independent research using relevant critical concepts, suitable methods of analysis and appropriate techniques of scholarship.	Digital Media Project Marketing Project
Able to use critical reflective practice skills to make independent judgements and review, select and implement effective solutions to problems.	Digital Media Project Marketing Project

Key or Transferable Skills (graduate attributes)	
Learning Outcome	Module in which this is delivered
Show initiative, flexibility, agility and responsible decision making in determining the direction of your own learning, using problem solving skills to manage independent work.	All modules
Manage projects effectively and professionally, both as part of creative teams and as an independent researcher/practitioner.	All modules
Show initiative, independence and professionalism when working with industry partners.	Digital Media Project Professional Experience for Media (Year 3) Employing Media: Putting Your Subject into Practice Marketing Project Creative Branding: Creation, Strategy and Management Professional and Academic Development 3
Demonstrate the ability to curate a graduate portfolio of professional quality digital content that can be presented to employers.	Digital Media Project Social Media Management Professional Experience for Media (Year 3) Employing Media: Putting Your Subject into Practice Creative Branding: Creation, Strategy and Management Professional and Academic Development 3 Digital Showcase
Able to reflect on own personal effectiveness and strengths, engaging in proactive behaviours to develop their own personal and professional practice.	Marketing Project Strategic Marketing: Creating and Gaining Competitive Advantage Creative Branding: Creation, Strategy and Management Professional and Academic Development 3
Able to work effectively with different forms of information technology, including those relevant to the discipline area.	Marketing Project Strategic Marketing: Creating and Gaining Competitive Advantage Creative Branding: Creation, Strategy and Management Memes, Trends and Vibes
Able to manage their own learning, reflect on, and plan their own academic work thus demonstrating academic independence.	Marketing Project Strategic Marketing: Creating and Gaining Competitive Advantage Creative Branding: Creation, Strategy and Management Professional and Academic Development 3
Able to communicate effectively using a variety of medium to a range of audiences.	Marketing Project Strategic Marketing: Creating and Gaining Competitive Advantage Creative Branding: Creation, Strategy and Management Professional and Academic Development 3 Memes, Trends and Vibes Social Media Work Digital Showcase

9. Final and intermediate awards

Credits required for each level of academic award are as follows:

BA (Hons) Digital Media and Marketing	360 credits	You will require at least 120 credits at levels 4, 5 and 6 You must accumulate at least 270 credits in your main subject (out of 360 credits overall), with at least 90 credits in each of the three years of study, to graduate with a named single honours degree in this subject.
Diploma in Higher Education	240 credits	You will require at least 120 credits at level 4 or higher and at least 120 credits at level 5 or higher
Certificate in Higher Education	120 credits	You will require at least 120 credits at level 4 or higher

International Year option: in addition to the above students must pass a module covering the international year in order to graduate with a named degree including the 'international year' wording. Students who do not complete, or fail the international year, will be transferred to the three-year version of the programme.

Work Placement Year option: in addition to the above students must pass a non-credit bearing module covering the work placement year in order to graduate with a named degree including the 'with Work Placement Year' wording. Students who do not complete, or fail the work placement year, will be transferred to the three-year version of the programme.

10. How is the Programme Assessed?

The wide variety of assessment methods used on this programme at Keele reflects the broad range of knowledge and skills that are developed as you progress through the degree programme. Teaching staff pay particular attention to specifying clear assessment criteria and providing timely, regular and constructive feedback that helps to clarify things you did not understand and helps you to improve your performance. The following list is representative of the variety of assessment methods used on your programme:

- **Academic and creative portfolios and project reports:** These offer students the opportunity to compile their achievements and reflections in a format that is valuable for both academic evaluation and as a showcase to potential employers.
- **Reflective workbooks and critiques:** These enable students to reflect on their creative practice and on real-world examples.
- **Creative projects** including digital media images, text, video, audio, and interactive content: these give students the creative, technical, and professional skills to produce engaging content.
- **Individual and group presentations and pitches:** Used to hone presentation skills and effective communication, preparing students to articulate ideas and proposals clearly and persuasively.
- **Critical essays and case studies:** These assessments require students to navigate complex ethical considerations and apply strategic thinking, enhancing analytical and written communication skills.
- **Simulations and Group Assessments:** These allow students to engage in collaborative problem-solving and strategic negotiations, replicating typical workplace interactions.
- **Reports:** These focus on fostering formal writing and deep analytical skills as students produce detailed analyses on various topics.

Marks are awarded for summative assessments designed to assess your achievement of learning outcomes. You will also be assessed formatively to enable you to monitor your own progress and to assist staff in identifying and addressing any specific learning needs. Feedback, including guidance on how you can improve the quality of your work, is also provided on all summative assessments within three working weeks of submission, unless there are compelling circumstances that make this impossible, and more informally in the course of tutorial and seminar discussions.

11. Contact Time and Expected Workload

This contact time measure is intended to provide you with an indication of the type of activity you are likely to undertake during this programme. The data is compiled based on module choices and learning patterns of students on similar programmes in previous years. Every effort is made to ensure this data is a realistic representation of what you are likely to experience, but changes to programmes, teaching methods and assessment methods mean this data is representative and not specific.

Undergraduate courses at Keele contain an element of module choice; therefore, individual students will experience a different mix of contact time and assessment types dependent upon their own individual choice of

modules. The figures below are an example of activities that a student may expect on your chosen course by year stage of study. Contact time includes scheduled activities such as: lecture, seminar, tutorial, project supervision, demonstration, practical classes and labs, supervised time in labs/workshop, fieldwork and external visits. The figures are based on 1,200 hours of student effort each year for full-time students.

Activity

	Scheduled learning and teaching activities	Guided independent Study	Placements
Year 1 (Level 4)	17.2%	82.8%	0%
Year 2 (Level 5)	16.2%	83.8%	0%
Year 3 (Level 6)	14.2%	85.8%	0%

12. Accreditation

This programme does not have accreditation from an external body.

13. University Regulations

The University Regulations form the framework for learning, teaching and assessment and other aspects of the student experience. Further information about the University Regulations can be found at: <http://www.keele.ac.uk/student-agreement/>

If this programme has any exemptions, variations or additions to the University Regulations these will be detailed in an Annex at the end of this document titled 'Programme-specific regulations'.

14. What are the typical admission requirements for the Programme?

See the relevant course page on the website for the admission requirements relevant to this programme: <https://www.keele.ac.uk/study/>

English for Academic Purposes¿¿

Please note: All new international students entering the university will provide a sample of Academic English during their registration. Using this sample, the Language Centre may allocate you to an English language module which will become compulsory. This will replace any GCP modules. *NB:* students can take an EAP module only with the approval of the English Language Programme Director and are not able to take any other Language modules in the same academic year.¿¿

English Language Modules at Level 4:¿

- Business - ENL-90003 Academic English for Business Students (Part 1); ENL-90004 Academic English for Business Students (2)¿
- Science - ENL-90013 Academic English for Science Students¿
- General - ENL-90006 English for Academic Purposes 2; ENL-90001 English for Academic Purposes 3; ENL-90002 English for Academic Purposes 4¿

English Language Modules at Level 5:¿

- Business - ENL-90003 Academic English for Business Students (Part 1); ENL-90004 Academic English for Business Students (2)¿
- Science - ENL-90013 Academic English for Science Students¿
- General - ENL-90006 English for Academic Purposes 2; ENL-90001 English for Academic Purposes 3; ENL-90002 English for Academic Purposes 4¿

English Language Modules at Level 6:¿

- Business - ENL-90003 Academic English for Business Students (Part 1); ENL-90004 Academic English for Business Students (2); ENL-90005 Advanced Business English Communication¿
- Science - ENL-90013 Academic English for Science Students¿
- General - ENL-90006 English for Academic Purposes 2; ENL-90001 English for Academic Purposes 3; ENL-

Recognition of Prior Learning (RPL) is considered on a case-by-case basis and those interested should contact the Programme Director. The University's guidelines on this can be found here:

<https://www.keele.ac.uk/ga/programmesandmodules/recognitionofpriorlearning/>

15. How are students supported on the programme?

Support for student learning on the Programme is provided in the following ways:

- Module and tutorial group leaders provide support for learning on the modules and in the tutorial groups for which they are responsible. They also give individual formative and summative feedback on in-course assessments.
- The Programme Director monitors overall student progress, undertakes progress reviews, and provides a general point of contact for students.
- The Programme Director is also responsible for all aspects of programme coordination. They may be consulted on a wide range of issues and, among other things, commonly may be approached to provide a reference for job and other applications.
- Every student is allocated to an Academic Mentor who is responsible for reviewing and advising on students' academic progress and personal development.
- Academic Mentors also act as a first point of contact for students on non-academic issues which may affect their learning and can refer students on to a range of specialist health, welfare, and financial services co-ordinated by the University's Student Services.
- Students can access advice, guidance, and one to one support from the Student Experience and Support team of their Faculty that has a dedicated team member to every School. Student Voice Representatives provide a focus for issues at module and year level to be raised.
- Additional help with study skills and development can be sought from Keele's Student Services.
- All members of teaching staff on the Digital Media Programme are available to see students during advertised weekly office hours and at other times by appointment
- Placement Tutor: Both Keele Business School and the School of Humanities have a placements officer who will assist in providing support throughout the placement process. In addition to this, students undertaking the placement year will be provided with an academic tutor, based at Keele. Support offered will ensure the appropriateness of the placement prior to starting the Placement Year, and email/online/face to face contact throughout the placement at regular intervals.
- Students for whom English is not their first language are offered language classes, facilities and services by the University's Language Centre. In addition to credit-bearing modules on English for academic study, students also have access to one-to-one tutorials for individual help and advice, and to a wealth of resources for self-study and practice.

16. Learning Resources

Teaching takes place in a variety of lecture theatres and tutorial rooms, all of which have appropriate audio-visual equipment. Keele has a range of subject-specific equipment and facilities including Apple Macintosh labs with industry standard software from the Adobe Creative Suite; a range of professional digital video, photographic and sound equipment a professional photographic studio and a professional print finishing room with a range of equipment; and an exhibition space and workshop. The department regularly reviews and updates hardware and software to ensure it is consistent with industry standards.

- The extensive collection of materials relevant to undergraduate study of Digital Media and Marketing and related disciplines held in the University Library. These materials include books, journals and video. Much of this material is also accessible online to Keele students from anywhere in the world with a University username and password.
- The Keele Learning Environment (KLE) which provides easy access to a wide range of learning resources including lecture notes, electronic materials available in a repository maintained by the University Library and other resources - video, audio and text-based - accessible from external providers via the internet.

17. Other Learning Opportunities

Study abroad (semester)

Students on the programme have the potential opportunity to spend a semester abroad in their second year studying at one of Keele's international partner universities.

Exactly which countries are available depends on the student's choice of degree subjects. An indicative list of countries is on the website (<http://www.keele.ac.uk/studyabroad/partneruniversities/>); however this does not guarantee the availability of study in a specific country as this is subject to the University's application process for studying abroad.

No additional tuition fees are payable for a single semester studying abroad but students do have to bear the costs of travelling to and from their destination university, accommodation, food and personal costs. Depending on the destination they are studying at additional costs may include visas, study permits, residence permits, and compulsory health checks. Students should expect the total costs of studying abroad to be greater than if they study in the UK, information is made available from the Global Education Team throughout the process, as costs will vary depending on destination.

Whilst students are studying abroad any Student Finance eligibility will continue, where applicable students may be eligible for specific travel or disability grants. Students studying in Erasmus+ destinations may be eligible for grants as part of this programme. Students studying outside of this programme may be eligible for income dependent bursaries at Keele. Students travel on a comprehensive Keele University insurance plan, for which there are currently no additional charges. Some governments and/or universities require additional compulsory health coverage plans; costs for this will be advised during the application process.

Study Abroad (International Year)

A summary of the International Year, which is a potential option for students after completion of year 2 (Level 5), is provided in the Annex for the International Year.

Study Abroad (Summer School)

In addition to the Study Abroad options of spending a semester or a year at one of Keele's international partner universities, students can choose a unique 4-week study abroad optional module (15 credits), taking place in the summer before either Year 2 or Year 3: *The American South: US Summer School*. Previous placements on the module have been funded in part by the Turing Scheme, with additional funding made available for students from Widening Participation backgrounds.

Work Placement Year

Students have the opportunity to apply directly for the 4-year 'with Work Placement Year' degree programme or to transfer onto the 4-year degree programme at the end of Year-1 and in Year-2 at the end of Semester 1. Students who are initially registered for the 4-year degree programme may transfer onto the 3-year degree programme at any point in time, prior to undertaking their year-long placement. Eligibility rules are included in the Annex.

Students wishing to take the work placement year should meet with the Programme Director to obtain their signature to confirm agreement before they will be allowed to commence their placement.

International students who require a Tier 4 visa must check with the Immigration Compliance Team prior to commencing any form of placement.

A summary of the Work Placement Year, which is a potential option for students after completion of year 2 (Level 5), is provided in the Annex for the Work Placement Year.

Enhanced Degree: With Language Competency/With Advanced Language Competency

Students successfully completing a series of language elective modules have the opportunity to gain an enhanced degree title including their language competency. Students taking language modules of at least 60 credits counting towards their main degree at Keele, and successfully completing minimum stage 6 in the chosen language, will be awarded an enhanced degree title with the designation 'with competency in [Language]'. Students taking language modules of at least 60 credits counting towards their main degree at Keele, and successfully completing stage 10 in the chosen language,

18. Additional Costs

Students who select optional work placement modules may incur costs surrounding travel.

These costs have been forecast by the University as accurately as possible but may be subject to change as a result of factors outside of our control (for example, increase in costs for external services). Forecast costs are reviewed on an annual basis to ensure they remain representative. Where additional costs are in direct control of the University we will ensure increases do not exceed 5%.

As to be expected there will be additional costs for inter-library loans and potential overdue library fines, print and graduation. We do not anticipate any further costs for this programme.

19. Quality management and enhancement

The quality and standards of learning in this programme are subject to a continuous process of monitoring, review and enhancement.

- The School Education Committee is responsible for reviewing and monitoring quality management and enhancement procedures and activities across the School.
- Individual modules and the programme as a whole are reviewed and enhanced every year in the annual programme review which takes place at the end of the academic year.
- The programmes are run in accordance with the University's Quality Assurance procedures and are subject to periodic reviews under the Revalidation process.

Student evaluation of, and feedback on, the quality of learning on every module takes place every year using a variety of different methods:

- The results of student evaluations of all modules are reported to module leaders and reviewed by the Programme Committee as part of annual programme review.
- Findings related to the programme from the annual National Student Survey (NSS), and from regular surveys of the student experience conducted by the University, are subjected to careful analysis and a planned response at programme and School level.
- Feedback received from representatives of students in all three years of the programme is considered and acted on at regular meetings of the Student Staff Voice Committee.

The University appoints senior members of academic staff from other universities to act as external examiners on all programmes. They are responsible for:

- Approving examination questions
- Confirming all marks which contribute to a student's degree
- Reviewing and giving advice on the structure and content of the programme and assessment procedures

Information about current external examiner(s) can be found here:

<http://www.keele.ac.uk/qa/externalexaminers/currentexternalexaminers/>

20. The principles of programme design

The programme described in this document has been drawn up with reference to, and in accordance with the guidance set out in, the following documents:

a. UK Quality Code for Higher Education, Quality Assurance Agency for Higher Education:

<http://www.qaa.ac.uk/quality-code>

b. QAA Subject Benchmark Statement: Communication, Media, Film and Cultural Studies

<https://www.qaa.ac.uk/the-quality-code/subject-benchmark-statements/subject-benchmark-statement-communication-media-film-and-cultural-studies>

c. Keele University Regulations and Guidance for Students and Staff: <http://www.keele.ac.uk/regulations>

21. Annex - International Year

BA (Hons) Digital Media and Marketing with International Year

International Year Programme
<p>Students registered for this Single Honours programme may either be admitted for or apply to transfer during their period of study at Level 5 to the International Year option. Students accepted onto this option will have an extra year of study (the International Year) at an international partner institution after they have completed Year 2 (Level 5) at Keele.</p> <p>Students who successfully complete both the second year (Level 5) and the International Year will be permitted to progress to Level 6. Students who fail to satisfy the examiners in respect of the International Year will normally revert to the standard programme and progress to Level 6 on that basis. The failure will be recorded on the student's final transcript.</p> <p>Study at Level 4, Level 5 and Level 6 will be as per the main body of this document. The additional detail contained in this annex will pertain solely to students registered for the International Year option.</p>
International Year Programme Aims
<p>In addition to the programme aims specified in the main body of this document, the international year programme of study aims to provide students with:</p> <ol style="list-style-type: none"> 1. Personal development as a student and a researcher with an appreciation of the international dimension of their subject 2. Experience of a different culture, academically, professionally and socially

Entry Requirements for the International Year

Students may apply to the 4-year programme during Level 5. Admission to the International Year is subject to successful application, interview and references from appropriate staff.

The criteria to be applied are:

- Academic Performance (an average of 55% across all modules in Semester 1 at Level 5 is normally required. Places on the International Year are then conditional on achieving an average mark of 55% across all Level 5 modules. Students with up to 15 credits of re-assessment who meet the 55% requirement may progress to the International Year. Where no Semester 1 marks have been awarded performance in 1st year marks and ongoing 2nd year assessments are taken into account)
- General Aptitude (to be demonstrated by application for study abroad, interview during the 2nd semester of year 2 (Level 5), and by recommendation of the student's Academic Mentor, 1st and 2nd year tutors and programme director)

Students may not register for both an International Year and a Placement Year.

Student Support

Students will be supported whilst on the International Year via the following methods:

- Phone or Skype conversations with Study Abroad tutor, in line with recommended Academic Mentoring meeting points.
- Support from the University's Global Education Team

Learning Outcomes

In addition to the learning outcomes specified in the main text of the Programme Specification, students who complete a Keele undergraduate programme with International Year will be able to:

1. Describe, discuss and reflect upon the cultural and international differences and similarities of different learning environments
2. Discuss the benefits and challenges of global citizenship and internationalisation
3. Explain how their perspective on their academic discipline has been influenced by locating it within an international setting.
4. Design, plan and critically evaluate research projects with respect to Digital Media and Marketing, recording relevant information accurately and systematically and be able to reflect on a range of sources in a critical manner.
5. Integrate, apply and develop enhanced principles relating to the analysis of Digital Media and Marketing, to recognise, describe and explain cultural phenomena across national boundaries and reflect critically upon problems relating to contemporary society and culture.

These learning outcomes will all be assessed by the submission of a satisfactory individual learning agreement, the successful completion of assessments at the partner institution and the submission of the reflective portfolio element of the international year module.

Regulations

Students registered for the International Year are subject to the programme-specific regulations (if any) and the University regulations. In addition, during the International Year, the following regulations will apply:

Students undertaking the International Year must complete 120 credits, which must comprise *at least* 40% in the student's discipline area.

This may impact on your choice of modules to study, for example you will have to choose certain modules to ensure you have the discipline specific credits required.

Students are barred from studying any module with significant overlap to the Level 6 modules they will study on their return. Significant overlap with Level 5 modules previously studied should also be avoided.

Additional costs for the International Year

Tuition fees for students on the International Year will be charged at 15% of the annual tuition fees for that year of study, as set out in Section 1. The International Year can be included in your Student Finance allocation, to find out more about your personal eligibility see: www.gov.uk

Students will have to bear the costs of travelling to and from their destination university, accommodation, food and personal costs. Depending on the destination they are studying at additional costs may include visas, study permits, residence permits, and compulsory health checks. Students should expect the total costs of studying abroad be greater than if they study in the UK, information is made available from the Global Education Team throughout the process, as costs will vary depending on destination.

Students who meet external eligibility criteria may be eligible for grants as part of this programme. Students studying outside of this programme may be eligible income dependent bursaries at Keele.

Students travel on a comprehensive Keele University insurance plan, for which there are currently no additional charges. Some Governments and/or universities require additional compulsory health coverage plans; costs for this will be advised during the application process.

22. Annex - Work Placement Year

BA (Hons) Digital Media and Marketing with Work Placement Year

Work Placement Year summary

Students registered for this programme may either be admitted for or apply to transfer during their studies to the 'with Work Placement Year' option (NB: for Combined Honours students the rules relating to the work placement year in the subject where the placement is organised are to be followed). Students accepted onto this programme will have an extra year of study (the Work Placement Year) with a relevant placement provider after they have completed Year 2 (Level 5) at Keele.

Students who successfully complete both the second year (Level 5) and the Work Placement Year will be permitted to progress to Level 6. Students who fail to satisfactorily complete the Work Placement Year will normally revert to the 3-year programme and progress to Level 6 on that basis. The failure will be recorded on the student's final transcript.

Study at Level 4, Level 5 and Level 6 will be as per the main body of this document. The additional detail contained in this annex will pertain solely to students registered for the Work Placement Year option.

Work Placement Year Programme Aims

In addition to the programme aims specified in the main body of this document, the Work Placement Year aims to provide students with:

1. The opportunity to carry out a long-term placement based learning experience (minimum 30 weeks equivalent of full-time work) between Years 2 and 3 (Levels 5 and 6) of their degree programme.

Entry Requirements for the Work Placement Year

Admission to the Work Placement Year is subject to successful application, interview and references from appropriate staff. Students have the opportunity to apply directly for the 4-year 'with work placement year' degree programme, or to transfer onto the 4-year programme at the end of Year-1 and in Year-2 at the end of Semester 1. Students who are initially registered for the 4-year degree programme may transfer onto the 3-year degree programme at any point in time, prior to undertaking the year-long work placement. Students who fail to pass the work placement year, and those who fail to meet the minimum requirements of the work placement year module, (* or equivalent, work placement), will be automatically transferred onto the 3-year degree programme.

* We recommend where possible students undertake a placement of between 9 - 12 months on a full-time basis to maximize academic and personal growth. However, the Work Placement Year mandates a minimum of 24 weeks in duration, ideally on a full-time basis, but no less than 21 hours per week. This enables those undertaking an unpaid placement to work on a part-time basis alongside.

The criteria to be applied are:

- A good University attendance record and be in 'good academic standing'.
- Academic Performance (an average of 50% across all modules in Semester 1 at Level 5 is normally required. Places on the Work Placement Year are then conditional on achieving an average mark of 50% across all Level 5 modules. Students with up to 15 credits of re-assessment who meet the 50% requirement may progress to the Work Placement Year. Where no Semester 1 marks have been awarded performance in 1st year marks and ongoing 2nd year assessments are taken into account)
- Students undertaking work placements will be expected to complete a Health and Safety checklist prior to commencing their work experience and will be required to satisfy the Health and Safety regulations of the company or organisation at which they are based.
- (*International students only*) Due to visa requirements, it is not possible for international students who require a Tier 4 Visa to apply for direct entry onto the 4-year with Work Placement Year degree programme. Students wishing to transfer onto this programme should discuss this with student support, the academic tutor for the work placement year, and the Programme Lead. Students should be aware that there are visa implications for this transfer, and it is the student's responsibility to complete any and all necessary processes to be eligible for this programme. There may be additional costs, including applying for a new Visa from outside of the UK for international students associated with a transfer to the work placement programme.

Students may not register for both an International Year and a Work Placement Year.

Student Support

Students will be supported whilst on the Work Placement Year via the following methods:

- Regular contact between the student and a named member of staff who will be assigned to the student as their University supervisor. The University supervisor will be in regular contact with the student throughout the year, and be on hand to provide advice (pastoral or academic) and liaise with the Placement supervisor on the student's behalf if required.
- Two formal contacts with the student during the placement year: the University supervisor will visit the student in their placement organization at around 5 weeks after the placement has commenced, and then visit again (or conduct a telephone/video call tutorial) at around 15 weeks into the placement.
- Weekly supervision sessions will take place with the placement supervisor (or his/her nominee) throughout the duration of the placement.

Learning Outcomes

In addition to the learning outcomes specified in the main text of the Programme Specification, students who complete the 'with Work Placement Year' option will be able to:

1. Evaluate their own employability skills (via a SWOT analysis) together with an analysis of sector skill demands to create Intended Placement Outcomes in order to develop the skill areas which they have identified as being weak or needing further enhancement.
2. Develop, through practice on placement, the employment-related skills identified through their SWOT analysis and Intended Learning Outcomes.
3. Reflect on and apply academic themes, concepts and theory as explored at Level 4 and Level 5 to complex real situations on work placement.
4. Reflect on and critically evaluate their learning from the work placement and previous learning.
5. Explain how their chosen professional or placement sector operates and what skills are needed to develop their career.

These learning outcomes will be assessed through the non-credit bearing Work Placement Year module (MAN-30068) which involves:

1. the submission of two portfolios of evidence, one at the beginning of the placement (usually after six weeks into the placement) and one at the end of the placement and before the start of their final year of undergraduate studies.

Regulations

Students registered for the 'with Work Placement Year' option are subject to programme-specific regulations (if any) and the University regulations. In addition, during the Work Placement Year, the following regulations will apply:

- Students undertaking the Work Placement Year must successfully complete the zero-credit rated module (MAN-30068)
- In order to ensure a high quality placement experience, each placement agency will sign up to a placement contract (analogous to a service level agreement).
- Once a student has been accepted by a placement organisation, the student will make a pre-placement visit and a member of staff identified within the placement contract will be assigned as the placement supervisor. The placement supervisor will be responsible for ensuring that the placement experience meets the agreed contract agreed with the University.
- The placement student will also sign up an agreement outlining his/her responsibilities in relation to the requirements of each organisation.

Students will be expected to behave professionally in terms of:

(i) conforming to the work practices of the organisation; and

(ii) remembering that they are representatives of the University and their actions will reflect on the School and have an impact on that organisation's willingness (or otherwise) to remain engaged with the placement.

Additional costs for the Work Placement Year

Tuition fees for students on the Work Placement Year will be charged at 20% of the annual tuition fees for that year of study, as set out in Section 1. The Work Placement Year can be included in your Student Finance allocation; to find out more about your personal eligibility see: www.gov.uk

Students will have to bear the costs of travelling to and from their placement provider, accommodation, food and personal costs. Depending on the placement provider additional costs may include parking permits, travel and transport, suitable clothing, DBS checks, and compulsory health checks.

A small stipend may be available to students from the placement provider during the placement but this will need to be explored on a placement-by-placement basis as some organisations, such as charities, may not have any extra money available. Students should budget with the assumption that their placement will be unpaid.

Eligibility for student finance will depend on the type of placement and whether it is paid or not. If it is paid, this is likely to affect student finance eligibility, however if it is voluntary and therefore unpaid, should not affect student finance eligibility. Students are required to confirm eligibility with their student finance provider.

International students who require a Tier 4 visa should check with the Immigration Compliance team prior to commencing any type of paid placement to ensure that they are not contravening their visa requirements.

Version History

This document

Date Approved: 27 March 2025

Previous documents

Version No	Year	Owner	Date Approved	Summary of and rationale for changes
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