

CREATIVE
ARTS
BUSINESS
TECHNOLOGY

Course Information

Design Innovation and Brand Management MA



22
/ 23

MA Design Innovation and Brand Management

The next generation of entrepreneurs, innovators, designers, story tellers, brand builders and disruptors will be shaped and empowered during the MA Design Innovation and Brand Management course.

We believe that everything is changing, and yet everything is the same.

The leaders of tomorrow will be brave, confident, and skillful – able to collaborate with diverse talent from all walks of life – and understand an increasingly disrupted future.

The Bootcamp(s) & Honeycomb model bring a uniqueness and innovative approach to the course. Through reflective practice, you will recognise and challenge your leadership learning skills, critical thinking, risk taking and application of new knowledge. Self-management, wellbeing and resilience are essential in defining how you see yourself and others in shaping your leadership with trust and value through your learning journey. Bootcamp attendance is a mandatory part of the course.

The course will enable you to make the complex, simple – through innovation, design, and brand management. And yet you will also understand the future landscape of connected experience powered by new platforms and technology such as AI, voice and VR.

We believe that the best way to see the future is to invent it.

Global innovation definitions and approaches will ladder into insight and design-centred thinking that enables compelling products, services and communications to be crafted that meet genuine customer need and resonate with audiences. We will deliver fundamental principles, frameworks and methodologies early on that enable you to be the best version of yourself with regards to Design, Innovation & Brand Management.

We believe in transformation through collaboration.

In future phases you will apply this to industry and personal briefs to encourage the development of your design, collaboration, negotiation, management, communication, visual literacy and presentation skills.

Units encourage the above and include:

- Creative thinking
- Product and Prototypes
- Masters Project


The focus of each unit is not solely the development of managerial skills or business understanding they offer opportunity to step back and look at wider industry innovations and disciplinary developments and reflect upon your professional role or business practice in relation to these wider contexts.

 **Awarded by**
UCA


 **Taught by**
UCA

 **Location**
Epsom

 **Language**
English

 **Duration**
Full time – over 1 year

 **Recognition/Accreditation**
Not Applicable

 **Regulation**
The University for the Creative Arts and its courses are regulated by the Office for Students.

This course has been designed in line with national standards and reference points, including the [Subject Benchmark Statement Master's Degrees in Business and Management](#)

For further information about how the course is quality assured see UCA's Quality Assurance Handbook

Highlights

- Located in a small specialist institution, and as part of the only Business School in the UK devoted to the study of the Creative Industries, you will develop your skills in conversation with the widest possible community of future creative business leaders.
- Studying with access to London and the South-East as the hub of the UK's advertising industry, but with the distance and separation to concentrate on the development of your creative practice, UCA Epsom is the perfect location for any student who is passionate about experience and service design.
- Our optional Global Creative Industries immersion gives you the opportunity to develop your professional, academic, and personal understanding of the creative industries by participating in an extended networking trip to one of the world's centres of Creative Industries, enabling the development of your professional network and understanding.
- Instructed by a mixture of cutting-edge academic staff and experienced industry professionals, you will have the opportunity to learn real-world skills beyond the classroom through visits, networking and placements.

Who teaches this course?

The Business School prides itself on its links with practice and its research into the creative industries. All our teaching staff have extensive experience within the industries that they teach or are engaged in high quality research. This combination will equip you with the theoretical and practical knowledge needed to explore working across the creative sector.

Our Commitment

University for the Creative Arts (UCA) is committed to sustainable development and reducing the environmental impact of activities through our teaching, research and day to day operations. Our courses align to Education for Sustainable Development as defined by UNESCO (2019): 'Education for Sustainable Development empowers learners to take informed decisions and responsible actions for environmental integrity, economic viability and a just society, for present and future generations, while respecting cultural diversity. It is about lifelong learning, and is an integral part of quality education. ESD is holistic and transformational education which addresses learning content and outcomes, pedagogy and the learning environment. It achieves its purpose by transforming society.' Equality, diversity and inclusion are fundamental to our commitment to the extraordinary creativity of our staff and students. In the UK the standards we are required to adhere to are embodied in the 2010 Equality Act. Equally importantly is how these standards are evidenced through the values and behaviours of the University and the individuals of which it is comprised. As well as compliance with these standards we should in my opinion all be exemplars and role models. In terms of everyday actions, this means we should treat others with respect and dignity, and value their contributions because of, and not despite, our differences. The Vice-Chancellor is personally committed to diversity and in this regard the University has the highest expectations of every employee and student alike.

Student Support

We aim to ensure, where possible, personal tutors remain with a student throughout their degree studies to discuss all matters relating to student well-being and academic support. Personal tutors and the Careers & Employability Team will also support students in discussions around their potential or preferred career direction.

Students are further supported by:

- Unit leader for each unit
- School support staff
- Personal academic tutors
- Careers and Employability Services
- Technical support with IT and software
- My UCA - a versatile online learning environment
- Induction and ongoing re-induction sessions
- Student Staff Course Boards
- Library and Learning Resources
- Gateway Services including support for finance, regulations, disability, well-being, accommodation, and international students
- UCA Students' Union

International students receive additional support from our International Office and specialist administrative staff not only when they first arrive but also throughout their programme of study.

What will learning look like?

The learning and teaching on your course will include:

- Lectures (usually groups of between 50 and 200+), seminars and learning groups (usually within groups of less than 30), and technical skills sessions to develop your hard and soft skills in a variety of necessary software and skills areas.
- Supported by online learning platforms or courses, guided reading and projects, and tutorials.
- Your own planned work to support your learning either individually or with colleagues on your course or other courses which supports the exploration of your own interest areas.

The latest technology is used to enhance learning and collaborative working, research-active staff work with you on the latest research developments, while industry guest speakers and live briefs provide development opportunities embedded throughout the course enrich your creative and business practice and significantly contributes to your experience at university and preparation of your professional career or further research endeavours.

The curriculum recognise that diversity enriches our studies, whether from diversified cultural backgrounds or a range of different social experiences. Our curriculum is designed to provide a wide range of perspectives on the Creative Industries in a global context and to be an inclusive learning environment where explicit consideration is given to the diversity of our students.

Assessment within the course is focussed on the development of a range of advanced technical and professional skills which can be applied using your knowledge and understanding of business problems within the Creative Industries.

Assessments typically require substantial primary and secondary research to be undertaken, ensuring you progressively develop critical and original thinking and information literacy skills throughout the programme.

The assessment strategy ensures that you can access a range of formative opportunities for practice and feedforward designed to help achieve your full potential in final (summative) assessment.

Dependent on the unit of study, an online quiz/exam may be used to assess the depth and range of student understanding in key professional areas and related professional practice.

Presentation skills and group learning are developed throughout the programme to emulate the real-world situations in which our students may find themselves.

In addition, early formative and summative assessment during the first six weeks of the programme is used to monitor student engagement with both in-class and online learning. Students who are considered at risk due to low engagement can be identified and advised by tutors with the support of the liaison librarian and learning & development tutors as appropriate.

The diversity in assessment tasks allows for inclusivity for all students. The assessment criteria are suitable for students from a range of language and cultural backgrounds. Inclusive practice of written assignment, presentations, research proposals, business project etc. allows for diversity of assessment methodology. For students to have access to professional working practice, business and industry practitioners are invited as guest speakers, allowing for networking opportunities and allows for live clients and projects.

By the end of the course you will be able to:

Knowledge and Understanding

- **KU1** Demonstrate originality and creativity in the application of a coherent and detailed knowledge of design innovation & brand management.
- **KU2** Display a critical awareness of current problems and new insights in design innovation & brand management informed by the forefront of academic and professional practice.
- **KU3** Understand how a deep understanding of the historic and contemporary place of design innovation & brand management in society works to inform strategy, production, and finances in a range of design and brand models and structures.

Professional Application

- **PS1** Critically evaluate the methodologies, research and advanced scholarship used to explore questions in design innovation & brand management issues and problems and make appropriate choices for your own professional work.
- **PS1** Utilise comprehensive understanding of techniques applicable to your own\ research and scholarship to deal with complex issues both systematically and creatively.
- **PS2** Make sound judgements - in the absence of complete information - to complete projects and propose solutions to a wide range of design innovation & brand management problems faced in the global design and brand industries.
- **PS3** Apply a comprehensive understanding methods and techniques to review, consolidate, and extend your knowledge, skills, and attitudes to support your research and scholarship.

Transferable Skills

- **TS1** Act autonomously - exercising initiative and personal responsibility - to plan and implement complex tasks and projects at a professional or equivalent level.
- **TS2** Apply professional standards in design, presentation, and writing to clearly communicate your ideas to both specialist and non-specialist audiences.
- **TS3** Plan and manage your own learning making appropriate use of professional networks, publications, and research sources.

Our approach to employability is to:

Employability is one of the core ethos of the course and is evidenced in the overall philosophical course aims, in the approach to teaching and learning, as well as being underpinned by co-curriculum activities, where students will gain transferable skills which add values to their future employment and enterprising ventures.

As well as specific industry standard skills and attributes, employers are looking for the 'soft skills' acquired through interacting effectively in groups and teams, and additionally the ability to work independently and diligently managing their own time. This profile of teaching and learning strategies therefore strongly encourages these qualities and prepares students for the world of work by inculcating these transferable skills. Career management skills are embedded through the knowledge, skills and behaviours which support students effectively to manage their careers and to develop through life. Students will develop and practice leadership behaviours throughout the course.

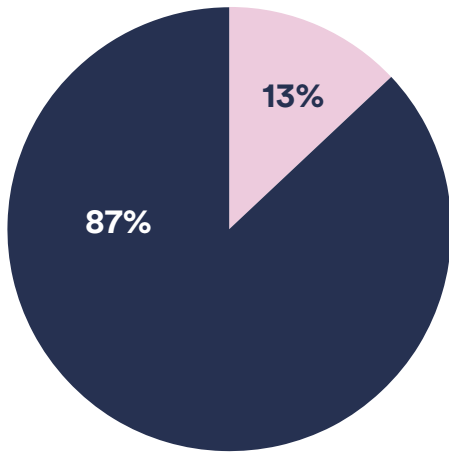
MA/MSc DESIGN INNOVATION AND BRAND MANAGEMENT
Academic Year 2022/23

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45																																							
ENROLMENT AND INDUCTION WEEK																																													EBSC7550 Creative Thinking [15 Credits] [6 weeks]		EBSC7360 Principles of Advertising [15 Credits] [6 weeks]		CAREERS & EMPLOYABILITY WEEK* BOOT7002 Bootcamp 2: Forecasting & Predictive Analysis [0 Credits] [2 weeks]		EBSC7230 Human-centred Innovation & Design [15 Credits] [6 weeks]		One elective from: EBSC7380 Strategy & Decision Making EBSC7070 Creative Business Start-up EBSC7250 Investment in the Creative Industries EBSC7110 Digital Marketing Analytics [15 Credits] [6 weeks]		CAREERS & EMPLOYABILITY WEEK* BOOT7003 Bootcamp 3: Competitive Intelligence & Research [0 Credits] [2 weeks]		One elective from: EBSC7030 Behavioural Studies & Consumption EBSC7420 Trends & Forecasting EBSC7190 Global Logistics & Supply Chain Management [15 Credits] [6 weeks]																										
																																													EBSC7570 Products and Prototyping [15 Credits] [12 weeks]		EBSC7160 Global Creative Industries [15 Credits] [12 weeks]																																				
																																													EBSC7310 Marketing, Design & Communications [15 Credits] [12 weeks]		EBSC7540 Masters Project [60 credits] [22 weeks]																																				
																																													EBSC7080 Creative Industries: Global Industry & Futures [0 Credits] [45 weeks]																																						
EBSC7090 Creative Industries: Leadership [0 Credits] [45 weeks]																																																																																			

*week of delivery subject to change depending on academic year

Overall methods of assessment	Written exams	Practical exams	Coursework
Level 7	0%	6.7%	93.3%

Study hours



■ Structured ■ Independent ■ Placement or Live Professional Activity

Additional Course Costs

You might find it useful to have access to a laptop (or other digital device) and the vast majority of the time we use Macs. This is not essential as you will have access to computers on campus, but it might help you in terms of self-directed study and remote learning. The university has purchased Adobe Creative Suite for students and has plenty of pens, notepads and external hard drives/USBs. Should you be required to provide any of your own equipment throughout the duration of the course, we will let you know in advance. If you wish to purchase a Mac, please be aware of the following specification suggestions: MacBook, MacBook Air or MacBook Pro Laptop.

Please Note: If buying a MacBook Air Laptop, at the time of purchase upgrade the RAM from 4GB to 8GB (as this cannot currently be done retrospectively, and is essential for supporting the range of software that will be used on the course).

Throughout the course, you may need to produce printed documents – the costs for these depend on the nature of the project, and we do what we can to avoid unnecessary printing. However, in the third term of the course, many students produce a printed report for their final major project, often printing additional copies for their own purposes as well as for submission. The costs of this vary, dependent upon quantity and the type of paper/production, and will range between £200-£300. You will be advised of the costs in more detail at the beginning of each academic year.

Equipment/materials recommended

- USB memory stick x 2 – minimum 16GB
- 1 TB External Hard Drive
- Notebooks: A5 & A4 Sketchbook
- General stationery (pens, pencils etc.)

Continued purchase of periodicals/newspapers/magazines/ website subscriptions is recommended throughout the course. Our Library also holds copies of particular titles and offers access to some websites free of charge via subscription on campus, but you will be asked to bring magazines of your own as part of workshops throughout the course – the specific titles are up to you.

Visits

In the past, the course has made a number of local trips to London and the South East for research purposes, the annual cost of these trips is approximately £250. Additionally, the School may offer and organise overseas trips. There is a charge for students to join these trips, but they are not compulsory. The cost always depends on the location of the visit, time of year and duration of the visit. We may also run field trips inside the UK for gigs/exhibitions/ companies/ field visits where you are expected to pay the associate travel costs, such as for travelling to London, alongside any entry fees. You are likely to want to visit London and other locations to undertake research. Such visits may incur costs, in particular for travel, which students are expected to cover.

This course has been designed in line with national standards and reference points, including the [Higher Education Credit Framework for England](#) and the [Master's Degrees in Business and Management](#)

For further information about how the course is quality assured see [UCA's Quality Assurance Handbook](#)
