Programme Specification

ADMINISTRATIVE AND REGULATORY INFORMATION

1	**Programme Title**	Design Studies Programme
2	**Course Title(s)**	BA (Hons) Interiors BA (Hons) Interiors (sandwich) Additional pathways: BA (Hons) Interior Design and Lighting BA (Hons) Interior Design and Lighting (sandwich) BA (Hons) Design for Products BA (Hons) Design for Products (sandwich) Additional pathways: BA (Hons) Product Design and Furniture BA (Hons) Product Design and Furniture (sandwich) BA (Hons) Visual Design BA (Hons) Visual Design (sandwich)
3	**Awarding institution**	Manchester Metropolitan University
4	**Faculty**	Faculty of Arts and Humanities
5	**Department/ School**	Manchester School of Art
6	**Final Level of Study (FHEQ)**	Honours (Level 6)
7	**Mode(s) of Study**	Full-time
8	**Normal Duration of Study**	3 years (4 years if sandwich)
9	**Number and Date of Intakes**	1 intake: October
10	**Admission requirements**	• Completed application form (for BA (Hons) degrees either on UCAS or directly) • Signed personal statement • UCAS points equal to 80 tariff points (3 A levels) • Copy of a high-school diploma or school certificates (for the three-year courses) • Non-native English speakers need to provide a copy of an official English language certificate: the English language test score should be at least B2 at CEFR level – IELTS overall score of 6.0 with no elements below 5.5* – only for the Paris and London Schools • Completion of an entry test

		• Creative programmes are requested to submit 6 self-produced Creative Ideas: these can be anything that visually describes their inspiration and the area of study that they have chosen. They can be submitted in the form of sketches, drawings, photographs, mood boards and collages (the 6 creative ideas might also be a mix of these)
11	**QAA Subject Benchmark Statement**	Art and Design http://www.qaa.ac.uk/en/Publications/Documents/SBS-Art-and-Design-17.pdf
12	**University Curriculum Framework**	Undergraduate
13	**University Assessment Regulations**	Undergraduate
14	**Approved Variations/Exemptions from Assessment Regulations**	N/A

15 Learning & Teaching Delivery

Level	Scheduled	Independent	Placement
4	50% (25% - summative assessment; 25% - directed study)	50% (self-centred)	0%
5	50% (25% - summative assessment; 25% - directed study)	50% (self-centred)	0%
6	50% (25% - summative assessment; 25% - directed study)	50% (self-centred)	0%
Sandwich year	0%	0%	100%

16 Assessment Methods

Level	Coursework	Examinations
4	100%	N/A
5	100%	N/A
6	100%	N/A

Awards

17	**Final Award Title(s)**	BA (Hons) Interiors BA (Hons) Interiors (sandwich) Additional pathways:

		BA (Hons) Interior Design and Lighting BA (Hons) Interior Design and Lighting (sandwich) BA (Hons) Design for Products BA (Hons) Design for Products (sandwich) Additional pathways: BA (Hons) Product Design and Furniture BA (Hons) Product Design and Furniture (sandwich) BA (Hons) Visual Design BA (Hons) Visual Design (sandwich)
18	**Interim Exit Award Title(s)**	CertHE Interiors DipHE Interiors Additional pathways: CertHE Interior Design and Lighting DipHE Interior Design and Lighting CertHE Design for Products DipHE Design for Products Additional pathways: CertHE Product Design and Furniture DipHE Product Design and Furniture CertHE Visual Design DipHE Visual Design
19	**Linked Foundation Year**	Istituto Marangoni Milano Foundation course ISC Study Group Foundation course
20	**(i) Combined Honours Awards available eg:** • BSc/BA (Hons) AB • BSc/BA (Hons) AB and XY • BSc/BA (Hons) AB with XY • BSc/BA (Hons) AB (Named Award)	N/A
21	**Approved Subject Combination administered by this Programme Specification**	N/A

Arrangements with Collaborative Partners

22	**Approved Collaborative partner(s)**	Partner Name	Type of Collaborative Partnership
		Istituto Marangoni London School	External Validation
23	**Articulation Arrangements**	Partner Name	Details of Arrangements
		N/A	N/A

Professional, Statutory and Regulatory Bodies

24	**Accrediting and/or associated PSRB(s)**	N/A
25	**Date, outcome & period of approval of last PSRB approval/accreditation**	N/A

Programme Outcomes

25	**Final Award Learning Outcomes**	
25.1	**BA (Hons) Interiors**	
Part A – Knowledge and Critical Understanding		
	By the end of the programme students are expected to have understanding and critical understanding of:	Assessed by:
PLO1	Sound understanding of current and emerging technologies, with the intention of showing applications and insight within the contemporary interior design industry.	The School employs a range of innovative and contemporary assessment tasks, which may include one or more of the following: • Project presentation • Project book • Research book • Digital drawing • Digital project book • Portfolio • Reflective journal • Visual mapping chart • Essay • Visual research folder
PLO2	The appropriate creative, intellectual and technical skills developed systematically through practice within the interior design industry.	
PLO3	The appropriate practical and research methodologies to inform and critique interior design practice.	
PLO4	The critical evaluation of the environmental and social impact of the interior design industry on a global scale and have a commitment to the ethical and environmental considerations when developing interior design concepts.	
PLO5	The problem-solving and concept-generating approaches required by the interior design industry for graduate-level employment scholarship, entrepreneurship or research.	
PLO6	The flexible and imaginative methods to their work, criticism design and communication for final interior design proposals.	• Research proposal • Dissertation • Graduate project • Final design project
Part B – Skills and Attributes		
	The programme will ensure students will gain the following skills and attributes:	Assessed by:
PLO7	A reflective and self-managed approach to dealing with complex issues both systematically and creatively, making sound judgements in the absence of complete data, and communicating their conclusions clearly to specialist and non-specialist audiences.	The School employs a range of innovative and contemporary assessment tasks, which may include one or more of the following: • Project book • Project presentation • Research book • Digital project book
PLO8	High degree of self-direction and originality in tackling and solving problems, acting autonomously in planning and implementing tasks at a professional or equivalent level in respect of the interior design industry.	

PLO9	Working relationships using teamwork and leadership skills, recognising and respecting different perspectives within the interior design industry.	
PLO10	Professional development reflecting on progress and taking appropriate action.	
PLO11	Ability to find, evaluate, synthesise and use information from a variety of sources to inform and critique interior design practice.	
PLO12	Express ideas effectively and communicate information appropriately and accurately using a range of media including ICT.	
25.2	**BA (Hons) Interior Design and Lighting**	
Part A – Knowledge and Critical Understanding		
	By the end of the programme students are expected to have understanding and critical understanding of:	Assessed by:
PLO1	Current and emerging technologies, with the intention of showing applications and insight within the contemporary interior design and lighting industry.	The School employs a range of innovative and contemporary assessment tasks, which may include one or more of the following: • Project Book • Portfolio • Technical Folder • Project Presentation • Rendering and Lighting Visual Book • Research and Project Book • Research Book • Essay • Digital Project Book • Reflective Journal • Visual Research Folder
PLO2	The appropriate creative, intellectual and technical skills developed systematically through practice within the interior and lighting design industry.	
PLO3	The appropriate practical and research methodologies to inform and critique your interior design and lighting practice.	
PLO4	The critical evaluation of the environmental and social impact of the design industry on a global scale and have a commitment to the ethical and environmental considerations when developing interior design and lighting concepts.	
PLO5	The problem-solving and concept-generating approaches required by the interior and lighting design industry for graduate-level employment, scholarship, entrepreneurship or research.	
PLO6	The flexible and imaginative methods to their work, criticism design and communication for final interior and lighting design proposals.	• Graduate Project Research • Graduate Project • Digital Graduate Project File • Final Interior Design Project • Dissertation
Part B – Skills and Attributes		
	The programme will ensure students will gain the following skills and attributes:	Assessed by:
PLO7	A reflective and self-managed approach to dealing with complex issues both systematically and creatively, making sound judgements in the absence of complete data, and communicating their conclusions clearly to specialist and non-specialist audiences.	The School employs a range of innovative and contemporary assessment tasks, which may include one or more of the following: • Project Book • Project Presentation • Research Book • Digital Project Book
PLO8	High degree of self-direction and originality in tackling and solving problems, acting autonomously in planning and implementing tasks at a professional or equivalent level in respect of the interior design and lighting industry.	
PLO9	Working relationships using teamwork and leadership skills, recognising and respecting different perspectives within the interior design and lighting industry.	

PLO10	Professional development reflecting on progress and taking appropriate action.	
PLO11	Ability to find, evaluate, synthesise and use information from a variety of sources to inform and critique interior design and lighting practice.	
PLO12	Express ideas effectively and communicate information appropriately and accurately using a range of media including ICT.	
25.3	**BA (Hons) Design for Products**	
Part A – Knowledge and Critical Understanding		
	The programme will ensure students will gain the following skills and attributes:	Assessed by:
PLO1	Sound understanding of current and emerging technologies, with the intention of showing applications and insight within the contemporary product design industry.	The School employs a range of innovative and contemporary assessment tasks, which may include one or more of the following: • Project Book • Project Presentation • Technical Folder • Illustrated Report • Reflective Learning Journal • Trend Book • Portfolio • Essay
PLO2	The appropriate creative, intellectual and technical skills developed systematically through practice within the product design industry.	
PLO3	The appropriate practical and research methodologies to inform and critique their product design practice.	
PLO4	The critical evaluation of the environmental and social impact of the design industry on a global scale and have a commitment to the ethical and environmental considerations when developing product design concepts.	
PLO5	The problem-solving and concept-generating approaches required by the product design industry for graduate-level employment, scholarship, entrepreneurship or research.	
PLO6	The flexible and imaginative methods to their work, criticism design and communication for final product design proposals.	• Research Proposal • Visual Workbook • Visual Research Folder • Dissertation
Part B – Skills and Attributes		
PLO7	A reflective and self-managed approach to dealing with complex issues both systematically and creatively, making sound judgements in the absence of complete data, and communicating their conclusions clearly to specialist and non-specialist audiences.	The School employs a range of innovative and contemporary assessment tasks, which may include one or more of the following: • Project Book • Project Presentation • Research Proposal
PLO8	High degree of self-direction and originality in tackling and solving problems, acting autonomously in planning and implementing tasks at a professional or equivalent level in respect of the product design industry.	
PLO9	Working relationships using teamwork and leadership skills, recognising and respecting different perspectives within the product design industry.	
PLO10	Professional development reflecting on progress and taking appropriate action.	
PLO11	Ability to find, evaluate, synthesise and use information from a variety of sources to inform and critique product design practice.	
PLO12	Express ideas effectively and communicate information appropriately and accurately using a range of media including ICT.	

25.4	BA (Hons) Product Design and Furniture	
Part A – Knowledge and Critical Understanding		
	The programme will ensure students will gain the following skills and attributes:	Assessed by:
PLO1	Sound understanding of current and emerging technologies, with the intention of showing applications and insight within the contemporary product design and furniture industry.	The School employs a range of innovative and contemporary assessment tasks, which may include one or more of the following: • Project Book • Project Presentation • Technical Folder • Illustrated Report • Reflective Learning Journal • Trend Book • Portfolio • Essay
PLO2	The appropriate creative, intellectual and technical skills developed systematically through practice within the product design and furniture industry.	
PLO3	The appropriate practical and research methodologies to inform and critique their product design and furniture practice.	
PLO4	The critical evaluation of the environmental and social impact of the design industry on a global scale and have a commitment to the ethical and environmental considerations when developing product design and furniture concepts.	
PLO5	The problem-solving and concept-generating approaches required by the product and furniture design industry for graduate-level employment, scholarship, entrepreneurship or research.	
PLO6	The flexible and imaginative methods to your work, criticism design and communication for final product design and furniture proposals.	• Digital Graduate Project Book • Research Proposal • Visual Workbook • Product Development Plan • Dissertation
Part B – Skills and Attributes		
PLO7	A reflective and self-managed approach to dealing with complex issues both systematically and creatively, making sound judgements in the absence of complete data, and communicating their conclusions clearly to specialist and non-specialist audiences.	The School employs a range of innovative and contemporary assessment tasks, which may include one or more of the following: • Project Book • Presentation • Research Proposal • Presentation
PLO8	High degree of self-direction and originality in tackling and solving problems, acting autonomously in planning and implementing tasks at a professional or equivalent level in respect of the product design and furniture industry.	
PLO9	Working relationships using teamwork and leadership skills, recognising and respecting different perspectives within the product design and furniture industry.	
PLO10	Professional development reflecting on progress and taking appropriate action.	
PLO11	Ability to find, evaluate, synthesise and use information from a variety of sources to inform and critique product design and furniture practice.	
PLO12	Express ideas effectively and communicate information appropriately and accurately using a range of media including ICT.	
25.5	**BA (Hons) Visual Design**	
Part A – Knowledge and Critical Understanding		

	The programme will ensure students will gain the following skills and attributes:	Assessed by:
PLO1	Sound understanding of current and emerging technologies, with the intention of showing applications and insight within the contemporary visual design industry.	The School employs a range of innovative and contemporary assessment tasks, which may include one or more of the following: • Visual Workbook • Digital Visual Research Book • Research Workbook • Reflective Journal • Project Book • Report • Visual Book • Digital-based Visual Proposal • Project Presentation Portfolio • Portfolio • Technical Folder • Reflective Journal • Essay
PLO2	The appropriate creative, intellectual and technical skills developed systematically through practice within the visual design industry.	
PLO3	The appropriate practical and research methodologies to inform and critique their visual design practice.	
PLO4	The critical evaluation of the environmental and social impact of the design industry on a global scale and have a commitment to the ethical and environmental considerations when developing visual design concepts.	
PLO5	The problem-solving and concept-generating approaches required by the visual design industry for graduate-level employment, scholarship, entrepreneurship or research.	
PLO6	The flexible and imaginative methods to their work, criticism and communication for final visual design proposals.	• Analytical Research Report • Analytical Report • Research Proposal • Dissertation
Part B – Skills and Attributes		
PLO7	A reflective and self-managed approach to dealing with complex issues both systematically and creatively, making sound judgements in the absence of complete data, and communicating their conclusions clearly to specialist and non-specialist audiences.	The School employs a range of innovative and contemporary assessment tasks, which may include one or more of the following: • Research Proposal • Research Book • Project Presentation Portfolio
PLO8	High degree of self-direction and originality in tackling and solving problems, acting autonomously in planning and implementing tasks at a professional or equivalent level in respect of the visual design industry.	
PLO9	Working relationships using teamwork and leadership skills, recognising and respecting different perspectives within the visual design industry.	
PLO10	Professional development reflecting on progress and taking appropriate action.	
PLO11	Ability to find, evaluate, synthesise and use information from a variety of sources to inform and critique visual design practice.	
PLO12	Express ideas effectively and communicate information appropriately and accurately using a range of media including ICT.	
26	**Interim Award Learning Outcomes** *Provide a set of learning outcomes for each interim award (e.g. CertHE/DipHE) for each course.*	

On successful completion of a **Certificate HE Interiors** students will be able to:
Demonstrate an understanding and basic application of the following Interim Learning Outcomes:

ILO1. Basic understanding of creative, intellectual and technical skills developed systematically through practice within the interior design industry.
ILO2. Basic evaluation of the environmental and social impact of the design industry on a global scale and have a commitment to the ethical and environmental considerations when developing interior design concepts.
ILO3. Basic ability to find, evaluate, synthesise and use information from a variety of sources to inform and critique interior design practice.
ILO4. Basic ability to express ideas and communicate information using a range of media including ICT.

On successful completion of a **Diploma HE Interiors** students will be able to:
Demonstrate a sound professional understanding and analytical application of the following Interim Learning Outcomes:

ILO1. Sound understanding of current and emerging technologies, with the intention of showing applications and insight within the contemporary interior design industry.
ILO2. Appropriate understanding of problem-solving and concept-generating approaches required by the interior design industry.
ILO3. Reflective and self-managed appropriate approach to dealing with complex issues both systematically and creatively, making judgements in the absence of complete data, and communicating their conclusions clearly to specialist and non-specialist audiences.
ILO4. Self-direction and originality in tackling and solving problems, acting autonomously in planning and implementing tasks in respect of the interior design industry.
ILO5. Understanding importance of and being able to apply working relationships using teamwork and leadership skills, recognising and respecting different perspectives within the interior design industry.

On successful completion of a **Certificate HE Interior Design and Lighting** students will be able to:
Demonstrate an understanding and basic application of the following Interim Learning Outcomes:

ILO1. Basic understanding of creative, intellectual and technical skills developed systematically through practice within the interior design and lighting industry.
ILO2. Basic evaluation of the environmental and social impact of the design industry on a global scale and have a commitment to the ethical and environmental considerations when developing interior design and lighting concepts.
ILO3. Basic ability to find, evaluate, synthesise and use information from a variety of sources to inform and critique interior design and lighting practice.

ILO4. Basic ability to express ideas effectively and communicate information using a range of media including ICT.
On successful completion of a **Diploma HE Interior Design and Lighting** students will be able to:
Demonstrate a sound professional understanding and analytical application of the following Interim Learning Outcomes:

ILO1. Sound understanding of current and emerging technologies, with the intention of showing applications and insight within the contemporary interior design and lighting industry.
ILO2. Appropriate understanding of problem-solving and concept-generating approaches required by the interior design and lighting industry.
ILO3. Reflective and self-managed appropriate approach to dealing with complex issues both systematically and creatively, making judgements in the absence of complete data, and communicating their conclusions clearly to specialist and non-specialist audiences.
ILO4. Self-direction and originality in tackling and solving problems, acting autonomously in planning and implementing tasks at a professional or equivalent level in respect of the interior design and lighting industry.
ILO5. Understanding importance of and being able to apply working relationships using teamwork and leadership skills, recognising and respecting different perspectives within the interior design and lighting industry.

On successful completion of a **Certificate HE Design for Products** students will be able to:
Demonstrate an understanding and basic application of the following Interim Learning Outcomes:

ILO1. Basic understanding of creative, intellectual and technical skills developed systematically through practice within the product design industry.
ILO2. Basic evaluation of the environmental and social impact of the design industry on a global scale and have a commitment to the ethical and environmental considerations when developing product design concepts.
ILO3. Basic ability to find, evaluate, synthesise and use information from a variety of sources to inform and critique product design practice.
ILO4. Basic ability to express ideas effectively and communicate information appropriately and accurately using a range of media including ICT.

On successful completion of a **Diploma HE Design for Products** students will be able to:
Demonstrate a sound professional understanding and analytical application of the following Interim Learning Outcomes:

ILO1. Sound understanding of current and emerging technologies, with the intention of showing applications and insight within the contemporary product design industry.
ILO2. Appropriate understanding of problem-solving and concept-generating approaches required by the product design industry.

ILO3. Reflective and self-managed appropriate approach to dealing with complex issues both systematically and creatively, making judgements in the absence of complete data, and communicating their conclusions clearly to specialist and non-specialist audiences.
ILO4. Self-direction and originality in tackling and solving problems, acting autonomously in planning and implementing tasks at a professional or equivalent level in respect of the product design industry.
ILO5. Understanding importance of and being able to apply working relationships using teamwork and leadership skills, recognising and respecting different perspectives within the product design industry.

On successful completion of a **Certificate HE Product Design and Furniture** students will be able to:
Demonstrate an understanding and basic application of the following Interim Learning Outcomes:

ILO1. Basic understanding of creative, intellectual and technical skills developed systematically through practice within the product and furniture design industry.
ILO2. Basic evaluation of the environmental and social impact of the product design and furniture industry on a global scale and have a commitment to the ethical and environmental considerations when developing product design and furniture concepts.
ILO3. Basic ability to find, evaluate, synthesise and use information from a variety of sources to inform and critique product design and furniture practice.
ILO4. Basic ability to express ideas effectively and communicate information appropriately and accurately using a range of media including ICT.

On successful completion of a **Diploma HE Product Design and Furniture** students will be able to:
Demonstrate a sound professional understanding and analytical application of the following Interim Learning Outcomes:

ILO1. Sound understanding of current and emerging technologies, with the intention of showing applications and insight within the contemporary product design and furniture industry.
ILO2. Appropriate understanding of problem-solving and concept-generating approaches required by the product and furniture design industry.
ILO3. Reflective and self-managed appropriate approach to dealing with complex issues both systematically and creatively, making judgements in the absence of complete data, and communicating their conclusions clearly to specialist and non-specialist audiences.
ILO4. Self-direction and originality in tackling and solving problems, acting autonomously in planning and implementing tasks at a professional or equivalent level in respect of the product design and furniture industry.
ILO5. Understanding importance of and being able to apply working relationships using teamwork and leadership skills, recognising and respecting different perspectives within the product design and furniture industry.

On successful completion of a **Certificate Visual Design** students will be able to:
Demonstrate an understanding and basic application of the following Interim Learning Outcomes:

ILO1. Basic understanding of creative, intellectual and technical skills developed systematically through practice within the visual design industry.
ILO2. Basic evaluation of the environmental and social impact of the visual design industry on a global scale and have a commitment to the ethical and environmental considerations when developing visual design concepts.
ILO3. Basic ability to find, evaluate, synthesise and use information from a variety of sources to inform and critique visual design practice.
ILO4. Basic ability to express ideas effectively and communicate information appropriately and accurately using a range of media including ICT.

On successful completion of a **Diploma HE Visual Design** students will be able to:
Demonstrate a sound professional understanding and analytical application of the following Interim Learning Outcomes:

ILO1. Sound understanding of current and emerging technologies, with the intention of showing applications and insight within the contemporary visual design industry.
ILO2. Appropriate understanding of problem-solving and concept-generating approaches required by the visual design industry.
ILO3. Reflective and self-managed appropriate approach to dealing with complex issues both systematically and creatively, making judgements in the absence of complete data, and communicating their conclusions clearly to specialist and non-specialist audiences.
ILO4. Self-direction and originality in tackling and solving problems, acting autonomously in planning and implementing tasks at a professional or equivalent level in respect of the visual design industry.
ILO5. Understanding importance of and being able to apply working relationships using teamwork and leadership skills, recognising and respecting different perspectives within the visual design industry.

Course Structure

27	Unit Overview

NB: Options may be available in more than one cluster.

BA (Hons) Interiors and BA (Hons) Interior Design and Lighting

Level 4 (Interiors, and Interior Design and Lighting)

Core Units						
Code	Occ	Status	Unit Title	No of credits	Home Programme	Outcomes addressed

1B4Z4201			Interior Architectural Fundamentals	30	Design Studies Programme	2, 4, 11, 12
1B4Z4202			Approaching Interior Design, Project and Processes	30	Design Studies Programme	2, 4, 11, 12
1B4Z4203			Interior Design Project	30	Design Studies Programme	2, 4, 11, 12
1B4Z4204			History of Art, Design and Visual Culture	30	Design Studies Programme	2, 4, 11, 12

On successful completion of Level 4 – interim exit award: Cert HE Interiors or Cert HE Interior Design and Lighting

Level 5 (Interiors)

Core Units						
Code	Occ	Status	Unit Title	No of credits	Home Programme	Outcomes addressed
1B5Z4203			Contemporary Project Analysis	30	Design Studies Programme	1, 5, 7, 8, 9
1B5Z4201			Interior Design Experience	30	Design Studies Programme	1, 5, 7, 8, 9
1B5Z4203			Interior Design Defined	30	Design Studies Programme	1, 5, 7, 8, 9
1B5Z4204			Design and Cultural Perspective	30	Design Studies Programme	1, 5, 7, 8, 9

Level 5 (Interior Design and Lighting)

Core Units						
Code	Occ	Status	Unit Title	No of credits	Home Programme	Outcomes addressed
1B5Z4203			Contemporary Project Analysis	30	Design Studies Programme	1, 5, 7, 8, 9
1B5Z4205			Lighting Design Experience	30	Design Studies Programme	1, 5, 7, 8, 9
1B5Z4206			Illumination and Lighting	30	Design Studies Programme	1, 5, 7, 8, 9

1B5Z4204			Design and Cultural Perspective	30	Design Studies Programme	1, 5, 7, 8, 9

On successful completion of Levels 4 & 5 – interim exit award: Dip HE Interiors or Dip HE Interior Design and Lighting

Placement Year (Sandwich only)

Core Units						
Code	Occ	Status	Unit Title	No of credits	Home Programme	Outcomes addressed
1BPLA001			Placement	120	Design Studies Programme	4, 5, 6, 8, 9

Level 6 (Interiors)

Core Units						
Code	Occ	Status	Unit Title	No of credits	Home Programme	Outcomes addressed
1B6Z4201			Residential Interior Design	30	Design Studies Programme	3, 6, 10
1B6Z4202			Branded Environments	30	Design Studies Programme	3, 6, 10
1B6Z4203			Final and Graduate Projects	30	Design Studies Programme	3, 6, 10
1B6Z4204			Researching Theory and Practice	30	Design Studies Programme	3, 6, 10

Level 6 (Interior Design and Lighting)

Core Units						
Code	Occ	Status	Unit Title	No of credits	Home Programme	Outcomes addressed
1B6Z4205			Lighting Interaction	30	Design Studies Programme	3, 6, 10
1B6Z4206			Lighting and Branded Environments	30	Design Studies Programme	3, 6, 10
1B6Z4207			Final and Graduate Lighting Projects	30	Design Studies Programme	3, 6, 10
1B6Z4204			Researching Theory and Practice	30	Design Studies Programme	3, 6, 10

On successful completion of Level 6 – final exit award: BA (Hons) Interiors or BA (Hons) Interior Design and Lighting
60 credits: final exit award: BA Interiors or BA Interior Design and Lighting
120 credits: final exit award: BA (Hons) Interiors or BA (Hons) Interior Design and Lighting

BA (Hons) Design for Products and BA (Hons) Product Design for Furniture

Level 4 (Design for Products, and Product Design and Furniture)

Core Units						
Code	Occ	Status	Unit Title	No of credits	Home Programme	Outcomes addressed
1B4Z4205			Product Design Methodology	30	Design Studies Programme	2, 4, 11, 12
1B4Z4206			Product Design	30	Design Studies Programme	2, 4, 11, 12
1B4Z4207			Furniture Design Product	30	Design Studies Programme	2, 4, 11, 12
1B4Z4204			History of Art, Design and Visual Culture	30	Design Studies Programme	2, 4, 11, 12

On successful completion of Level 4 – interim exit award: Cert HE Design for Products or Cert HE Product Design and Furniture

Level 5 (Design for Products)

Core Units						
Code	Occ	Status	Unit Title	No of credits	Home Programme	Outcomes addressed
1B5Z4207			Aesthetic Culture	30	Design Studies Programme	1, 5, 7, 8, 9
1B5Z4208			Project Culture	30	Design Studies Programme	1, 5, 7, 8, 9
1B5Z4209			Product Design Culture	30	Design Studies Programme	1, 5, 7, 8, 9
1B5Z4204			Design and Cultural Perspective	30	Design Studies Programme	1, 5, 7, 8, 9

Level 5 (Product Design and Furniture)

Core Units

Code	Occ	Status	Unit Title	No of credits	Home Programme	Outcomes addressed
1B5Z4207			Aesthetic Culture	30	Design Studies Programme	1, 5, 7, 8, 9
1B5Z4210			Project Culture	30	Design Studies Programme	1, 5, 7, 8, 9
1B5Z4211			Furniture Design Culture	30	Design Studies Programme	1, 5, 7, 8, 9
1B5Z4204			Design and Cultural Perspective	30	Design Studies Programme	1, 5, 7, 8, 9

On successful completion of Levels 4 & 5 – interim exit award: Dip HE Design for Products or Dip HE Product Design and Furniture

Placement Year (Sandwich only)

Core Units						
Code	Occ	Status	Unit Title	No of credits	Home Programme	Outcomes addressed
1BPLA001			Placement	120	Design Studies Programme	4, 5, 6, 8, 9

Level 6 (Design for Products)

Core Units						
Code	Occ	Status	Unit Title	No of credits	Home Programme	Outcomes addressed
1B6Z4208			Integrated Product Design	30	Design Studies Programme	3, 6, 10
1B6Z4209			Professional Product Design	30	Design Studies Programme	3, 6, 10
1B6Z4210			Final Project and Portfolio	30	Design Studies Programme	3, 6, 10
1B6Z4204			Researching Theory and Practice	30	Design Studies Programme	3, 6, 10

Level 6 (Product Design and Furniture)

Core Units						
Code	Occ	Status	Unit Title	No of credits	Home Programme	Outcomes addressed

1B6Z4216			Integrated Product Design	30	Design Studies Programme	3, 6, 10
1B6Z4211			Professional Design	30	Design Studies Programme	3, 6, 10
1B6Z4212			Final & Graduate Projects	30	Design Studies Programme	3, 6, 10
1B6Z4204			Researching Theory and Practice	30	Design Studies Programme	3, 6, 10

On successful completion of Level 6 – final exit award: BA (Hons) Design for Products or BA (Hons) Product Design and Furniture
60 credits: final exit award: BA Design for Products or BA Product Design and Furniture
120 credits: final exit award – BA (Hons) Design for Products or BA (Hons) Product Design and Furniture

BA (Hons) Visual Design

Level 4

Core Units						
Code	Occ	Status	Unit Title	No of credits	Home Programme	Outcomes addressed
1B4Z4208			Visual Design Principles	30	Design Studies Programme	2, 4, 11, 12
1B4Z4209			Visual Graphics Elements	30	Design Studies Programme	2, 4, 11, 12
1B4Z4210			Publishing Design	30	Design Studies Programme	2, 4, 11, 12
1B4Z4204			History of Art, Design and Visual Culture	30	Design Studies Programme	2, 4, 11, 12

On successful completion of Level 4 – interim exit award: Cert HE Visual Design

Level 5

Core Units						
Code	Occ	Status	Unit Title	No of credits	Home Programme	Outcomes addressed
1B5Z4212			Visual Communication	30	Design Studies Programme	1, 5, 7, 8, 9

1B5Z4213			Brand Visual Communication	30	Design Studies Programme	1, 5, 7, 8, 9
1B5Z4214			Multimedia Communication	30	Design Studies Programme	1, 5, 7, 8, 9
1B5Z4204			Design and Cultural Perspective	30	Design Studies Programme	1, 5, 7, 8, 9

On successful completion of Levels 4 & 5 – interim exit award: Dip HE Visual Design

Placement Year (Sandwich only)

Core Units						
Code	Occ	Status	Unit Title	No of credits	Home Programme	Outcomes addressed
1BPLA001			Placement	120	Design Studies Programme	4, 5, 6, 8, 9

Level 6

Core Units						
Code	Occ	Status	Unit Title	No of credits	Home Programme	Outcomes addressed
1B6Z4213			Art Direction Experience	30	Design Studies Programme	3, 6, 10
1B6Z4214			Art Direction for Digital Media	30	Design Studies Programme	3, 6, 10
1B6Z4215			Portfolio and Final Project	30	Design Studies Programme	3, 6, 10
1B6Z4204			Researching Theory and Practice	30	Design Studies Programme	3, 6, 10

On successful completion of Level 6 – final exit award: BA (Hons) Visual Design
60 credits: final exit award: BA Visual Design
120 credits: final exit award: BA (Hons) Visual Design

28	**Programme Structure Map**

Map programme structure, showing delivery pattern of core and optional units and groupings of optional units into thematic or structural clusters.

BA (Hons) Interiors and BA (Hons) Interior Design and Lighting

Level 4 (Interiors and Interior Design and Lighting)

Term One	**Term Two**	**Term Three**

Interior Architectural Fundamentals (30 credits)	Approaching Interior Design, Project and Processes (30 credits)	Interior Design Project (30 credits)
History of Art, Design and Visual Culture (30 credits)		

On successful completion of Level 4 – interim exit award: Cert HE Interiors or Cert HE Interior Design and Lighting

Level 5 (Interiors)

Term One	**Term Two**	**Term Three**
Contemporary Project Analysis (30 credits)	Interior Design Experience (30 credits)	Interior Design Defined (30 credits)
Design and Cultural Perspective (30 credits)		

Level 5 (Interior Design and Lighting)

Term One	**Term Two**	**Term Three**
Contemporary Project Analysis (30 credits)	Lighting Design Experience (30 credits)	Illumination and Lighting (30 credits)
Design and Cultural Perspective (30 credits)		

On successful completion of Levels 4 & 5 – interim exit award: Dip HE Interiors or Dip HE Interior Design and Lighting

Placement Year (Sandwich only)

Term One	**Term Two**	**Term Three**
Placement (120 credits)		

Level 6 (Interiors)

Term One	**Term Two**	**Term Three**
Residential Interior Design (30 credits)	Branded Environments (30 credits)	Final and Graduate Projects (30 credits)
Researching Theory and Practice (30 credits)		

Level 6 (Interior Design and Lighting)

Term One	**Term Two**	**Term Three**
Lighting Interaction (30 credits)	Lighting and Branded Environments (30 credits)	Final and Graduate Lighting Projects (30 credits)
Researching Theory and Practice (30 credits)		

On successful completion of Level 6 – final exit award: BA (Hons) Interiors or BA (Hons) Interior Design and Lighting
60 credits: final exit award: BA Interiors or BA interior Design and Lighting
120 credits: final exit award: BA (Hons) Interiors or BA (Hons) Interior Design and Lighting

BA (Hons) Design for Products and BA (Hons) Product Design and Furniture

Level 4 (Design for Products, and Product Design and Furniture)

Term One	Term Two	Term Three
Product Design Methodology (30 credits)	Product Design (30 credits)	Furniture Design Product (30 credits)
History of Art, Design and Visual Culture (30 credits)		

On successful completion of Level 4 – interim exit award: Cert HE Design for Products or Cert HE Product Design and Furniture

Level 5 (Design for Products)

Term One	Term Two	Term Three
Aesthetic Culture (30 credits)	Project Culture (30 credits)	Product Design Culture (30 credits)
Design and Cultural Perspective (30 credits)		

Level 5 (Product Design and Furniture)

Term One	Term Two	Term Three
Aesthetic Culture (30 credits)	Project Culture (30 credits)	Furniture Design Culture (30 credits)
Design and Cultural Perspective (30 credits)		

On successful completion of Levels 4 & 5 – interim exit award: Dip HE Design for Products or Dip HE Product Design and Furniture

Placement Year (Sandwich only)

Term One	Term Two	Term Three
Placement (120 credits)		

Level 6 (Design for Products)

Term One	Term Two	Term Three
Integrated Product Design (30 credits)	Professional Product Design (30 credits)	Final Project and Portfolio (30 credits)
Researching Theory and Practice (30 credits)		

Level 6 (Product Design and Furniture)

Term One	Term Two	Term Three
Integrated Product Design (30 credits)	Professional Design (30 credits)	Final Project and Portfolio (30 credits)
Researching Theory and Practice (30 credits)		

On successful completion of Level 6 – final exit award: BA (Hons) Design for Products or BA (Hons) Product Design and Furniture
60 credits: BA Design for Products or BA Product Design and Furniture
120 credits: final exit award: BA (Hons) Design for Products or BA (Hons) Product Design and Furniture

BA (Hons) Visual Design

Level 4

Term One	Term Two	Term Three
Visual Design Principles (30 credits)	Visual Graphics Elements (30 credits)	Publishing Design (30 credits)
History of Art, Design and Visual Culture (30 credits)		

On successful completion of Level 4 – interim exit award: Cert HE Visual Design

Level 5

Term One	Term Two	Term Three
Visual Communication (30 credits)	Brand Visual Communication (30 credits)	Multimedia Communication (30 credits)
Design and Cultural Perspective (30 credits)		

On successful completion of Levels 4 & 5 – interim exit award: Dip HE Visual Design

Placement Year (Sandwich only)

Term One	Term Two	Term Three
Placement (120 credits)		

Level 6

Term One	Term Two	Term Three
Art Direction Experience (30 credits)	Art Direction for Digital Media (30 credits)	Portfolio & Final Project (30 credits)
Researching Theory and Practice (30 credits)		

On successful completion of Level 6 – final exit award: BA (Hons) Visual Design
60 credits: final exit award: BA Visual Design
120 credits: final exit award: BA (Hons) Visual Design

MAPPING

RELATIONSHIP TO SUBJECT BENCHMARK STATEMENT(S)

Identify how subject benchmark statements relate to the programme learning outcomes. Subject Benchmarks are available from the QAA website. Include core and option units
Insert K to indicate Knowledge and Understanding
Insert S to indicate Skills

BA (Hons) Interiors

	Level 4				Level 5				Level 6				
Knowledge and Understanding **Mapping (K)** →	Interior Architectural Fundamentals	Approaching Interior Design, Project and Processes	Interior Design Project	History of Art, Design and Visual Culture	Contemporary Project Analysis	Interior Design Experience	Interior Design Defined	Design and Cultural	Residential Interior Design	Branded Environments	Final and Graduate Projects	Researching Theory and Practice	**Skills** **Mapping (S)** ←
Demonstrate a refined understanding and an appropriate awareness of current and emerging insights and approaches at the forefront of their academic discipline and related professional practice	KS	KS	KS	KS	K	K	K	K	K S	K S	K S	K S	Deal with complex issues both systematically and creatively, make sound judgements in the absence of complete data, and communicate their conclusions clearly to specialist and non-specialist audiences
Evidence a systematic understanding of techniques and multidisciplinary approaches applicable to their own research or scholarship			K	K	S	S	S	S	KS	KS	KS	KS	Demonstrate self-direction and originality in tackling and solving problems, and act autonomously in planning and implementing tasks at a professional or equivalent level
Demonstrate a practical understanding of how established techniques of research and enquiry are used to create and interpret knowledge in the discipline to formulate independent and reasoned judgements	K	K	K	S	KS	KS	KS	K	S	S	KS	KS	Develop working relationships using teamwork and leadership skills, recognising and respecting different perspectives
Demonstrate a critical understanding of the ethical, economic, cultural, social and other constraints operating in the particular professional context	S	S	S	K	K S	KS	K	K S	K S	K S	K S	K S	Manage their professional development reflecting on progress and taking appropriate action
Analyse critically current research and advanced scholarship in the discipline	KS	K	S		S	S	S	KS	K	K	KS	KS	Find, evaluate, synthesise and use information from a variety of sources

Apply methodologies and develop critiques of them and, where appropriate, to propose new hypotheses	S	S	K	K	K S	KS	K S	K S	S	S	KS	KS	Express ideas effectively and communicate information appropriately and accurately using a range of media including ICT

BA (Hons) Interior Design and Lighting

	Level 4				Level 5				Level 6				
Knowledge and Understanding **Mapping (K)** →	Interior Architectural Fundamentals	Approaching Interior Design, Project and Processes	Interior Design Project	History of Art, Design and Visual Culture	Contemporary Project Analysis	Lighting Design Experience	Illumination and Lighting	Design and Cultural Perspective	Lighting Interaction	Lighting and Branded Environments	Final & Graduate Lighting Projects	Researching Theory and Practice	**Skills** **Mapping (S)** ←
Demonstrate a refined understanding and an appropriate awareness of current and emerging insights and approaches at the forefront of their academic discipline and related professional practice	KS	KS	KS	KS	K	K	K	K	KS	KS	KS	KS	Deal with complex issues both systematically and creatively, make sound judgements in the absence of complete data, and communicate their conclusions clearly to specialist and non-specialist audiences
Evidence a systematic understanding of techniques and multidisciplinary approaches applicable to their own research or scholarship			K	K	S	S	S	S	KS	KS	KS	KS	Demonstrate self-direction and originality in tackling and solving problems, and act autonomously in planning and implementing tasks at a professional or equivalent level
Demonstrate a practical understanding of how established techniques of research and enquiry are used to create and interpret knowledge in the discipline to formulate independent and reasoned judgements	K	K	K	S	KS	KS	KS	K	S	S	KS	KS	Develop working relationships using teamwork and leadership skills, recognising and respecting different perspectives
Demonstrate a critical understanding of the ethical, economic, cultural, social and other constraints operating in the particular professional context	S	S	S	K	KS	KS	K	KS	KS	KS	KS	KS	Manage their professional development reflecting on progress and taking appropriate action
Analyse critically current research and advanced scholarship in the discipline	KS	K	S		S	S	S	KS	K	K	KS	KS	Find, evaluate, synthesise and use information from a variety of sources
Apply methodologies and develop critiques of them and, where appropriate, to propose new hypotheses	S	S	K	K	KS	KS	KS	KS	S	S	KS	KS	Express ideas effectively and communicate information appropriately and accurately using a range of media including ICT

BA (Hons) Design for Products

	Level 4				Level 5				Level 6				
Knowledge and Understanding **Mapping (K)**	Product Design Methodology	Product Design	Furniture Design Product	History of Art, Design and Visual Culture	Aesthetic Culture	Project Culture	Product Design Culture	Design and Cultural	Integrated Product Design	Professional Product Design	Final Project and Portfolio	Researching Theory and Practice	**Skills** **Mapping (S)**
Demonstrate a refined understanding and an appropriate awareness of current and emerging insights and approaches at the forefront of their academic discipline and related professional practice	KS	KS	KS	KS	K	K	K	K	KS	KS	KS	KS	Deal with complex issues both systematically and creatively, make sound judgements in the absence of complete data, and communicate their conclusions clearly to specialist and non-specialist audiences
Evidence a systematic understanding of techniques and multidisciplinary approaches applicable to their own research or scholarship			K	K	S	S	S	S	KS	KS	KS	KS	Demonstrate self-direction and originality in tackling and solving problems, and act autonomously in planning and implementing tasks at a professional or equivalent level
Demonstrate a practical understanding of how established techniques of research and enquiry are used to create and interpret knowledge in the discipline to formulate independent and reasoned judgements	K	K	K	S	KS	KS	KS	K	S	S	KS	KS	Develop working relationships using teamwork and leadership skills, recognising and respecting different perspectives
Demonstrate a critical understanding of the ethical, economic, cultural, social and other constraints operating in the particular professional context	S	S	S	K	KS	KS	K	KS	KS	KS	KS	KS	Manage their professional development reflecting on progress and taking appropriate action
Analyse critically current research and advanced scholarship in the discipline	KS	K	S		S	S	S	KS	K	K	KS	KS	Find, evaluate, synthesise and use information from a variety of sources
Apply methodologies and develop critiques of them and, where appropriate, to propose new hypotheses	S	S	K	K	KS	KS	KS	KS	S	S	KS	KS	Express ideas effectively and communicate information appropriately and accurately using a range of media including ICT

BA (Hons) Product Design and Furniture

	Level 4				Level 5				Level 6				
Knowledge and Understanding **Mapping (K)**	Product Design Methodology	Product Design	Furniture Design Product	History of Art, Design and Visual Culture	Aesthetic Culture	Project Culture	Furniture Design Culture	Design and Cultural	Integrated Product Design	Professional Design	Final & Graduate Projects	Researching Theory and Practice	**Skills** **Mapping (S)**
Demonstrate a refined understanding and an appropriate awareness of current and emerging insights and approaches at the forefront of their academic discipline and related professional practice	KS	KS	KS	KS	K	K	K	K	KS	KS	KS	KS	Deal with complex issues both systematically and creatively, make sound judgements in the absence of complete data, and communicate their conclusions clearly to specialist and non-specialist audiences
Evidence a systematic understanding of techniques and multidisciplinary approaches applicable to their own research or scholarship			K	K	S	S	S	S	KS	KS	KS	KS	Demonstrate self-direction and originality in tackling and solving problems, and act autonomously in planning and implementing tasks at a professional or equivalent level
Demonstrate a practical understanding of how established techniques of research and enquiry are used to create and interpret knowledge in the discipline to formulate independent and reasoned judgements	K	K	K	S	KS	KS	KS	K	S	S	KS	KS	Develop working relationships using teamwork and leadership skills, recognising and respecting different perspectives
Demonstrate a critical understanding of the ethical, economic, cultural, social and other constraints operating in the particular professional context	S	S	S	K	KS	KS	K	KS	KS	KS	KS	KS	Manage their professional development reflecting on progress and taking appropriate action
Analyse critically current research and advanced scholarship in the discipline	KS	K	S		S	S	S	KS	K	K	KS	KS	Find, evaluate, synthesise and use information from a variety of sources
Apply methodologies and develop critiques of them and, where appropriate, to propose new hypotheses	S	S	K	K	KS	KS	KS	KS	S	S	KS	KS	Express ideas effectively and communicate information appropriately and accurately using a range of media including ICT

BA (Hons) Visual Design

	Level 4				Level 5				Level 6				
Knowledge and Understanding **Mapping (K)** →	Visual Design Principles	Visual Graphics Elements	Publishing Design	History of Art, Design and Visual Culture	Visual Communication	Brand Visual Communication	Multimedia Communication	Design and Cultural Perspective	Art Direction Experience	Art Direction for Digital Media	Portfolio & Final Project	Researching Theory and Practice	**Skills** **Mapping (S)** ←
Demonstrate a refined understanding and an appropriate awareness of current and emerging insights and approaches at the forefront of their academic discipline and related professional practice	KS	KS	KS	KS	K	K	K	K	KS	KS	KS	KS	Deal with complex issues both systematically and creatively, make sound judgements in the absence of complete data, and communicate their conclusions clearly to specialist and non-specialist audiences
Evidence a systematic understanding of techniques and multidisciplinary approaches applicable to their own research or scholarship			K	K	S	S	S	S	KS	KS	KS	KS	Demonstrate self-direction and originality in tackling and solving problems, and act autonomously in planning and implementing tasks at a professional or equivalent level
Demonstrate a practical understanding of how established techniques of research and enquiry are used to create and interpret knowledge in the discipline to formulate independent and reasoned judgements	K	K	K	S	KS	KS	KS	K	S	S	KS	KS	Develop working relationships using teamwork and leadership skills, recognising and respecting different perspectives
Demonstrate a critical understanding of the ethical, economic, cultural, social and other constraints operating in the particular professional context	S	S	S	K	KS	KS	K	KS	KS	KS	KS	KS	Manage their professional development reflecting on progress and taking appropriate action
Analyse critically current research and advanced scholarship in the discipline	KS	K	S		S	S	S	KS	K	K	KS	KS	Find, evaluate, synthesise and use information from a variety of sources
Apply methodologies and develop critiques of them and, where appropriate, to propose new hypotheses	S	S	K	K	KS	KS	KS	KS	S	S	KS	KS	Express ideas effectively and communicate information appropriately and accurately using a range of media including ICT