ual: university
of the arts
london

CHEAD

'What's the point of employability and enterprise in art and design?'

UAL Workshop
15th May 2015

WORKSHOP

Creative Practice for Enterprise and Employability

In this session:

Re/Claim Project
- share a current UAL/HEA project and our approach to developing a vision for enterprise and employability through the lens of creative practice

Workshop Activity
- opportunity to reflect on and explore language by mapping concepts of learning and teaching, creative practice and enterprise and employability

Top Tips
- share our approach to enhancing enterprise and employability at UAL

Re/Claim

HEA Strategic Enhancement Programme

Title of the project

We are trying to hold on to - to claim and to return to the practices that are at the core of a creative education to understand and articulate enterprise and employability from this 'insider' vantage point.

RE/CLAIM

UAL HEA Project Proposal

Create a framework that aligns modes of discipline and learning and teaching practices:
exploring how and why we make the curriculum and the relationship to enterprise and employability, the behaviours and qualities- wide-ranging knowledge, literacies, and abilities students learn
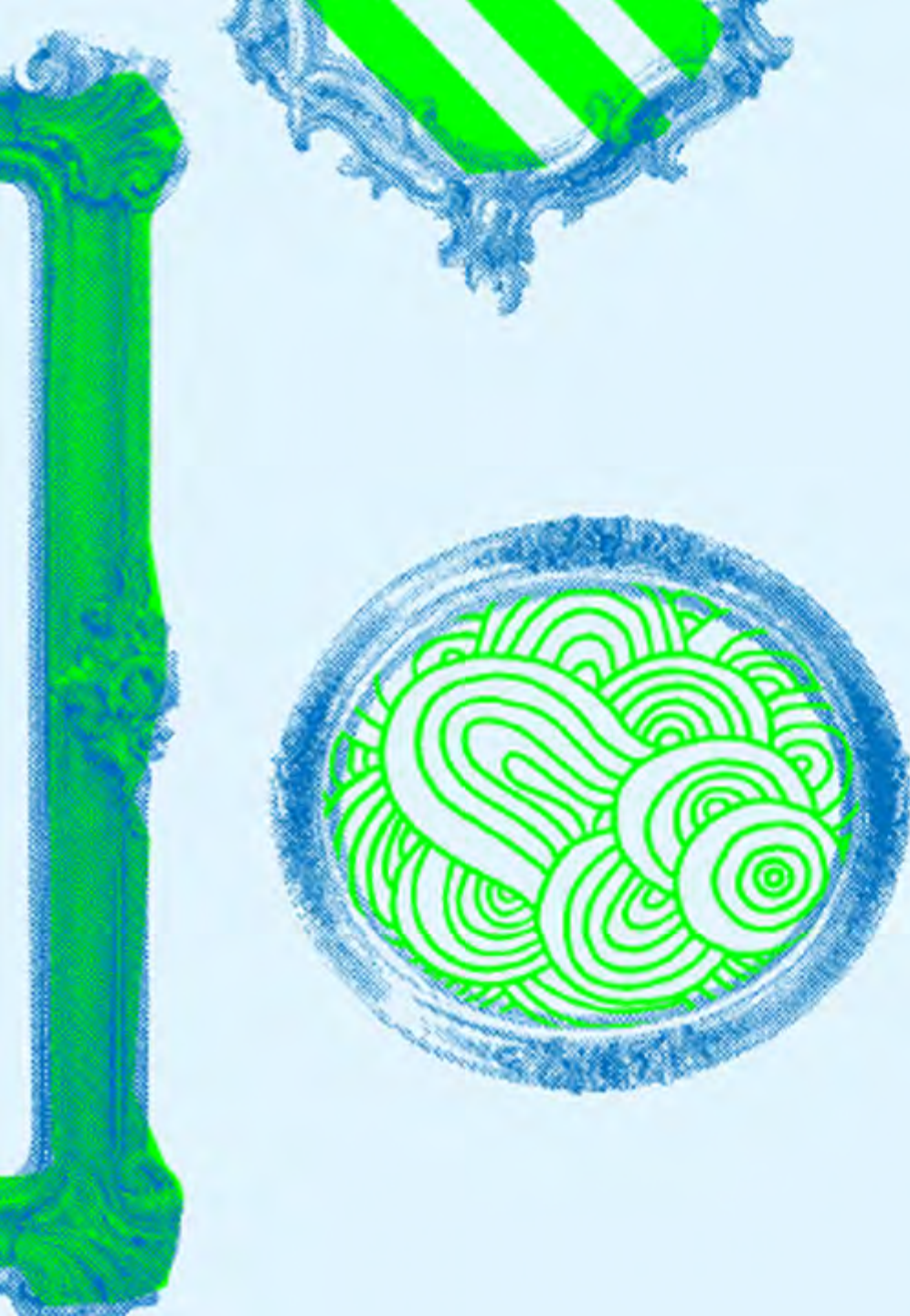
RE/CLAIM

Method

The workshop activity will offer you the opportunity to investigate and frame your practice:

- the learning and teaching practices you use for your subject and why you value them
- and what these learning and teaching activities mean in relationship to enterprise and employability

ACTIVITY

45 mins

Part 1:
How do you make the curriculum for your subject?

Part 2:
Why are these learning and teaching activities valuable to your subject and curriculum design?

Part 3:
What do student learn from these learning and teaching activities of enterprise and employability?

PART 1

HOW DO YOU MAKE **the curriculum** FOR YOUR SUBJECT?

What are the top 3 learning and teaching activities for your course and/or subject in the curriculum?

What are the top 3 learning and teaching activities for your course and/or subject in the curriculum?

Chose from the list of pedagogies and practices – or create your own

At what stage do you do this in the trajectory of the course? Why?

PART 2

Why are these learning and teaching activities valuable to your subject and curriculum design?

Why do you make your curriculum in this way?

Why is it valuable for the subject, learning and teaching and/or creative practice?

WHAT DO **students learn** FROM THESE LEARNING AND TEACHING ACTIVITIES FOR ENTERPRISE AND EMPLOYABILITY?

What are these qualities and behaviours (knowledge, literacies, and abilities)?

PART 3

What do students learn from these learning and teaching activities for enterprise and employability?

What are these qualities and behaviours (knowledge, literacies, abilities)?

Chose from the list of qualities or behaviours– or create your own

What are the contrasts to these words?

ACTIVITY

Discussion

What did you learn through the process?

Were there debates, differences and/or agreements in your group?

How might this exercise help to support curriculum making?

Our role and SEE

SEE's Educational Developer and College Academic Coordinators work with learning and teaching development and UAL's academic colleagues to develop and embed enterprise and employability practice within the curriculum, support practice and develop projects, opportunities and research.

TOP TIPS

Enhancing enterprise and employability

Engage with Validation and Quality Review

This can often be a stressful process for academic colleagues and to have advice in this process is both well received and perhaps more crucially opens a space for important conversations and reflection around enterprise and employability, enhance teaching and learning and subject areas through pedagogic development.

TOP TIPS

Embed within Academic Infrastructure

Build college and university networks and communities to further develop benefits and impact for teaching, curriculum and the student experience.

Overcome strategy fatigue and initiative overload for colleagues in an already crowded curriculum, by linking strategies and working together.

TOP TIPS

Enhance teaching and learning and subject areas through pedagogic development and project funding.

Develop opportunities for colleagues to engage in reflection, practice and development such as staff development sessions on key themes or areas of priority.

Funding opportunities for colleagues to develop their own projects to connect pedagogy, subject specific practices, real world practices, and conceptions of arts, design and media research for the benefit of both colleagues and students.

TOP TIPS

Showcase open debate and practice

Share good practice in order to establish cohesive teaching practice and consistency of a curriculum offer to students.

Bridge disciplines and promote/enhance cross-college collaboration in order to contribute toward a shared university vision for enterprise and employability.

TOP TIPS

Enterprise and employability is an enhancement, not a deficit model

Art and design is not one subject.

Engage in scholarship and provide an opportunity to broaden understanding and share practice.

Articulate what we do well implicitly and make this explicit for the institution and student

THANK YOU

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Cara Lee Roth
Ellen Hanceri

http://www.arts.ac.uk/student-jobs-and-careers/

http://process.arts.ac.uk/category/project-groups/enterprise-and-employability-curriculum