Course Aim and Title	BA (Hons) Interior Architecture
Intermediate Awards Available	BA Interior Architecture, Dip HE Interior Architecture , Cert HE
Teaching Institution(s)	UEL
Alternative Teaching Institutions (for local arrangements see final section of this specification)	None
UEL Academic School	Architecture, Computing & Engineering (ACE)
UCAS Code	W250
Professional Body Accreditation	None
Relevant QAA Benchmark Statements	Art & Design (Feb 2017)
Additional Versions of this Course	BA (Hons) Interior Architecture (with Foundation Year) BA (Hons) Interior Architecture (with Placement Year)
Date Specification Last Updated	June 2020

Course Aims and Learning Outcomes

This course is designed to give you the opportunity to:

- Provide an educational and creative framework that enables you to become a designer.
- Explore existing and new building contexts where you will design for potential users in an array of timescales
- Learn many types of analogue and digital representation techniques as well as a theoretical and historical context that will prepare you for employment.
- Experience professional practice through learning from office mentors and completing ‘live projects’ to further increase your access to the design industry.

The BA (Hons) Interior Architecture will train creative spatial practitioners to approach design challenges towards future cities with innovation, resourcefulness and responsibility. The course aims to prepare students for conceptualising and creatively tackling a range of design challenges, from urban realms to performance spaces and atmospheric environments. The course will focus on creative design production that includes not only elements from architecture, but also lighting and performance design, sculptural installation, retail and experience design and public urban commissions.

What to expect:

You will learn how to create event and exhibition design, retail spaces, and new public realms, operating strategically with materials, atmospheres and technologies. You will be encouraged to experiment with conceptualisation and narration and find ways of intelligently tackling the design of human and experience-centric environments.
You will operate with digital and analogue skills and technologies, while developing a historical, critical and contextual knowledge of architecture, design and spatial speculation.
You will work with creative tools to convey atmospheres and experiences based on clients' needs.
You will design temporary, pop-up environments, through a focus on material development and multi-sensorial spatial experience.

What also defines this course is an emphasis on completing 'live', group and competition projects that enable you to develop your abilities in collaborative working, negotiation and interpersonal skills. Through practice visits, the involvement of industry design mentors and the participation of notable practicing designers as design tutors and visiting critics throughout the course, this further increases your access to and connection with the design industry.

What you will learn:

Knowledge

- How to design with sustainable agendas, materials and suitable to today's cultural conditions for multi-purpose typologies.
- You will develop your imagination, understanding of technology, experimentation and critical engagement with the built environment.
- You will understand a design process of taking a concept drawing through to completed final proposed design project in a range of typologies of design.

Thinking Skills

- How to produce flexible design techniques suited to the current climate of work and leisure demands
- You will have an exhaustive series of lectures and seminars focused on understanding the History of Architecture and Design (both Western and non-western) through to completing a personalised dissertation on your chosen topic using techniques of analysis and dissemination.
- You will understand how to design projects based on various clients' needs in order to develop an understanding of form, function and user experience using well-researched information.

Subject-Based Practical Skills

- Analogue printing and orthogonal hand-drawing techniques in two- and three-dimensions using industry-standard equipment and expert tuition.
- Model making and 1:1 prototype design and fabrication training using dedicated workshops and exhibition installation expertise.

- A digital skillset in two- and three-dimensions acquiring detailed knowledge of software such as Adobe Creative Suite, Sketchup Pro, AutoCad, Vectorworks and the use of a state-of-the-art digital fabrication lab.

Ethos

The course offers a spatial design skillset applicable across public and private commissions, urban and domestic interiors, to train agile and visionary design practitioners to deal with the challenges of future cities.
These skills are in high demand in both public and private sectors, with an increasing number of placemaking projects being developed across London and globally – as part of strategic urban developments. This course will familiarise students with these developments and articulate their imagination into professionally transferable skills to generate such new designs, from public realms to pavilions, retail and community spaces, and multi-function public and urban projects.

You will have the opportunity to share in the ethos of an established Architecture School that is renowned for its emphasis on 'hands-on' making, and the study of materiality, its diverse student & staff population and its excellent track record of graduate employment. Our proximity to the architecture, art and Interior design courses, allows you to test out creative partnerships that mirror those formed in real-life practice.

Learning and Teaching

Knowledge is developed through

- Lectures, workshops, and tutorial sessions
- Application of learnt methods to explore a variety of ideas through experimentation, prototyping and testing
- Knowledge-based activities with feedback
- Demonstrating creativity and expertise in the use of specialist skills and technologies

Thinking skills are developed through

- Recognizing the need to reflect on feedback from the target audience to ensure design objectives are met
- Individual and group projects
- Indicating independent creative thinking and judgment in addressing complex design problems and issues.

Practical skills are developed through

- Planning and managing a spatial design project from inception to completion
- Applying a wide range of design skills and techniques to produce and present design solutions to professional standard
- Applying analytical research to complex design topics.

Skills for life and work (general skills) are developed through

- Delivering a presentation on a chosen research topic
- Critically reflecting on own working relationships using teamwork and leadership skills, recognizing and respecting different perspectives
- A full understanding of digital fabrication, for use in mass manufacturing and as a creative tool.

You are expected to complement formal teaching and assignments with self-directed research and testing out your skills using a variety of design approaches. Developing skills in time management, being able to make creative decisions, being able to prioritise certain strands of work and becoming more critical and reflective about personal project work are essential attributes of becoming a design professional. At the end of each academic year, students exhibit their work in groups as part of the end of year showcase when they publish an annual catalogue showcasing the best work.

Assessment

Knowledge is assessed by

- Coursework
- Report writing
- Project work

Thinking skills are assessed by:

- Coursework
- Report writing
- Ability to undertake problem solving
- Observing presentations

Practical skills are assessed by:

- Project work
- Portfolio completion
- Visual display work

- Model making ability
- Computer presentations

Skills for life and work (general skills) are assessed by:

- Project work
- Group work
- Essays and reports
- Computer literacy
- Model making
- Verbal presentations

All the course modules are assessed at the end of each semester. Although each module is assessed separately against specific learning outcomes and criteria, the assessed work fits together in the form of an overarching academic portfolio.

Design studio work is assessed within a design portfolio and supporting studies are normally assessed in the form of a bound report or within the portfolio, although there are opportunities to assess more on-line and multi-media submissions as appropriate. There are no closed book examinations.
The course fosters a culture of continuous production and feedback at all levels. Formative feedback is given at tutorials and at critiques, summative feedback is given through portfolio reviews and following the end of each semester.

In Level 6, as part of their design process, students will also be supported to engage with workplace mentors for workplace-based tutorials and with engineers who will consult on their final design.

The making of an academic portfolio is a cumulative exercise meaning it will be finally be produced at the end of the course, and this work is the main vehicle for seeking employment opportunities. All students will be required to participate in the annual end of year show, designing and building exhibitions of student work within the School and as part of Freerange; a London based graduate show for interior architecture and design graduates which many potential employers attend. This will also include participation in the annual student publication and in the compilation of on-line blogs and portfolios at levels 4, 5 and 6.

Students with disabilities and/or particular learning needs should discuss assessments with the Course Leader to ensure they are able to fully engage with all assessment within the course.

Work or Study Placements

There is an optional work placement opportunity as part of this course between Level 5 and 6. The Course and Module Leaders will endeavour to aid any student

wishing to take a year to gain work experience in the relevant industry before returning to complete their degree studies.

In addition, direct experience of the workplace will be supported through several practise visits during levels 4, 5 and 6. Students will be encouraged to participate and reflect on the different forms of practice that they have experienced as part of their professional studies projects. Students will also be exposed to several materials and furniture suppliers through lectures and factory visits. They will be encouraged to attend and to reflect upon some of the design and interior trade fairs that punctuate the design calendar in London and internationally. E.g. 100% Design, Clerkenwell Design Week, London Design Festival, Ecobuild, Milan Furniture Fair, the Venice Architecture Biennale.

It is widely recognised within the industry that relationships with clients and 'pitching' together with participation in the competition process are important aspects of any design studio activities. Therefore at Level 5 and 6, where feasible, a project with a 'live' client (for example as part of a retail or commercial project) will be set, and students will participate in a competition project in order to gain 'real time' experience in terms of working to deadlines and accumulating professional standard verbal and written presentation and communication skills.

We encourage students to consider seeking industrial experience during their academic studies, either through work experience during summer vacations or through the optional sandwich placement between Level 5 and Level 6. Those students who opt for a year out placement will be enrolled on a 120-credit Industrial Sandwich Placement module, which will appear in the final transcript as evidence of the 'sandwich' placement year. An employment liaison officer oversees the administration of the year out placement and assists in helping students secure a placement.

Course Structure

All courses are credit-rated to help you to understand the amount and level of study that is needed.

One credit is equal to 10 hours of directed study time (this includes everything you do e.g. lecture, seminar and private study).

Credits are assigned to one of 5 levels:

3 Equivalent in standard to GCE 'A' level and is intended to prepare students for year one of an undergraduate degree course.
4 Equivalent in standard to the first year of a full-time undergraduate degree course.
5 Equivalent in standard to the second year of a full-time undergraduate degree course.
6 Equivalent in standard to the third year of a full-time undergraduate degree course.
7 Equivalent in standard to a Masters degree.

Courses are made up of modules that are each credit weighted.

The **module structure** of this course:

Level	Module Code	Module Title	Credit Weighting	Core/Option	Available by Distance Learning? Y/N
4	AR4024	Design Investigation 1	20	Core	N
4	AR4023	Design Resolution 1	20	Core	N
4	AR4021	Material Integration 1	20	Core	N
4	AR4027	Professional Life (Mental Wealth) 1	20	Core	N
4	AR4026	History and Theory 1	20	Core	N
4	AR4025	Technical Studies & Representation 1	20	Core	N
					N
5	AR5020	Design Investigation 2	20	Core	N
5	AR5021	Design Resolution 2	20	Core	N
5	AR5024	Material Integration 2	20	Core	N
5	AR5027	Professional Life (Mental Wealth) 2	20	Core	N
5	AR5022	History and Theory 2	20	Core	N

5	AR5026	Technical Studies & Representation 2	20	Core	N
		Optional Placement Year	120P	Optional	N
6	AR6023	Design Investigation 3	20	Core	N
6	AR6025	Design Resolution 3	20	Core	N
6	AR6024	Material Integration 3	20	Core	N
6	AR6027	Professional Life (Mental Wealth) 3	20	Core	N
6	AR6026	HISTORY AND THEORY 3	20	Core	N
6	AR6020	Integrated Technology	20	Core	N

Additional detail about the course module structure:

A core module for a course is a module, which a student must have passed (i.e. been awarded credit) in order to achieve the relevant named award. An optional module for a course is a module selected from a range of modules available on the course.

The overall credit-rating of this course is 360 credits. If for some reason you are unable to achieve this credit you may be entitled to an intermediate award, the level of the award will depend on the amount of credit you have accumulated. You can read the University Student Policies and Regulations on the UEL website.

Typical Duration

It is possible to move from full-time to part-time study and vice-versa to accommodate any external factors such as financial constraints or domestic commitments. Many of our students make use of this flexibility and this may impact on the overall duration of their study period.

The expected duration of this course is 3 years full-time or 6 years part-time.

A student cannot normally continue study on a course after 4 years of study in full time mode unless exceptional circumstances apply, and extenuation has been granted. The limit for completion of a course in part time mode is 7 years from first enrolment.

Further Information

More information about this course is available from:

- The UEL web site (www.uel.ac.uk)
- The course handbook
- Module study guides
- UEL Manual of General Regulations (available on the UEL website)
- UEL Quality Manual (available on the UEL website)
- School web pages

All UEL courses are subject to thorough course approval procedures before we allow them to commence. We also constantly monitor, review and enhance our courses by listening to student and employer views and the views of external examiners and advisors.

Additional costs:

All students will be required to purchase a basic list of art materials and equipment (approximately £100) which will be clearly indicated in a timetable.

Students will be expected to cover their own costs for optional yearly field trips (approximately £400 per trip).

Additional Locations of Delivery

None