PROGRAMME SPECIFICATION

Name, title and level of final qualification(s)	**BA Digital Media** *Pathway exit awards:* – BA Digital Media – BA Digital Media and Creative Practice – BA Digital Media with Marketing – BA Digital Media with Business Analytics – BA Digital Media with Environmental Studies (Level 6)
Name and title of any exit qualification(s)	Dip HE Digital Media Cert HE Digital Media
Is the programme offered with a Foundation Year (if applicable)?	Yes
Awarding Body	University of London
Teaching Institution(s)	Birkbeck, University of London
Home School/other teaching Schools	Home: School of Creative Arts, Culture and Communication Other: Birkbeck Business School
Location of delivery	Central London
Language of delivery and assessment	English
Mode of study, length of study and normal start month	Full-time (3 years) Part-time (4 years) Full-time with Foundation Year (4 years) Part-time with Foundation Year (6 years) October
Professional, statutory or regulatory body	N/A
QAA subject benchmark group(s) Higher Education Credit Framework for England	Communication, media, film and cultural studies
UCAS code	1F40; 1F41 (with FY)
Birkbeck Course Code	UUBADMED_C (Full-time, 3 years) UBADMEDI_C (Part-time, 4 years) UUBFDMED_C (Full-time with FY, 4 years) UBFDMEDI_C (Part-time with FY, 6 years)
HECoS Code	100440
Start date of programme	Autumn
Date of programme approval	Summer 2014
Date of last programme amendment approval	October 2026
Valid for academic entry year	**2026-27**
Programme Director	Dr Scott Rodgers
Date of last revision to document	14/10/2026

Admissions requirements

We welcome applicants without traditional entry qualifications as we base decisions on our own assessment of qualifications, knowledge and previous work experience. We may waive formal entry requirements based on judgement of academic potential.

UCAS tariff: 112 points

The UCAS tariff score is applicable to you if you have recently studied a qualification that has a UCAS tariff equivalence. UCAS provides a tariff calculator for you to work out what your qualification is worth within the UCAS tariff.

Course aims

Birkbeck's BA Digital Media programme gives you the knowledge and insight to understand digital media both today and in historical context: from the rise of the Internet and early gaming systems to wearable technologies, AI, social media influencers and algorithmic bias. You will be challenged you bring this knowledge and insight also put such topics under scrutiny in a wider historical context to enable you to better understand how the digital media we use and depend on today have been made possible.

Students on this programme can study towards a **BA Digital Media**, or can follow a more restricted pathway of core and compulsory modules to finish with one of the following awards:

- **BA Digital Media and Creative Practice**, which combines digital media studies with applied creative practice (e.g. social media, digital design, video editing, journalistic writing) and professional development;
- **BA Digital Media with Marketing**, which combines digital media studies with selected marketing modules taught in the Birkbeck Business School; and
- **BA Digital Media with Business Analytics**, which combines digital media studies with selected business analytics modules taught in the Birkbeck Business School.
- **BA Digital Media with Environmental Studies**, which combines digital media studies with selected environmental studies modules taught across Birkbeck.

Whether you study towards the BA Digital Media or one of its pathways, you will develop a broad yet highly transferable knowledge and skills relating to digital media, suited to the twenty-first-century context.

You will be taught in Birkbeck's highly interactive evening classes, one to two nights a week, between October and early July. It will be your chance to meet students from different walks of life who bring interesting professional working experiences and cultural and educational backgrounds.

As a student on this degree, you will be encouraged to take full advantage of our central London location, which offers a huge diversity of arts- and media-related events including public debates, exhibitions, conferences, screenings and film festivals, not to mention a host of media and cultural institutions, from the Tate Modern to the BBC to the British Film Institute. Closer to home, at Birkbeck's Bloomsbury campus, there are facilities such as the award-winning Birkbeck Cinema, computer labs equipped with video editing, print layout, web design and data analysis software packages, and the Peltz Gallery, a versatile exhibition and event space.

Course structure

FT students will be required to take no more than 60 credits in any one term, and no less than 30. PT students will be expected/required to take no more than 45 credits in any one term, and no less than 30. Credits should be spread across the three terms.

Level	Module Code	Module Title	Credit	Comp Core/ Option	Likely teaching term(s)
Full-time – 3 years					
BA Digital Media					
Year 1					
4	ARMC157S4	Introduction to Digital Culture	30	Core	1
4	SC04045S4	Working with Digital Media	30	Comp	2-3
4	ARMC217S4	Media Studies: Key Thinkers and Approaches	30	Comp	2
4		Optional module (any List)	30	Option	1 or 3
Year 2					
5	FFME017S5	Media, Technology and Culture	30	Comp	1
5	ARMC196S5	Researching Digitally	30	Comp	2-3
5		Optional module (List A or B)	30	Option	1, 2 or 3
5		Optional module (any List)	30	Option	1, 2 or 3
Year 3					
6	ARMC265S6	BA Project Film, Media and Journalism OR Optional module (List A or B)	30	Option	1-3
6		Optional module (List A or B)	30	Option	1, 2 or 3
6		Optional module (List A or B)	30	Option	1, 2 or 3
6		Optional module (any List)	30	Option	1, 2 or 3
BA Digital Media and Creative Practice					
Year 1					
4	ARMC157S4	Introduction to Digital Culture	30	Core	1
4	SC04045S4	Working with Digital Media	30	Comp	2-3
4	ARMC217S4	Media Studies: Key Thinkers and Approaches	30	Comp	2
4		Optional module (List B)	30	Option	1, 2 or 3
Year 2					
5	FFME017S5	Media, Technology and Culture	30	Comp	1
5	ARMC196S5	Researching Digitally	30	Comp	2-3
5	ARMC252S5	Designing Digitally	30	Comp	3
5		Optional module (List B)	30	Option	1, 2 or 3
Year 3					
6	ARMC235S6	Communicating Digitally	30	Comp	3
6	ARMC265S6	BA Project Film, Media and Journalism OR Optional module (List A or B)	30	Option	1-3
6		Optional module (List A or B)	30	Option	1, 2 or 3
6		Optional module (any List)	30	Option	1, 2 or 3

BA Digital Media with Marketing					
Year 1					
4	ARMC157S4	Introduction to Digital Culture	30	Core	1
4	SC04045S4	Working with Digital Media	30	Comp	2-3
4	ARMC217S4	Media Studies: Key Thinkers and Approaches	30	Comp	2
4	BUMN144H4	Principles of Marketing	15	Comp	2
4	BUMN051H4	Business Information Systems	15	Comp	3
Year 2					
5	FFME017S5	Media, Technology and Culture	30	Comp	1
5	ARMC196S5	Researching Digitally	30	Comp	2-3
5		Optional module (List A or B)	30	Option	1, 2 or 3
5	BUMN104H5	Digital Marketing	15	Comp	1
5		Module choice (List C)	15	Comp	1, 2 or 3
Year 3					
6	ARMC265S6	BA Project Film, Media and Journalism OR Optional module (List A or B)	30	Option	1-3
6		Optional module (List A or B)	30	Option	1, 2 or 3
6		Optional module (List A or B)	30	Option	1, 2 or 3
6	BUMN065H6	Brand Development	15	Comp	2
6	MOMN044H6	Marketing Strategy	15	Comp	1
BA Digital Media with Business Analytics					
Year 1					
4	ARMC157S4	Introduction to Digital Culture	30	Core	1
4	SC04045S4	Working with Digital Media	30	Comp	2-3
4	ARMC217S4	Media Studies: Key Thinkers and Approaches	30	Comp	2
4		Module choice (List D)	15	Option	1, 2 or 3
4		Module choice (List D)	15	Option	1, 2 or 3
Year 2					
5	FFME017S5	Media, Technology and Culture	30	Comp	1
5	ARMC196S5	Researching Digitally	30	Comp	2-3
5		Optional module (List A or B)	30	Option	1, 2 or 3
5		Module choice (List D)	15	Option	1, 2 or 3
5		Module choice (List D)	15	Option	1, 2 or 3
Year 3					
6	ARMC265S6	BA Project Film, Media and Journalism OR Optional module (List A or B)	30	Option	1-3
6	BUEM117S6	Data Science for Economics and Finance	30	Comp	2
6		Optional module (List A or B)	30	Option	1, 2 or 3
6		Optional module (List A or B)	30	Option	1, 2 or 3

BA Digital Media with Environmental Studies					
Year 1					
4	ARMC157S4	Introduction to Digital Culture	30	Core	1
4	SC04045S4	Working with Digital Media	30	Comp	2-3
4	ARMC217S4	Media Studies: Key Thinkers and Approaches	30	Comp	2
4		Module choice (List E)	30	Option	1, 2 or 3
Year 2					
5	FFME017S5	Media, Technology and Culture	30	Comp	1
5	ARMC196S5	Researching Digitally	30	Comp	2-3
5		Optional module (List A or B)	30	Option	1, 2 or 3
5		Module choice (List E)	30	Option	1, 2 or 3
Year 3					
6	ARMC265S6	BA Project Film, Media and Journalism OR Optional module (List A or B)	30	Option	1-3
6		Optional module (List A or B)	30	Option	1, 2 or 3
6		Optional module (List A or B)	30	Option	1, 2 or 3
6		Module choice (List E)	30	Option	1, 2 or 3
Part-time – 4 years					
BA Digital Media					
Year 1					
4	ARMC157S4	Introduction to Digital Culture	30	Core	1
4	SC04045S4	Working with Digital Media	30	Comp	2-3
4	ARMC217S4	Media Studies: Key Thinkers and Approaches	30	Comp	2
Year 2					
4		Optional module (any List)	30	Option	1, 2 or 3
5	FFME017S5	Media, Technology and Culture	30	Comp	1
5		Optional module (any List)	30	Option	1, 2 or 3
Year 3					
5	ARMC196S5	Researching Digitally	30	Comp	2-3
5		Optional module (List A or B)	30	Option	1, 2 or 3
6		Optional module (List A or B)	30	Option	1, 2 or 3
Year 4					
6	ARMC265S6	BA Project Film, Media and Journalism OR Optional module (List A or B)	30	Option	1-3
6		Optional module (List A or B)	30	Option	1, 2 or 3
6		Optional module (any List)	30	Option	1, 2 or 3
BA Digital Media and Creative Practice					
Year 1					
4	ARMC157S4	Introduction to Digital Culture	30	Core	1
4	SC04045S4	Working with Digital Media	30	Comp	2-3
4	ARMC217S4	Media Studies: Key Thinkers and Approaches	30	Comp	2

Year 2					
4		Optional module (List B)	30	Option	1, 2 or 3
5	FFME017S5	Media, Technology and Culture	30	Comp	1
5	ARMC252S5	Designing Digitally	30	Comp	3
Year 3					
5	ARMC196S5	Researching Digitally	30	Comp	2-3
5		Optional module (List B)	30	Option	1
6	ARMC235S6	Communicating Digitally	30	Comp	3
Year 4					
6	ARMC265S6	BA Project Film, Media and Journalism OR Optional module (List A or B)	30	Option	1-3
6		Optional module (List A or B)	30	Option	1, 2 or 3
6		Optional module (any List)	30	Option	1, 2 or 3
BA Digital Media with Marketing					
Year 1					
4	ARMC157S4	Introduction to Digital Culture	30	Core	1
4	SC04045S4	Working with Digital Media	30	Comp	2-3
4	ARMC217S4	Media Studies: Key Thinkers and Approaches	30	Comp	2
Year 2					
4	BUMN144H4	Principles of Marketing	15	Comp	2
	BUMN051H4	Business Information Systems	15	Comp	3
5	FFME017S5	Media, Technology and Culture	30	Comp	1
5		Optional module (List A or B)	30	Option	2 or 3
Year 3					
5	BUMN104H5	Digital Marketing	15	Comp	1
5		Module choice (List C)	15	Comp	1, 2 or 3
5	ARMC196S5	Researching Digitally	30	Comp	2-3
6		Optional module (List A or B)	30	Option	varied
Year 4					
6	ARMC265S6	BA Project Film, Media and Journalism OR Optional module (List A or B)	30	Option	1-3
6	BUMN065H6	Brand Development	15	Comp	2
6	MOMN044H6	Marketing Strategy	15	Comp	1
6		Optional module (List A or B)	30	Option	1, 2 or 3
BA Digital Media with Business Analytics					
Year 1					
4	ARMC157S4	Introduction to Digital Culture	30	Core	1
4	SC04045S4	Working with Digital Media	30	Comp	2-3
4	ARMC217S4	Media Studies: Key Thinkers and Approaches	30	Comp	2

Year 2					
4		Module choice (List D)	15	Comp	1, 2 or 3
4		Module choice (List D)	15	Comp	1, 2 or 3
5	FFME017S5	Media, Technology and Culture	30	Comp	1
5		Optional module (List A or B)	30	Option	1, 2 or 3
Year 3					
5	ARMC196S5	Researching Digitally	30	Comp	2-3
5		Module choice (List D)	15	Option	1, 2 or 3
5		Module choice (List D)	15	Option	1, 2 or 3
6		Optional module (List A or B)	30	Option	1, 2 or 3
Year 4					
6	ARMC265S6	BA Project Film, Media and Journalism OR Optional module (List A or B)	30	Option	1-3
6	BUEM117S6	Data Science for Economics and Finance	30	Comp	2
6		Optional module (List A or B)	30	Option	1, 2 or 3
BA Digital Media with Environmental Studies					
Year 1					
4	ARMC157S4	Introduction to Digital Culture	30	Core	1
4	SC04045S4	Working with Digital Media	30	Comp	2-3
4	ARMC217S4	Media Studies: Key Thinkers and Approaches	30	Comp	2
Year 2					
4		Module choice (List E)	30	Option	1, 2 or 3
5	FFME017S5	Media, Technology and Culture	30	Comp	1
5		Optional module (List A or B)	30	Option	1, 2 or 3
Year 3					
5	ARMC196S5	Researching Digitally	30	Comp	2-3
5		Module choice (List E)	30	Option	1, 2 or 3
6		Optional module (List A or B)	30	Option	1, 2 or 3
Year 4					
6	ARMC265S6	BA Project Film, Media and Journalism OR Optional module (List A or B)	30	Option	1-3
6		Optional module (List A or B)	30	Option	1, 2 or 3
6		Module choice (List E)	30	Option	1, 2 or 3
Indicative Option Modules					
List A Modules (film, media and journalism studies)					
4	ARMC231S4	Cinema Today	30	Option	3
4	FFME007S4	Journalism in British Life	30	Option	1
4	FFME002S4	Introduction to Cinema	30	Option	1
5	FFME063S5	Documentary	30	Option	3
5	ARMC269S5	Television: from Small Screen to Smart Screen	30	Option	2-3
5	FFME020S5	Approaches to Cinema History	30	Option	1
6	FFME036S6	Contemporary European Cinema	30	Option	2

6	ARMC176S6	Media and Conflict	30	Option	1
List B Modules (creative practice and professional development)					
4	FFME025S4	Screenwriting	30	Option	1
4	FFME027S4	Introduction to Journalism Practice	30	Option	2-3
4	ARMC240S4	Working with the Film Camera	30	Option	2-3
5	ARMC252S5	Designing Digitally	30	Option	3
5	FFME026S5	Screenwriting - The Thirty-Minute Script	30	Option	1
5	ARMC254S5	Working with Film Sound	30	Option	2
5	ARMC124S5	Working in the Creative and Cultural Sector	30	Option	3
5	CASC001H5	Your Career Development	15	Option	2
5	CASC002H5	Micro-Placement	15	Option	3
5	FFME029S5	Journalism Formats and Specialisations	30	Option	2-3
6	ARMC235S6	Communicating Digitally	30	Option	3
6	ARAR010S6	Industry Placement / Career Development Report	30	Option	1-3
6	FFME090S6	Principles of Digital Video and Editing	30	Option	1
6	ARMC175S6	Principles of Layout and Design	30	Option	2
6	ARMC271S6	Script Development and Script Editing	30	Option	1
6	ARMC255S6	Working with Found Footage	30	Option	1
List C Modules (marketing)					
4	BUMN144H4	Principles of Marketing	15	Option	2
4	BUMN051H4	Business Information Systems	15	Option	3
5	BUMN104H5	Digital Marketing	15	Option	1
5	BUMN192H5	Marketing Analytics	15	Option	1
5	BUMN093H5	Responsible Marketing Communications	15	Option	1
5	BUMN096H5	Services Marketing	15	Option	3
5	BUMN146H5	Research Methods in Management	15	Option	3
6	BUMN065H6	Brand Development	15	Option	2
6	MOMN044H6	Marketing Strategy	15	Option	1
List D Modules (business analytics)					
4	BUMN051H4	Business Information Systems	15	Option	3
4	BUCI069H4	Data Modelling and Analysis	15	Option	2
4	BUCI007H4	Introduction to Programming	15	Option	TBC
4	MOMN022H4	Business Data Analysis	15	Option	3
5	BUCI070H5	Advanced Data Modelling and Analysis	15	Option	2
5	BUEM131H5	Statistical Inference	15	Option	3
5	BUMN192H5	Marketing Analytics	15	Option	1
5	BUMN191H5	Business Analytics and Decision-Making	15	Option	1
5	BUMN193H5	Data Visualization and Communication	15	Option	3
5	BUMN165H5	Managing Digital Transformation	15	Option	2
6	BUEM117S6	Data Science for Economics and Finance	15	Option	2
List E Modules (environmental studies)					
4	GGPH072S4	Humans and the Environment	30	Option	1
4	GGPH055S4	Dynamic Environments	30	Option	3
4	SSGE008S4	Introduction to Environmental Science	30	Option	2
4	SC04007S4	Climate Change Communication: Feeling, Thinking, Acting	30	Option	2
5	SSGE123S5	Future Food Systems and Sustainability	30	Option	3
5	LALW025H5	Environmental Law (Level 5)	15	Option	2

5	SSGE084S5	Managing Environments	30	Option	2
5	AREN199S5	The Arts of Adaptation: Creative Climates	30	Option	2
5	SSHC487S5	The Archaeology of the Everyday	30	Option	2
5	SSHC435S5	Beginnings: The Archaeology of Prehistory	30	Option	2
5	ARCL115S5	Culture, Space and the Environment in Brazil (Level 5)	30	Option	
6	SSGE125S6	Climate and Society: Past, Present and Future	30	Option	3
6	LALW035H6	Environmental Law (Level 6)	15	Option	2
6	SSGE006S6	Race, Environment and International Development	30	Option	2
6	EASC044H6	Geological Hazards	15	Option	2
6	AREN291S6	Performing Environments	30	Option	1
6	LNLN054S6	Culture, Space and the Environment in Brazil (Level 6)	30	Option	2
6	SSHC517S6	Archaeological Landscapes	30	Option	3
6	SSHC362S6	Human Evolution	30	Option	2

Core: Module must be taken and passed by student
Compulsory: Module must be taken but can be considered for compensated credit (see CAS regulations paragraph 24)
Option: Student can choose to take this module

Note 1: students may also be able take up to 90 credits of modern foreign language modules (30 credits at each level) during their studies, in place of choosing an option module. Entry requirements for each language stage/level are detailed in the online programme handbook.

Note 2: students may also be able take up to 90 credits of cross-Faculty/College option modules (30 credits at each level) during their studies, in place of choosing an option module.

Note 3: for Foundation Year modules see Arts Foundation Year programme specification.

Note 4: ARMC265S6 BA Project Film, Media and Journalism is an optional module on all pathways. Students who choose not to take it will instead take an additional Level 6 optional module from List A or B.

Note 5: Students who have taken Environmental Law at level 5, cannot take it again at level 6.

Options: The options available may vary from those shown as not all options listed run in every academic year.

How you will learn

Your learning and teaching are organised to help you meet the learning outcomes (below) of the course. As a student, we expect you to be an active learner and to take responsibility for your learning, engaging with all the material and sessions arranged for you.

Each course is divided into modules. You will find information on the virtual learning site (Moodle, see Academic Support below) about your modules, what to expect, the work you need to prepare, links to reading lists, information about how and when you will be assessed.

Teaching on this course includes the follow methods:

- Lectures are designed to provide you with an outline or overview of the topic, to engage you with the material and direct you to other resources. They are a springboard for your own learning.

- Seminars are group sessions where you will be asked to contribute to discussion or group work around the topic, with material set in advance for which you need to prepare.
- Creative workshops are designed to combine the generation of creative ideas with practical, critical and interpersonal skills.
- Practical demonstrations, training and experimentation across multiple arts and media forms, devices and platforms not only provides you with the essential portfolio of skills needed for contemporary media and creative work, but also alternative ways of conceptualising your subject from a critical point of view.
- Guest lectures and tours acquaint you with the professional worlds of digital media, creative practices, arts and entrepreneurship, helping to demystify their structures, demands, limitations and possibilities.
- Online platforms augment core face-to-face learning, providing you opportunities to access materials at your own pace, carry on interactions with other students through alternative mediums, and gain valuable skills in web-based interaction and ideas-generation (e.g. through wikis, blogs, tweets, podcasts, discussion forums)
- Tutorials are one-to-one meetings where you discuss your assessment or coursework with designated personal tutor, or the module tutor.

How we will assess you

Assessment is used to enhance your learning rather than simply to test it. We use a variety of assessment methods. For most of the modules associated with this course, your assessment will be through the following types of assessment:

- Essays which will develop in length and expected complexity as you progress through your studies, and which focus on either theoretical topics of critical reflection on creative practice.
- Professional writing (e.g. marketing plans, social media strategies, exhibition programmes, journalism, screenwriting, reports)
- Creative/digital media design, production and experimentation (e.g. blogging, video, podcasting, web design, desktop documentary, photography)
- Reflective writing (e.g. reflection on group work, practical work)

Learning outcomes (what you can expect to achieve)

'Learning outcomes' indicate what you should be able to know or do at the end of your course. Providing them helps you to understand what your teachers will expect and also the learning requirements upon which you will be assessed.

Knowledge and Understanding

1. Awareness of the principal academic theories and approaches in relation to digital media and related areas (e.g. creative practice, language, marketing, data analytics).
2. Awareness of the history of digital media in terms of technologies, genres, professions, institutions and audiences
3. Awareness of the key debates and issues surrounding contemporary digital media
4. Familiarity with a range of digital media genres, applications, platforms and services
5. Ability to interpret, analyse and critique digital media through: their organisations, and their economic, cultural and historical definition; their different international contexts; their semiotic and aesthetic conditions of knowledge production; and their rapidly changing technological environments

Intellectual

6. Ability to understand and critique theoretical arguments
7. Ability to apply abstract theoretical principles to practical, contemporary contexts

8. Ability to distinguish and critically compare genres, technologies, disciplines and discourses
9. Ability to engage in reflexive analysis
10. Ability to distil key principles from large bodies of academic work
11. Ability to gather data and evidence and develop arguments on this basis
12. Ability to communicate ideas in different formats, genres and perspectives
13. Ability to plan own learning

Practical

14. Skill in communicating ideas in different forms and for different audiences
15. Ability to write clearly and concisely in scholarly form
16. Ability to form and sustain professional relationships with colleagues and contacts
17. Ability to negotiate and interact effectively with arts, media and cultural institutions
18. Ability to analyse effectiveness of own work
19. For some students, proficiency in content creation and publishing in selected digital/media forms, genres and platforms, potentially including online publications, mobile apps, user-generated content, social media platforms, web layout and design, podcasts and/or digital video.
20. For some students, proficiency in marketing/branding analytics, communication and strategy.
21. For some students, proficiency in computer programming, quantitative methods, data science and data visualisation.

Transferable Skills

22. Ability to communicate effectively in different contexts and with different people
23. Interpersonal skills such as group participation, constructive criticism, professional collaboration, self-reflection
24. Ability to take responsibility for own learning and time management
25. Ability to work to deadlines and under pressure

Careers and further study

Our graduates go on to a range of careers. Some work directly in the media or the wider cultural and creative industries, for example in digital design and management, film and television, curatorial practice, news media, online publishing, magazines, trade publications or public relations. Others deploy their transferable skills and knowledge in other fields, such as cultural and educational institutions, public policy or professional communications. We also provide first-rate preparation for those students interested in postgraduate academic study.

Graduates of Birkbeck's BA Digital Media cluster will complete with a set of valuable attributes, for example:

- The ability to work as part of a team
- High-level oral and written communication skills in English, both academic and professionally-related
- Research skills
- Skills in evaluating and assessing types of information
- The ability to present yourself and an argument
- Transferrable applied knowledge in working with digital media devices, software and platforms

The School of Creative Arts, Culture and Communication alongside Birkbeck Careers and Enterprise offer carefully designed workshops, modules, placements, and other resources directly related to employability.

Academic regulations and course management

Birkbeck's academic regulations are contained in its Common Award Scheme Regulations and Policies published by year of application on the Birkbeck website.

You will have access to a course handbook on Moodle and this will outline how your course is managed, including who to contact if you have any questions about your module or course.

Support for your study

Your learning at Birkbeck is supported by your teaching team and other resources and people in the College there to help you with your study. Birkbeck uses a virtual learning environment called Moodle and each course has a dedicated Moodle page and there are further Moodle sites for each of your modules. This will include your course handbook.

Birkbeck will introduce you to the Library and IT support, how to access materials online, including using Moodle, and provide you with an orientation which includes an online Moodle module to guide you through all of the support available. You will also be allocated a personal tutor and provided with information about learning support offered within your School and by the College.

Please check our website for more information about student support services. This covers the whole of your time as a student with us including learning support and support for your wellbeing.

Quality and standards at Birkbeck

Birkbeck's courses are subject to our quality assurance procedures. This means that new courses must follow our design principles and meet the requirements of our academic regulations. Each new course or module is subject to a course approval process where the proposal is scrutinised by subject specialists, quality professionals and external representatives to ensure that it will offer an excellent student experience and meet the expectation of regulatory and other professional bodies.

You will be invited to participate in an online survey for each module you take. We take these surveys seriously and they are considered by the course team to develop both modules and the overall courses. Please take the time to complete any surveys you are sent as a student.

We conduct an annual process of reviewing our portfolio of courses which analyses student achievement, equality data and includes an action plan for each department to identify ongoing enhancements to our education, including changes made as a result of student feedback.

Our periodic review process is a regular check (usually every four years) on the courses by department with a specialist team including students.

Each course will have an external examiner associated with it who produces an annual report and any recommendations. Students can read the most recent external examiner reports on the course Moodle pages. Our courses are all subject to Birkbeck Baseline Standards for our Moodle module information. This supports the accessibility of our education including expectations of what information is provided online for students.

The information in this programme specification has been approved by the College's Academic Board and every effort has been made to ensure the accuracy of the information it contains.

Programme specifications are reviewed periodically. If any changes are made to courses, including core and/or compulsory modules, the relevant department is required to provide a revised programme specification. Students will be notified of any changes via Moodle.

Further information about specifications and an archive of programme specifications for the College's courses is available online.

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