

BQA NCQF Qualification Template

DNCQF.FDMD.GD04

Issue No.: 01

QUALIFICATION SPECIFICATION SECTION A							
QUALIFICATION DEVELOPER		Awil College					
TITLE		Bachelor of Arts (Fine Art)				NCQF LEVEL	7
FIELD	Culture, Arts and Crafts		SUB-FIELD	Visual Arts			
New qualification		✓	Review of existing qualification				
SUB-FRAMEWORK		General Education			TVET		Higher Education
QUALIFICATION TYPE		Certificate			Diploma		Bachelor
		Bachelor Honours			Master		Doctor
CREDIT VALUE						510	
RATIONALE AND PURPOSE OF THE QUALIFICATION							
<p>Rationale</p> <p>Fine Arts are an integral part of our heritage and cultural fiber which in this era has become a pathway in economic diversification strategy in developing countries, including Botswana.</p> <p>Creative and visual arts remain a national priority. According to the HRDC 2016 report; top occupations in demand under creative industry are: Art managers, visual artists, film production, graphic and multimedia designers. Therefore, this qualification is designed to produce competent skilled and knowledgeable manpower for the national skill demands.</p> <p>This qualification intends to bridge the skills gap and for the development of a broad knowledge and appreciation of artistic aesthetics in various areas of creative fields. It also provides an option for a diverse creative and innovative skill development, as mostly visual arts studies, or Fine Art in most institutions, have been designed for the purpose of teaching and training.</p> <p>The content will not only introduce learners to contemporary skills but also broaden the scope of appreciating and preserving local indigenous art practices.</p> <p>As the world moves towards a knowledge-based economy, this qualification is meant to feed the professional industry with qualified and competent manpower with ability to also create employment. This further responds to Botswana's vision 2016 (pp5) national pillars to have an informed and educated nation and states that, <i>"All Batswana will have the opportunity for continued and universal education. There will be options during and</i></p>							

after secondary level to take up vocational or technical training as an alternative to purely academic study". This is particularly important for economic development suitable to allow sustainable SMME establishments to reduce the level of unemployment in Botswana. As per the Unemployment in Botswana affects the youth more than any other group in our society. They account for 51.7% of the total unemployed, with the 15-19 age group most affected, (Revised National Youth Policy -2010).

The twenty first century citizen requires such skills and competencies that enable them to be creative and innovative as the local and international labor markets demands. Therefore, this qualification will equip learners with new artistic and technological skills and techniques suitable for contemporary and emerging issues. This qualification resonates well with some of the Vision 2036 (pp20), Pillar number two [2] on Human and Social Development under Education and Skills Development, which states that *"Education and skills are the basis for human resource development. They provide citizens with competencies to attain their full potential, thereby enabling them to effectively compete globally. Botswana society will be knowledgeable with relevant and quality education that is outcome based, with an emphasis on technical and vocational skills as well as academic competencies (Education with Production)".*

The Sustainable Economic Development Pillar one [1] pp17, states that *"Our creative industries are an upcoming sector that possess great potential to create employment, diversify the economy and even foreign exchange."* This vision actually supports the creative arts Industries and commits to a development of world-class infrastructure and facilities as well as institutional, legal, and regulatory frameworks that promote and support the development of creative industries.

Currently, no tertiary institution in Botswana offers a degree qualification in Fine Art. Thus, the country loses a lot of money to other countries, in the form of sponsorship of learners and these further cements the need for this qualification.

Purpose

The purpose of this qualification is to:

- Produce learners with aesthetic critical appreciation of both local indigenous art practices and emerging international art trends in the Arts industry or workplace environment.
- Equip learners with skills to operate as entrepreneurs and set up their own workshop or art studio in furtherance of their Art careers, in the Arts industry.
- Contribute to producing graduates so as to create diversity of career opportunities for socio economic development in Botswana.

This qualification is crafted to equip graduates with knowledge, skills and competences to:

- Create 2D and 3D art project and Create CAD Art works
- Demonstrate creative and innovative skills through application and manipulation of various media and techniques in making artworks
- Draw images from memory and imagination and realistic drawing
- Aesthetically critique both local indigenous art practices and emerging international art trends.

ENTRY REQUIREMENTS (including access and inclusion)

Applications for admission for this qualification will be dealt with, as per the following conditions:

1. Certificate IV, NCQF level 4 (TVET/HE), or equivalent.
2. RPL shall apply for admission, following ETP. International students and students transferring from other Institutions, credentials or certificates will be evaluated for credibility by BQA and NCQF regulations and following CAT policy.

QUALIFICATION SPECIFICATION SECTION B	
GRADUATE PROFILE (LEARNING OUTCOMES)	ASSESSMENT CRITERIA
LO1 Create 2D and 3D art project for functional and aesthetic purposes.	1.1 Use lines, color, and illustrations to produce a 2D and 3D design work. 1.2 Use an Art appropriate software to produce a 2D and 3D design work. 1.3 Apply 2D and 3D design principles and techniques, to produce an Artwork. 1.4 Present own 2D and 3D Design to an audience. 1.5 Display own 2D and 3D work at an exhibition, following exhibition standards. 1.6 Produce a research paper on critique of any 2D or 3D Artwork.
LO2 Apply varied Drawing techniques to create an Artwork.	2.1 Illustrate art elements and techniques in a Drawing, based on a chosen concept. 2.2 Produce a drawing for still and imaginary products. 2.3 Use appropriate art software to produce a drawing. 2.4 Present own Drawing for an audience or at an exhibition. 2.5 Critique own Drawing or drawing product of others. 2.6 Carry out a commissioned work of Drawing
LO3 Plan and execute Art Instruction presentation.	3.1 Develop a Scheme work for an Art instruction 3.2 Plan for a practice session of an Art class 3.3 Present to an audience for an assessment of an Artwork. 3.4 Give feedback after an Artwork presentation
LO4 Create a project and folio following academic set standards.	4.1 Brainstorm various ideas for project concept. 4.2 Present a project proposal to supervisor. 4.3 Collect and review related literature in relation to chosen idea. 4.4 Produce sketches or prototypes of the product intended, following all due processes and techniques, such as for drawing or sculptures or ceramics. 4.5 Develop the mini-product or sketch into a refined artefact. 4.6 Present the Artwork produced.

	4.7 Present the product alongside the workbook/portfolio detailing all processes undertaken to produce the product.
LO5 Organize collaborative Art exhibition project.	<p>5.1 Organize a suitable exhibition space or station.</p> <p>5.2 Assemble a team to assist in overall organization and implementation of the exhibition.</p> <p>5.3 Allocate responsibilities in the team for the exhibition.</p> <p>5.4 Communicate timeously with all stakeholders.</p> <p>5.5 Provide for safety, space, and light, for the exhibition.</p> <p>5.6 Apply best practices of display and disembarking at the exhibition.</p> <p>5.7 Close exhibitions as per set standards and use feedback appropriately.</p>
LO6 Apply techniques and skills to create an Artwork on a specific concept.	<p>6.1 Execute different techniques and elements of Art in any of painting, sculpture, jewelry, graffiti, basketry, digital imaging, ceramics, print and leather, to produce an Artwork.</p> <p>6.2 Identify an Artwork in any of painting, sculpture, jewellery, graffiti, basketry, digital imaging, ceramics, print and leather</p> <p>6.3 Exhibit an Artwork of any of painting, sculpture, jewellery, graffiti, basketry, digital imaging, ceramics, print and leather</p> <p>6.4 Critique a work of Art designed in any of painting, sculpture, jewellery, graffiti, basketry, digital imaging, ceramics, print and leather</p>
LO7 Demonstrate creative problem-solving skills in creating an Artwork or in an Art business setting.	<p>7.1 Plan and present at Art workshops and exhibitions.</p> <p>7.2 Resolve conflicts during Artwork creations or brainstorming sessions.</p> <p>7.3 Produce Art works for social emerging issues.</p> <p>7.4 Create an Artwork addressing community or global needs.</p> <p>7.5 Apply creative ornaments and illustrations, to adjust to an artistic compositional challenge.</p> <p>7.6 Critique Art works of different artists.</p>
LO8 Apply art software skills to create CAD Art works.	<p>8.1 Brainstorm on various concepts and ideas</p> <p>8.2 Compare and consolidate ideas to create an Artwork.</p> <p>8.3 Use ICT gadgets and platforms to present and publish own work.</p>

LO9 Evaluate ideas, methods, and policies in the creative Arts industry	<p>9.1 Outline different approaches of critique of policies.</p> <p>9.2 Apply different approaches and processes to critique Art policies.</p> <p>9.3 Write proposals to solve creative industry problems</p> <p>9.4 Critique Art works.</p> <p>9.5 Write programs and policies for the creative Arts in your locality or own country.</p> <p>9.6 Advise on Art policies of own country or for any organization.</p>
LO10 Demonstrate an understanding of creative Arts business in creating, selling, publishing and managing Art works and Artists.	<p>10.1 Speak with confidence to present an Art business proposal.</p> <p>10.2 Write any creative Art business plan in a simple clear manner.</p> <p>10.3 Write all creative Art business e-mails and memos in a professional manner.</p> <p>10.4 Conduct Art business meetings professionally.</p> <p>10.5 Draw up well written Art business contracts.</p> <p>10.6 Produce artifacts or products for business.</p> <p>10.7 Publish own Art works on various platforms, such as technological platforms.</p> <p>10.8 Market and promote own and other peoples' Art works.</p> <p>10.9 Apply existing Art business laws, such as copyright laws.</p> <p>10.10 Conduct self in an ethical and professional manner in all Art business transactions.</p>
LO11 Create a collaborative Artwork for an exhibition or as a community project.	<p>11.1 Brainstorm a concept as a group.</p> <p>11.2 Adopt one concept and produce mini-sketches or products around it.</p> <p>11.3 Refine the mini-sketch or product.</p> <p>11.4 Produce the Artwork.</p> <p>11.5 Present the group work for exhibition or display as a community project.</p> <p>11.6 Allocate tasks for presentation or display.</p>

QUALIFICATION STRUCTURE			
SECTION C			
FUNDAMENTAL COMPONENT Subjects / Units / Modules /Courses	Title	Level	Credits
	Art Business Management	6	15
	Computer & Communication Skills	5	15
	Introduction to 2D Studies and 3D Studies	6	50
	Digital Imaging	6	25
CORE COMPONENT Subjects / Units / Modules /Courses			
	Drawing I	5	25
	Drawing II	6	30
	Drawing III	8	35
	History of Art	6	30
	Art theory I	5	25
	Art theory II	6	30
	Art theory III	8	35
	Research Project I	6	30
	Research Project II	7	40
ELECTIVE COMPONENT Subjects / Units / Modules /Courses (Learners choose five)			
	Painting	7	25
	Sculpture	7	25
	Ceramics	7	25
	Print Making	7	25
	Graffiti	7	25
	Jewellery Making	7	25
	Leather Work	7	25
	Basketry	7	25
Rules of Combinations, Credit distribution (where applicable):			
<p>This qualification is structured as follows: Level 5 consists of 65 Credits, Level 6 consists of 210 Credits, Level 7 consists of 165 credits and level 8 consists of 70 Credits Total Credits = 510</p> <p>The credit combination for this qualification is from 105 fundamental components, 280 core components and the remaining 125 is from elective components where candidates can choose any five.</p>			

Learners will graduate with a minimum of 510 credits, following completion of all fundamental modules, all core modules and 5 elective modules. Each elective module is 25 credits.

ASSESSMENT AND MODERATION ARRANGEMENTS

This qualification is generally outcome based. Thus, assessment could be assessment as learning, assessment for learning and assessment of learning. Therefore, it also recognizes the assessment undertaken at the Institution. Formative and summative assessments will contribute towards awards of credits and ultimately the qualification. Formative Assessment which is basically continuous assessment weighting, will account for 60% and Summative Assessment with 40% weight to the overall Qualification.

MODERATION

Both internal and external moderation shall be carried out in accordance with applicable OBE, BQA and NCQF policies and regulations. The ETP may also apply own moderation policies.

Selection of Moderators

Moderators will meet the following criteria:

1. Be accredited as a moderator with BQA or qualified as recognized standards
2. Possess a minimum of NQF level 8 qualification in Art or Art related subject.
3. Alternatively, a NQF level 7 qualification with a minimum of 5 years Industry experience.

RECOGNITION OF PRIOR LEARNING (if applicable)

Recognizes Prior Learning (RPL) will apply in awarding credits towards the qualification.

PROGRESSION PATHWAYS (LEARNING AND EMPLOYMENT)

There are various avenues that graduates of this qualification may go into, be it via learning or employment.

Learning Progression

After successful completion of Bachelor of Arts (Fine Art) which is at level 7, graduates may progress to:

Vertical: to a Bachelor of Fine Art (Honours)

While others, during the study of this qualification may opt for:

Horizontal: Bachelor of Technology (B-Tech) Fine Art (NCQF level 7) qualification at any local, regional, or International Tertiary institution.

Employment Progression

The creative and cultural Arts industries express and reflect the importance of creativity and culture in every society. All around us artists create the world we inhabit, and contribute to a thriving and important industry which has a vast range of exciting career options and choices include the following:

- Professional Artist
- Curator
- Arts managers
- Art Collector
- Art Critique
- Historians
- Graphic Designer
- Sculptor
- Painter
- Creative/Art Director
- Illustrator
- Digital Artist
- Ceramic Artist

QUALIFICATION AWARD AND CERTIFICATION

For an award of the Bachelor of Arts (Fine Art), learners should pass the continuous assessment and the final examination. Learners should fulfil all laid down assessment requirements for each module of this Bachelor of Arts qualification. Candidates should produce a visual Art project, research project, and sit for a written examination. The learner is therefore to accrue a total of 510 credits to be awarded and certified for a Bachelor of Arts (Fine Art).

Graduates who obtain a minimum of 510 credits as per laid down processes will be awarded a certificate and transcript.

REGIONAL AND INTERNATIONAL COMPARABILITY

This qualification has been compared against some of the best institutions that offer Fine Art in the African region and internationally. Below are some of the institutions whose qualifications have been consulted:

1. Local Institutions

Whilst it is important to locate and compare this qualification with other qualifications from local institutions in the country, currently none such a qualification is registered with BQA. Therefore, there was no basis to do such a comparability study.

2. Wits University (South Africa)

The institution offers a BA Fine Arts degree as a four-year qualification which combines studio practice in all aspects of contemporary Fine Art with a high level of study in Art History, Theory and Criticism.

Painting, Sculpture, Photography, Printmaking, Video, Installation and Digital Media form the core of the studio qualification supplemented by a course in Professional Practice and Curating with a number of elective interdisciplinary options from other areas in the School of Arts

In the first two years of the degree focus is on the development of conceptual and technical skills through carefully structured, project-based teaching. In the final two years students are encouraged to work more independently, and focus is more emphatically on individual creative and intellectual development.

The academic component consists of three consecutive years of History of Art and an Art Criticism academic course offered at the fourth-year level. This course is taught at Honors level and focuses on contemporary art theory and practice. New courses in Professional Practice and a personal Research Project round out the final year of the Degree in Fine Arts. In the BA (FA), two additional first- or second-year level academic courses offered within the Arts faculty are also required. The additional subjects offered by the University cover a large and diverse field of interest.

3. University of Pretoria (South Africa)

BA (Fine Arts) covers a broad spectrum of professional art practices. The two majors of the degree are the studio-based component of art practice, Fine arts (BKK), and Professional art practice (VIT) and a theoretical subject, Visual culture studies (VKK). BA (Fine Arts) is a four-year qualification that incorporates training in the disciplines of art practice such as painting, sculpture, printmaking, drawing, new media, and photography. Once fundamental aspects of these disciplines are mastered, increasingly more challenging goals are set that often require inter- and multidisciplinary skills and knowledge, such as installation art, public art, and performance art. The role played by multimedia in the form of projections, video and digital art has also become a major form of expression in the fine arts qualification.

The first two years of BKK entail compulsory projects in various media; the third year focuses on personal development of medium, context and content; and in the fourth year, students work towards their first professional exhibition with all the theoretical, professional, and practical skills that are associated with an exhibition of good academic quality.

Professional art practice (VIT) is one of the majors offered within the BA (Fine Arts) qualification. This subject focuses on the interdependence and interrelationship of the visual arts and industry. Students are given projects that draw their attention to the spaces and situations of their environment including community-based projects, such as public art projects. During the final (fourth year), a theory module

highlighting current theoretical research discourses is included. For this, a research paper is prepared and presented.

4. University of the Arts: London (United Kingdom)

Units across the years are as follows:

- Unit 1: Painting, Sculpture, Print and Time-Based Media
- Unit 2: Subject specific practice
- Unit 3: Establishing subject specific practice
- Unit 4: critical practice for fine art

Assessment methods

- Blogs
- Critical professional practice presentations
- Exhibition of work
- Off-site project
- Peer evaluation
- Portfolio
- Presentations
- Research journal
- Self-evaluation
- Studio exhibition presentation
- Technical skills
- Written work - assignments, essays, reports, scripts, and statements

5. OPEN UNIVERSITY OF AUSTRALIA (Australia)

BA (Fine Art) and BA (Visual Culture)

Note: Students completing both the Fine Art and Visual Culture Majors concurrently must complete all common and major subjects for each of the single majors as listed in the concurrent major structure. One of the rules of combination are that the combined Fine Art and Visual Culture structure does not allow for electives.

Award Requirements

To obtain the award for the BA (Fine Art) students must complete a total of 24 subjects as follows:

BA (Fine Art)

- APC100 Academic and Professional Communications (core subject)
- COM155 Culture to Cultures (core subject)
- VAR100 Art and Design Fundamentals (core subject)
- VIS18 Introduction to History of Art and Design (core subject)
- Ten Fine Art Major subjects selected from Levels 1, 2 and 3

- Ten elective subjects

Against these standards, this qualification picks on some commonalities and variances. This qualification takes note that; Areas of specialisation or focus are outlines, packaging of qualification in the form of subjects, award either in single or concurrent major. In some institutions there are clear general learning outcomes, stipulated graduate profile and possible career opportunities. Art theory is common across qualifications of different institutions. Some institutions indicate very clear assessment methods such as Blogs and exhibition of Art works. Qualification is packaged in units, such as subject specific practice and critical practice for fine art. In one qualification, Honours is the actual 4th year of study.

Generally, this Bachelor of Arts (Fine Art) compares well with others, in terms of specified electives, subjects such as sculptors, Drawing, painting and Art theory. There is also emphasis on production of visual Art works for assessment, hence practical qualification.

This qualification designed for the Botswana environment is the first and compares very well with regional and international qualifications that have been examined. Three key positive attributes of this qualification that sets it apart from those it has been compared with, is the packaging in modules, clear assessment criteria and indication of credits for the qualification.

REVIEW PERIOD

This qualification will be reviewed every 5 years from the period of registration. It may also be reviewed earlier than the set period, in case major changes are affected.

Other information – please add any supplementary information to help the application for this qualification for NCQF Registration.

Installation and Out- door Art

- Candidates practical projects may be assessed from their place of convenience, based on their chosen concept.
- Graffiti should be allowed and treated as a form of Out-door Art