



1. Programme Title(s) and Code(s):

Programme Title	UCAS Code	GU Code
MA Honours Creative Arts & Industries (Joint)		W370B-2000H

2. Academic Session:

2025-26

3. SCQF Level (see [Scottish Credit and Qualifications Framework Levels](#)):

10

4. Credits:

480

5. Entrance Requirements:

Please refer to the current undergraduate prospectus at <http://www.gla.ac.uk/undergraduate/degrees/>

6. ATAS Certificate Requirement (see [Academic Technology Approval Scheme](#)):

ATAS Certificate not required

7. Attendance Type:

Both Full Time and Part Time

8. Programme Aims:

This undergraduate programme offers students a unique opportunity to engage creatively and critically with all the artistic fields covered by the School of Culture and Creative Arts: film, television, music, theatre, visual & material culture and digital media. It places an emphasis on developing reflective practice, industry awareness

¹ This specification provides a concise summary of the main features of the programme and the learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if full advantage is taken of the learning opportunities that are provided. More detailed information on the learning outcomes, content and teaching, learning and assessment methods of each course can be found in course handbooks and other programme documentation and online at www.gla.ac.uk/

The accuracy of the information in this document is reviewed periodically by the University and may be checked by the Quality Assurance Agency for Higher Education.

and collaboration skills necessary to work in the cultural and creative sector. Whilst rooted in the ethos of critical thinking that underlies all the undergraduate degree programmes in the School, it also offers students opportunities for engagement and collaboration with creative and cultural organisations. The programme is underpinned by a commitment to equality, diversity and inclusivity, both in the critical analysis it encourages of creative industries, as well as in approaches to learning and teaching.

The aim of the programme is to:

- provide a context for the advanced understanding of the cultural and creative industries, in their contemporary manifestations, in terms of processes, policies and products.
- offer opportunities for engagement with the critical thinking that has developed around the cultural and creative industries and their products.
- provide a context for the historical understanding of the key works associated with the cultural and creative industries, within the spheres of artistic practice covered by the School.
- engage with feminist, decolonial and intersectionally-conscious approaches to knowledge production and dissemination and apply them in thinking critically about issues of identity and power in the creative industries.
- provide opportunities for engagement and collaboration with the cultural and creative industries, in its diversity, through the development of skills of professional practice.
- enable the development of a range of individual and collaborative research skills.
- facilitate a tailored curriculum that allows for specialisation in particular areas of creative practice and critical enquiry, whilst revolving around a common core.
- offer opportunities for engagement with a diverse and inclusive range of learning experiences and assessment schemes, that build a skillset particularly transferable to creative and cultural work.

9. Intended Learning Outcomes of Programme:

The programme provides opportunities for students to develop and to demonstrate knowledge and understanding, skills and other attributes as described below.

Knowledge and Understanding

By the end of this programme, students will be able to:

- critically analyse contemporary practices within the cultural and creative sector, as manifested through its processes, policies and products
- appraise and apply the critical thinking and research approaches that have developed around the cultural and creative industries and their products
- recognise and debate the key works associated historically with the cultural and creative industries, within the spheres of artistic practice covered by the School
- exhibit a wide-ranging understanding of the markets and industrial structure of the creative industries
- implement practice-based and work-related learning projects, informed by an understanding of professional practice and the operations of the creative industries

Skills and Other Attributes

Subject-Specific/Practical Skills

By the end of this programme, students will be able to:

- plan and implement projects relevant to the creative sector, informed by an awareness of sub-sectorial norms
- employ a heightened ethical and political awareness in their professional lives, that will allow them to intervene in the shaping of norms of professional practice
- employ a range of research and collaboration skills that demonstrate qualities particularly suited to work in the creative industries, such as:
 - a flexible and creative approach to using digital technology tools to fulfil a particular brief

- an adaptable writing and presentational style, capable of communicating ideas in a range of formats (e.g. persuasive essay, policy report, blog, video, podcast)
- an ability to work effectively in groups, informed by a knowledge of professional practice in different sectors of the creative industries
- apply practical skills important in relation to the portfolio career typical of the creative worker

Intellectual Skills

By the end of this programme, students will be able to:

- produce evidence-based, clearly argued critiques of the products of the creative industries, as well as of their processes, policies and practices
- evaluate the operations of the creative industries from an intersectionally-conscious perspective
- synthesise critical and theoretical modes of enquiry with acts of creative production
- apply critical thinking in relation to modes of professional practice in the creative industries and in the creative sectors of other industries

Transferable/Key Skills

By the end of this programme, students will be able to:

- adapt their knowledge and skills of professional practice to situations beyond the context of the course.
- identify themselves as specialists in a particular field of creative work, informed by a broad understanding of the operation of the cultural and creative industries as a whole
- work constructively, flexibly and ethically outside the context of their degree, applying the principles derived from their learning experiences.
- work effectively as part of a team
- make effective use of digital technology to pursue critical and creative tasks
- display a good level of general IT skills
- exhibit high levels of oral communication skills
- employ information retrieval and research skills to a high level
- write clearly and persuasively, in a variety of formats
- present ideas audiovisually in an effective manner
- lead projects in an effective and ethically conscious way
- exhibit a high level of negotiation skills
- exhibit interpersonal skills appropriate to different work-based situations
- employ effective project planning skills, based on good levels of numeracy, forward planning and time management
- examine their own professional practice and performance in a reflexive manner

10. Typical Learning and Teaching Approaches:

Learning and teaching takes place through a number of modes:

- lectures
- seminars
- guided self-directed learning
- masterclasses run by creative professionals
- workshops
- work-related learning opportunities
- an emphasis on collaborative working
- sessions and activities coordinated with the careers service
- a variety of formative and summative assessments

11. Typical Assessment Methods:

Summative assessment is carefully positioned in the context of each course with regard to the development of core knowledge and skills. Assessment is developed through:

- essays
- reports
- learning diaries
- dissertations (applied, practice research or written)
- presentations (individual and group)
- project proposals (individual and group)
- fully realised creative projects (individual and group)
- practice research exercises, particularly involving digital technology
- process assessment
- critical self-reflection
- activities designed to facilitate public engagement with and knowledge exchange of research
- examinations
- VLE-based assignments

12. Programme Structure and Features:

Structure

A typical **Joint Honours** curriculum in Creative Arts and Industries will be constructed as follows:

Year	Courses	Credits	Possible Exit Points
1	CULTIND1001 Introduction to Creative Industries CULTIND1002 Introduction to Creative Practice 40 credits at Level 1 in Joint subject 40 credits at Level 1 in another subject	20 20 40 40	Certificate of Higher Education (120 credits)
2	CULTIND2002 Cultural Analysis and Creative Practice CULTIND2001 Creative Labour 40 credits at Level 2 in Joint subject 40 credits at Level 1 or Level 2 in another subject	20 20 40 40	Diploma of Higher Education (240 credits)
Junior Honours	CULTIND4011 Making Culture Happen 2 Honours option from those offered in that session (20 credits) 60 credits in Joint Honours subject	20 40 60	MA (General) (360 credits)
Senior Honours	FTV4008 Media and Cultural Policy and either: Long Dissertation Applied Dissertation in Community and Collaborative Practice (GMAC Partnership) (FTV4112P) Dissertation in Creative Arts and Industries (CULTIND4003P) Practice Research Dissertation in Creative Arts and Industries (CULTIND4006P) 60 credits in Joint Honours subject Or: Short Dissertation	20 40 60	MA with Honours (480 credits)

(written, applied or practice research) Dissertation in Creative Arts and Industries (CULTIND4004P)	20	
Applied Dissertation with Placement (CULTIND4001P)		
20 credits in optional courses offered for the Creative Arts & Industries degree	20	
60 credits in Joint Honours subject	60	
Or:		
40 credits in optional courses offered for the Creative Arts & Industries degree	40	
60 credits in Joint Honours subject, including a dissertation	60	

Honours options will change annually. Students will also have the choice of taking the School-wide Honours options (e.g. MUSIC4059 Genders; THEATRE4079 Inter-War Cultures) and designated courses from the Honours offering of other degree programmes within the School.

Features

To be admitted to Honours study you must satisfy subject and College of Arts & Humanities requirements and obtain a grade average of C3 across both Cultural Analysis & Creative Practice (CULTIND2002) and Creative Labour (CULTIND2001) in the first sitting.

Regulations

This programme will be governed by the relevant regulations published in the University Regulations. These regulations include the requirements in relation to:

- (a) Award of the degree
- (b) Progress
- (c) Early exit awards
- (d) Entry to Honours (For undergraduate programmes, where appropriate)

<https://www.gla.ac.uk/myglasgow/apg/policies/uniregs/>

13. Programme Accredited By:

14. Location(s):

Glasgow

15. College:

College of Arts and Humanities

16. Lead School:

Culture and Creative Arts [REG10100000]

17. Is this programme collaborative with another institution:

No

18. Awarding Institution(s):

University of Glasgow

19. Teaching Institution(s):

University of Glasgow

20. Language of Instruction:

English

21. Language of Assessment:

English

22. Relevant QAA Subject Benchmark Statements (see [Quality Assurance Agency for Higher Education](#)) and Other External or Internal Reference Points:

Due to its interdisciplinary nature, a number of subject benchmark statements are relevant to this programme:

Communication, Media, Film and Cultural Studies:

https://www.qaa.ac.uk/docs/qaa/subject-benchmark-statements/sbs-communication-media-film-and-cultural-studies-16.pdf?sfvrsn=4fe1f781_12

Dance, Drama and Performance:

https://www.qaa.ac.uk/docs/qaa/subject-benchmark-statements/sbs-dance-drama-performance-15.pdf?sfvrsn=8ae2f781_10

History of Art, Architecture and Design:

https://www.qaa.ac.uk/docs/qaa/subject-benchmark-statements/sbs-history-of-art-architecture-and-design-17.pdf?sfvrsn=dc98f781_14

Music:

https://www.qaa.ac.uk/docs/qaa/subject-benchmark-statements/sbs-music-16.pdf?sfvrsn=1f9af781_10

23. Additional Relevant Information (if applicable):

Support for students is provided by the Postgraduate/Undergraduate Adviser(s) of Studies supported by University resources such Student Learning Development (www.gla.ac.uk/myglasgow/sld/), Counselling & Psychological Services (www.gla.ac.uk/myglasgow/counselling/), the Disability Service (www.gla.ac.uk/myglasgow/disability/) and the Careers Service (www.gla.ac.uk/myglasgow/careers/).

24. Online Distance Learning:

No

25. Date of approval:

12/09/2025