

COURSE SPECIFICATION

Course Title	BSc (Hons) Business Management
Final Award	BSc (Hons) Business Management
Interim Awards	Certificate of Higher Education in Business Management Diploma of Higher Education in Business Management BSc Business Management
Awarding Body	Ravensbourne University London
Teaching Institution	Ravensbourne University London (and approved franchise partners)
UCAS Code	N100
HECOS code (with Subject percentage Splits if applicable)	
QAA Subject Benchmark	Business and Management November 2023
External Accrediting Bodies	N/A
Apprenticeship Standard used to inform the development of the course (if applicable)	N/A
Accelerated Degree Option	☐ Yes ☑ No
Level 6 Top Up Option (online only)	□Yes ☑No
Study Load	☐ Full-time☐ Part-time
Mode of study	☐ Face-to-face☐ Blended☐ Online
Delivery Location(s)	Ravensbourne University campus Online
Length(s) of Course(s)	3 Years FT 6 years PT
Type (open/closed)	Open
Validation period	Five years (September 2024 – September 2029)
Intended First Cohort Start Date	September 2024
Date produced/amended	May 2024
Course Leader	Catherine Bedwei-Majdoub
Course Development Team Members	Catherine Bedwei-Majdoub, Vivian Ching, Tola Awe, Sergii Bondarenko, Vala Marcou, Cesar Peluso
Course Administrative Contact	Emma Kunz

Course Description

This undergraduate course is designed for those wanting careers in businesses with the creative flair and contexts that Ravensbourne University attends to. It enables students to network and collaborate with like-minded peers, business practitioners and educators, to better understand, innovate, and research in these areas. Accordingly, the BSc (Hons) in Business Management engages students in real-world business explorations and simultaneously offers them transferable skill development opportunities with emphasis on those that will support their chosen careers.

Embedded within the course are the key themes that, from present and future standpoints, both challenge and animate creativeness in business and creative business. These themes – the four pillars of the BSc (Hons) Business Management, namely (i) Innovation, (ii) Creative Perspectives, (iii) Ethics, Social Responsibility, and Sustainability, and (iv) Future Perspectives – recur in each of its modules.

Students will examine every academic subject from the purview of these thought-provoking themes: each chosen to stimulate and inspire students' entrepreneurial ambitions, whether these ambitions are to lead existing businesses in new ways or to create their own.

The distinctive features of the course are summarized as follows:

- Real-world focus with activism, community engagement, work-based learning and consultancy projects inscribed into the course which is also rich with industry connections and practitioners who contribute to curriculum development or as guest speakers.
- Interactive lectures, seminars, and workshops to support such collaborative and participatory contexts.
- Modules enabling students to develop a wide range of cognitive and intellectual skills together with competencies specific to business and enterprise.
- Wide-ranging assessments that engage and challenge ambitious students.
- Collaborative working with other courses to facilitate development of interpersonal and transferable skills.
- Structured opportunities for acquiring employability skills that support students' evolvement into resilient & agile leaders able to thrive in competitive, challenging, and often changing environments.
- Mock panel interviews to prepare students for the graduate job market.
- Professional Life Practice Modules

Professional Life Practice (PLP) modules are integrated across Levels 4 to 6, fostering collaboration, industry engagement, and skill development. Through PLP activities, students build social, cultural, emotional, and cognitive intelligence while leveraging Ravensbourne's industry connections and events like including Rave Late, Ravensbourne Insights, Career's Lab and Creative Lab, Incubation+). These experiences enhance their visibility and fuel entrepreneurial ambitions.

In addition, diagnostic provisions guide students' career choices, while topics such as

critical & creative thinking, business finance, and entrepreneurship prepare them for highly complex and competitive markets.

Fundamentally, PLP modules aim to develop students' lifelong learning skills and to nurture them into ethical, innovative leaders who understand the future cultural and economic impact of business.

Course Aims

- To enable students to develop comprehensive and contemporary knowledge of Business Management in relation to business creativity and business management in the creative Industries.
- To facilitate students' understanding and evaluation of domestic and global business environments, contexts, and operations.
- To offer students opportunities to demonstrate innovative, creative, ethical and socially responsible approaches to business development and management, and their future implications.
- To structure students' attainment of intellectual and professional skills while guiding their identification, preparation, and pursuit of business careers or further postgraduate study.
- To harness students' verbal, written, digital, and visual communication skills through collaboration with peers, community, and For-Profit and Not-For-Profit organisations.
- To provide students with opportunities to network and collaborate with peers, practitioners, and educators, to advance their analytical, problem solving, and strategic skills within professional landscapes.

Course Learning Outcomes:

The course provides opportunities for students to develop and demonstrate knowledge and understanding, qualities, skills and other attributes in the following areas.

On completion of the BSc (Hons) Business Management students will be able to:

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Explore	Evidence capacity for utilising and synthesising comprehensive knowledge of the economy, business management, and the domestic	
Innovate	and global business environments of the creative industries and creative business to innovate and push against boundaries. (CLO1)	
Create	Critically engage with and evaluate ideas, concepts, and theories to	
Creative Perspectives	inform creative but pragmatic development and problem solving in Business Management within or adjacent to the creative industries, and through the verbal, written, digital, and visual forms used within the discipline. (CLO2)	
Influence	Demonstrate ethical, socially responsible, and sustainable approaches to Business Management and practice, and to collaboration with peers,	

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Ethical, social responsibility& Sustainability	y& professional development. (CLO3)	
Integrate Future Perspectives	Exhibit an array of future-proof subject knowledge and professional skills obtained through sustained, persistent, and methodical participation and engagement with Business Management that also indicate self-efficacy and personal agency. (CLO4)	

Ordinary Degree:

Where a student does not complete the full course, but exits with an Ordinary Degree, they will have had the opportunity to develop and demonstrate knowledge and understanding, qualities, skills and other attributes in the following areas. On completion of the <i>Level 6</i> students will be able to:			
Explore Innovate	Evidence comprehensive knowledge of the economy, business management, and the domestic and global business environments of the creative industries and creative business to innovate and push against boundaries. (CLO1)		
Create Creative Perspectives	Evidence ability to offer creative but pragmatic problem solving in Business Management within or adjacent to the creative industries, using verbal, written, digital or visual channels of communications. (CLO2)		
Influence Ethical, social responsibility& Sustainability	Evidence ethical, socially responsible, and sustainable approaches to Business Management and practice, and to collaboration with peers, academics, and industry in pursuit of careers and personal and professional development. (CLO3)		
Integrate Future Perspectives	Evidence future-proof subject knowledge and professional skills obtained through participation and engagement with Business Management that also indicate self-efficacy and personal agency. (CLO4)		

Diploma:

Where a student does not complete the full course, but exits with a Diploma in Higher Education, they will have had the opportunity to develop and demonstrate knowledge and understanding, qualities, skills and other attributes in the following areas.				
On completion of	On completion of the <i>Level 5</i> students will be able to:			
Explore	Evidence evolving ability to use research of the economy, business			
Innovate	management, and the domestic and global business environments of the creative industries and creative business to identify innovations. (CLO1)			
Create Creative Perspectives	Evidence creative ability to apply ideas, concepts, and theories to explain, through typical spoken, written, or digital forms of communication issues in Business Management within or adjacent to			

Influence Ethical, social responsibility& Sustainability	Evidence developing awareness of ethical, socially responsible, and sustainable approaches to Business Management and practice and to personal and professional development. (CLO3)
Integrate Future Perspectives	Evidence developing subject knowledge and professional skills obtained through participation and engagement with Business Management, and that are suggestive of self-awareness and self-reflectiveness. (CLO4)

Certificate in Higher Education:

Where a student does not complete the full course, but exits with a Certificate of Higher Education, they will have had the opportunity to develop and demonstrate knowledge and understanding, qualities, skills and other attributes in the following areas.				
On completion of	the Level 4 students will be able to:			
Explore Innovate	Demonstrate capacity for developing knowledge of the domestic and global business environments of creative industries and creative business, and what drives their innovations. (CLO1)			
Create Creative Perspectives	Demonstrate developing ability to comment, in spoken, written, or digital forms of communication, on ideas, concepts, and theories used for problem solving in Business Management within or adjacent to the creative industries. (CLO2)			
Influence Ethical, social responsibility& Sustainability	Demonstrate evolving capacity for ethical, socially responsible, and sustainable practice and professional behaviour in Business Management. (CLO3)			
Integrate Future Perspectives	Demonstrate emerging and forward-looking subject knowledge and professional skills, including self-awareness. (CLO4)			

Ravensbourne University Assessment Criteria		BSc (Hons) Business Management Course Themes
Research and Analysis Subject Knowledge Critical Thinking and Reflection Problem Solving		Innovate (CT1)
Create	Ideation Experimentation Technical Competence Communication and Presentation	Creative Perspectives (CT2)
Influence	Social Impact Ethical Impact Environmental Impact	Ethical, Social Responsibility, & Sustainability (CT3)
	Collaboration	Future Perspectives (CT4)

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I	Integrate	Entrepreneurship and Enterprise
		Professional Development

Integrated Skill Development

To facilitate an overt skills acquisition programme, learning outcomes on each module are mapped to at least one core competency that the course is designed to develop. The core competencies relate to Ravensbourne's assessment criteria, and these are connected to the four themes of the course. The latter dimensions – assessment criteria and theme - are further aligned to WEF and QAA skills benchmarks.

This alignment occurs through a three-tiered upward trajectory embedded within the course to help students to develop (individual and team) change management coping strategies that they will find invaluable in the workplace. Starting from the lowest up, the tiers are:

- Lower-tier mandatory employability skills. These are the same for all modules on each level of study, but different from level to level. Students must work on a different set when they progress onto the next year of study. The mandatory skills are the most basic skills that students should obtain (and submit proof of attainment in an employability skills log that can be presented as a Student Webpage) at the end of each year of study, to be able to progress and do well at the next level.
- Mid-tier "optional" employability skills. These are also level specific but not key to students' progression. Described as "optional" in the module descriptors, some students may find these skills challenging to obtain and may need the next level of study to be able to properly evidence them. However, other students may be able to demonstrate attainment of these skills quite easily; and if so, will be rewarded with higher marks for their skills log. This second tier has the added advantage of supporting academics wanting to engage all students in diverse (abilities, cultures, attitudes to learning, experiences of creative pedagogies, etc.) cohorts in their learning and development.
- **Top-tier skills.** The third tier of skills are those aligned to core competencies, assessment criteria, module learning outcomes and assessment tasks. These skills are higher order intellectual skills that are demonstratable and assessed through students' academic work. However, they remain significant for students' employability and, with the other skills, prepare business students for the fast moving, highly competitive, and often volatile environments that they expect to establish careers in.

Employability Skills Development

Students are expected to submit employability skills logs (to be presented as, e.g., a Student Webpage) for every module (except the level 5 Professional Life Practice modules), in which they demonstrate, and where relevant, reflect on technique. Evidence could be in the form of in-class activities, videos of extra-curricular activities, sessions

with Ravensbourne's support team (Study Skill's Tutors, Learning Achievement Advisers or EAP Tutors), images of CPD activities such as short LinkedIn courses, and the like.

The employability logs engage students in active learning at the start of the course by increasing their awareness of the skill development opportunities that each module provides. Students can become job-ready as they gather various proofs of participation, collaboration, engagement, learning, service, peer-support, and networking. The employability skills that they are asked to develop are recommended by the <u>World Economic Forum</u> (WEF) and the QAA and are as follows:

	Level 4 Employability Skills	Level 5 Employability Skills	Level 6 Employability Skills
Lower-Tier & Mandatory	Punctuality Attendance Contribution Collaboration Effective verbal & written communication Independent learning Use of study support	Active participation Teamwork Networking Career awareness & preparation Managing workloads	Initiative Self-motivation & organisation Service orientation Mentoring and coaching others Industry readiness Tangible personal brand
Mid-Tier & Optional	Self-reflectiveness Resilience Rational & systemic thinking	Adaptability Emerging leadership and vision Relationship building Managing change	Active, lifelong learner With social impact Career-ready Versatile
Top-Tier & Range of Key Academic, Reasoning, and Transferable Skills (see next table alignment in Module Descriptors)			ills (see next table and

Core Competencies

Competency	Definition	Aligned Assessment Criteria	Relevant WEF and/or QAA Skills
Cognitive	The ability to acquire, retain and use knowledge, recognise, pose and solve problems. Attributes may include: • Evaluate their own beliefs, biases and assumptions • Evaluate strengths, weaknesses, and fallacies of logic in arguments and information • Apply lesson from the past or learned knowledge and skills to new and varied situations	Explore, Create, Integrate, Influence (CT1-4)	Problem solving & critical analysis Analytical thinking, reasoning, & ideation Conceptual, systemic, &

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	 Perform basic computations or approach practical problems by choosing appropriately from a variety of mathematical techniques Devise and defend a logical hypothesis to explain observed 		critical analysis, synthesis, & evaluation Research
	phenomenonRecognize a problem and devise and implement a plan of action		Numeracy
Creative	The ability to generate new ideas, express themselves creatively, innovate and/ or solve complex problems in an original way.	Create (CT2)	Innovation, creativity, & enterprise Creative thinking Reading, writing, speaking, &
Professional	The ability to understand and effectively meet the expectations of industry partners, through outputs and behaviours.	Integrate, Influence (CT3 &CT4)	editing Collaborate with internal & external stakeholders Giving & receiving feedback Liaising, networking, & exchanging information
Emotional, Social and Physical	Emotional -The intrapersonal ability to identify, assess, and regulate one's own emotions and moods; to discriminate among them and to use this information to guide one's thinking and actions and where one has to make consequential decisions for oneself. Attributes may include: • Self-awareness & regulation (including metacognition) • Mindfulness • Cognitive flexibility • Emotional resilience • Motivation • Ethical decision- making	Explore, Influence, Integrate (CT1, CT3, CT4)	Internal & External self- awareness Self-control Self-reflection Adapting to change Ethical leadership Social justice Environmental awareness, Sustainable & efficient resource usage

	Social - The interpersonal ability to identify & understand the underlying emotions of individuals and groups, enhancing communication efficacy, empathy and influence. Attributes may include: • Managing your audience • Coordinating with others • Negotiation • Creativity • People management • Leadership & entrepreneurship • Service orientation • Active listening • Coaching and mentoring Physical - The ability to perceive and optimise physiological activity and responses to influence emotion, solve problems or otherwise effect behaviour. Physical intelligence engages the body to train neuron pathways to help change an inappropriate response to an appropriate response. Attributes may include • Self-discipline & management • Attention • Reaction & response time • Cognitive & muscle memory • Managing stress • Physical resilience		Negotiation Assisting & supporting others Self- management & responsibility Attention to detail Working independently Curiosity & active learning Asking questions
Cultural	The capability to relate to and work effectively across cultures including intercultural engagement, cultural understanding and intercultural communication.	Influence, Integrate (CT3, CT4)	Socio-cultural awareness Frustration & stress management, &

			emotional
			intelligence
	The generation and equipotion of ideas		Innovation,
Futamuica and	The generation and application of ideas	Create,	creativity, &
Enterprise and	within a practical setting. It combines	Influence,	enterprise
Entrepreneurial	creativity, idea generation and design thinking, with problem identification,	Integrate	Collaboration
	problem solving, and innovation	ICTA CTA	with internal
	followed by practical action. This can,	(CT2, CT3, CT4)	and external
	but does not exclusively, lead to venture	C14)	stakeholders
	creation (UK Quality Assurance Agency,		stakeriotaers
	Enterprise and Entrepreneurship		Commercial
	Education 2018).		awareness &
			acumen
	The confident adoption of applications,		Digital
Digital	new devices, software and services and	Explore,	literacies &
J	the ability to stay up to date with ICT as	Create,	etiquette
	it evolves. The ability to deal with	Integrate,	,
	failures and problems of ICT and to	Influence	Data analysis
	design and implement solutions (Jisc		,
	Digital Capabilities Framework)	(CT1, CT3,	Verbal, written
		CT4)	and digital
			communication
			Technology
			ethics
			Green
			technologies
			Creative thinking
			Reading, writing,
			speaking, &
			editing
Ravensbourne	Engagement with inhouse activities	Familian	Teaching,
Return	Engagement with inhouse activities	Explore,	mentoring &
Ketuili	including mentoring other students, volunteering, acting as a student rep or	Create,	coaching
	ambassador.	Influence,	Callabaretier
	Demonstrate a knowledge of current	Integrate,	Collaboration with internal
	events and social issues	(CT1, CT2,	and external
	Identify their personal convictions and	CT3, CT4)	stakeholders
	explore options for putting these	0,0,0,7	stakeriotaers
	convictions into practice		
	Engagement with the external		
	community through (from) employment,		
	volunteering, participation in a		
	Professional Life or other programme-		
	based project.		

Learning, Teaching and Assessment

Learning and Teaching methods

Teaching methods include tools like videos, gamification, and digital platforms (Padlet, Mentimeter) to enhance engagement and prepare students for modern business challenges. The course is industry-focused, featuring guest talks from business leaders and lecturers with real-world experience. Students frequently collaborate in groups, applying theory to current business practices through dialogic learning in, for example:

- Briefing Sessions
- Workshops & Masterclasses
- Interactive Lectures, Seminars, Discussions, & Debates
- One-to-One and Group Tutorials
- Case Studies and Simulations
- Visits and Outings
- Level-specific Methods
 - Level 4: Mini-projects through action learning groups
 - Level 5: Work-based Learning
 - Level 6: Self-directed learning (through research and business consultancy), learning sessions that use the "flipped classroom" model.

Assessment Strategy (discretionary strategies)

- Level 4 assessments
 - Report
 - Multiple Choice Quiz
 - Presentation
 - Video or photography
 - Reflective essay
 - Activism project and/or community engagement project
 - Peer assessment
 - Portfolio
 - Written Exam
- Level 5 assessments
 - Quiz
 - Report
 - Individual & group presentation
 - Video pitch
 - Interview of Entrepreneur
 - Portfolio
- Level 6 assessments
 - Independent research project
 - Business consultancy project
 - Report
 - Quiz
 - Mock Panel Interview

All levels

An employability skills log that is evidence-based and requires students to reflect on skill attainment through each module. Formative assessments are used to assess students' progress. They are opportunities for feedback and feedforward on primary assessments and they are typically held midway through the module. Marks of summative assessments are moderated on all modules, and from Level 5, are reviewed by external examiners.

Professional Life Practice and Work-based Learning

Professional Life Practice (PLP) modules are integrated across Levels 4 to 6. These modules foster collaboration, industry engagement, and essential skill development for employability. Through PLP activities, students enhance their social, cultural, emotional, and cognitive intelligence while leveraging Ravensbourne's industry connections and events such as Rave Late, Ravensbourne Insights, Career's Lab and Creative Lab, Incubation+. These initiatives facilitate interactions with industry leaders and alumni and nurture students' entrepreneurial ambitions. Diagnostic provisions support career choices, while diverse topics including critical and creative thinking, business finance, and entrepreneurship, equip students to tackle the complexities of highly competitive markets.

At Level 3, students engage in multidisciplinary projects to enhance their problem-solving skills in preparation for Level 4. Progressing to Level 4, they integrate theoretical frameworks with practical applications through simulations and external engagements that advance rational thinking and collaborative practice. In Level 5, students delve deeper into sophisticated theoretical constructs and expand their commercial awareness through workbased learning and entrepreneurial ventures. By Level 6, they undertake an independent research project within a peer-supported framework and develop consultancy skills and strategic insights into contemporary business.

Graduates emerge equipped with both the hard and soft skills demanded by employers and endorsed by the <u>World Economic Forum (WEF)</u> and <u>Quality Assurance Agency (QAA)</u>, and well-positioned as ethical, innovative, and socially responsible leaders ready to contribute meaningfully to business and creative industries.

Course Structure

Module Code	Module Title	Shared Module	Mandatory/ Elective	Credits
Level 4				
BSM24101	Principles of Marketing	x	Mandatory	20
BSM24104	Business Finance		Mandatory	20
BSM24102	The Business Landscape	x	Mandatory	20
BSM24105	Operation and Project Management		Mandatory	20
PLP24103	Professional Life Practice "Developing your Practice"	×	Mandatory	20
PLP24106	Professional Life Practice "Exploring your Practice"	×	Mandatory	20
			Total	120
Level 5				
BSM24201	People Management & Organisational Behaviour		Mandatory	20
BSM24202	The Consumer Journey	x	Mandatory	20
BSM24204	Entrepreneurism	x	Mandatory	40
PLP24203	Professional Life Practice "Applying your Practice"	×	Mandatory	20
PLP24206	Work-Based Learning		Mandatory	20
				120
			Total	240

Level 6				
PLP24303	Professional Life Practice "Situating your Practice"	X	Mandatory	20
BSM24301	Applied Research Project	X	Mandatory	40
BSM24304	Business Consultancy Project		Mandatory	20
BSM24302	Global Business Strategy		Mandatory	40
				120
			Total	340

Learning Hours

Learning Hours (per 20 credit module excluding the Work Placement)					
Staff – Student Contact Hours 48		Independent Study Hours	152		
Formal Scheduled Teaching	34	Preparation for Assessment	76		
Supervised access to resources	14	Unsupervised Access to Resources	76		
Total			200		

Course Regulations

Entry Requirements

- 3 x A Levels at Grades CCC or above (96 Tariff points), or
- BTEC Extended Diploma at MMM (96 Tariff points), or
- equivalent level 3 qualifications,
- plus GCSE English and Maths at Grade 4 or above

Please refer to the institutional regulations on the expected minimum entry requirements (found under Section 5 of the General Academic Regulations found on the website here), and the course page on the Ravensbourne University website for course specific entry requirements.

Accreditation of Prior Learning (if applicable)

Applications are welcomed from those who may not possess formal entry qualifications, mature students, those with work experience or with qualifications other than those listed above. Such applicants should demonstrate sufficient aptitude and potential to complete the course successfully. Applicants will be assessed at interview in accordance with Ravensbourne's Accreditation of Prior Learning Policy and Procedure and Student Transfer Plan.

Conditions for Progression

Students will be deemed to have passed a module if they achieve a D- (40%) for undergraduate students; or a C- (50%) for postgraduate students. Some modules, e.g. electives, use Pass/Fail grades and no marks are awarded. Pass/Fail grades are not used in the calculation of classifications for awards.

A student who has passed all assessments to date but has not yet reached the end of a level (or stage) will be permitted to proceed into the following term by the Interim Assessment Board.

Reassessment of Failed Elements

Failure or non-submission in any assessment will result in a Fail grade for the component and module.

A student shall be permitted three attempts at each assessment; one first sit and two resits.

Where a student successfully retrieves an assessment failure, the grade for the assessment will be capped at D- (undergraduate) or C- (postgraduate) (except where Extenuating Circumstances have been approved).

Conditions for the Granting of Awards

A student who completes an approved course of study, shall be awarded BSc (Hons) Business Management.

Those students who exit the Course without completing it may be entitled to exit with an award of either a:

- **1.** Certificate of Higher Education in Business Management, provided they complete an approved course of modules and the learning outcomes for such award as set out in the Course Specification.
- **2.** Diploma of Higher Education in Business Management, provided they complete an approved course of modules and the learning outcomes for such award as set out in the Course Specification.
- **3.** BSc Business Management (ordinary degree), provided they complete an approved course of modules and the learning outcomes for such award as set out in the Course Specification.

Any derogation(s) from the Regulations required?

If yes, please state which regulation requires a derogation for approval by the Academic Board.

Student Support	https://www.ravensbourne.ac.uk/student-services
Assessment Regulations	https://www.ravensbourne.ac.uk/staff-and-student-policies

Course Learning Outcomes	CLO1	CLO2	CLO3	CLO4	
Level 4 Modules					
Principles of Marketing	×	×		×	
BSM22102 Business Finance	х	×			
The Business Landscape		×	×	×	
Operation and Project Management	x	X		X	
PLP22103 Professional Life Practice (Developing Your Practice)			x	х	
PLP22106 Professional Life Practice			×	×	

(Exploring Your Practice)					
Level 5 Modules					
The Consumer Journey		×	×		
Entrepreneurism		×	×	Х	
People Management & Organisational	x	×	×		
Behaviour					
PLP22203 Professional Life Practice			×	×	
(Applying your Practice)					
PLP22206 Work-Based Learning			×	×	
Level 6 Modules					
Applied Research Project	x	×	х		
Global Business Strategy	×	×	х		
PLP22303 Professional Life Practice			×	×	
(Situating Your Practice)					
Business Consulting Project		Х	×	Х	

Course Diagram

	Semester 1	Semester 2
Level 4	Principles of Marketing 20 credits	BSM2212 Business Finance 20 credits
120 credits	The Business Landscape 20 credits	Operations and Project Management 20 credits
	PLP22103 Professional Life Practice (Developing Your Practice) 20 credits	PLP22106 Professional Life Practice (Exploring Your Practice) 20 credits

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The Quality Team

	Semester 1	Ser	nester 2
Level 5	People Management & Organisational Behaviour 20 credits	Entrepreneuris m 40 credits	PLP22206 Work- Based Learning 20 credits
120 credits	The Consumer Journey 20 credits		
	PLP22203 Professional Life Practice (Applying your Practice) 20 credits		
	Semester 1	Semes	ter 2
Level 6	Applied Research Project 40 credits	Global Business Strategy 40 credits	Business Consultancy 20 credits
120 credits	PLP22303 Professional Life Practice (Situating Your Practice) 20 credits		

The Quality Team Definitive Documents