PROGRAMME SPECIFICATION

5. Main Purposes and Distinctive Features of the Programme

Aims of the course

The aims of the programme are to:

- 1. enable students to develop as interior designers with flair, creativity and the professional knowledge and skills alongside these to prepare them for successful professional practice.
- 2. assist students to understand and apply the design and developmental process from concept to completion, creating original and innovative designs using both traditional and digital techniques, both two dimensionally and three dimensionally.
- 3. provide students with the ability to encourage consideration of social, cultural, global, ethical and environmental aspects, inclusivity and diversity
- 4. support the acquisition of a range of generic skills and attributes such as self management, information skills and presentation skills.

Distinctive features of the course

The main features of the programme are:

- 1. its emphasis on project-based learning underpinned by theoretical understanding;
- 2. a multidisciplinary approach with specialised teaching covering aesthetic design, technical awareness, needs of special users groups, environmental issues and sustainability;
- 3. live project briefs are used for assignments where possible;
- 4. an international dimension:
- 5. a focus on practical and theoretical content;
- 6. a strong element of ICT.

6. What a graduate should know and be able to do on completion of the programme

Knowledge and understanding in the context of the subject(s)

Demonstrate the following knowledge and understanding

- K1 selection and appropriate use of materials, processes and environments
- K2 development of ideas through to material outcomes, for example, products, systems and processes, sustainability, inclusivity
- K3 management of and appropriate use of the interaction between intention, process, outcome, context, and the methods of dissemination
- K4 influence of business, cultural, economic, environmental, ethical, global, historical, political, societal, and/or theoretical contexts

<u>Subject-specific practical/professional</u> skills

Demonstrate the following practical and professional skills

- P1 apply resourcefulness and entrepreneurial skills to support their own practice,
- **P2** relationship with audiences, clients, markets, users, consumers,
- P3 employ materials, media, techniques, methods, technologies and tools associated with the interior design & which embed environmental and sustainability issues
- P4 articulate ideas and information comprehensibly in visual, oral and written forms:
- P5 an ability to conceptualise,

 K6 Awareness of the relationship between the aesthetic and utilitarian dimensions

Cognitive skills in the context of the subject(s)

Demonstrate the following cognitive skills

- C1 generation of ideas, concepts, proposals, solutions independently in response to set briefs and/or as selfinitiated activity
- C2 use of both convergent and divergent thinking in the processes of observation, investigation, visualisation and/or making
- C3 employment of critical awareness analysis of information and experiences, formulation of independent judgements, and articulation of reasoned arguments through reflection, review and evaluation

- investigate and develop the design of three-dimensional objects and spaces
- P6 understand influences on contemporary built environments of buildings, cities, past and present societies and wider international issues

Other skills (e.g. key/transferable) developed in subject or other contexts

Demonstrate the following generic and transferable skills

- O1 study independently, set goals, manage their own workloads and meet deadlines
- O2 anticipate and accommodate change, and work within contexts of ambiguity, uncertainty, and unfamiliarity
- O3 interact effectively with others,
- **O4** present ideas and work
- O5 source, navigate, select, retrieve, evaluate, manipulate and manage information from a variety of sources;
- **O6** select and employ communication and information technologies

7. Qualities, Skills & Capabilities Profile

A Cognitive	B Practical	C Personal & Social	D Other
Generate ideas	Selection and usage of materials	Client /Designer relationship	Self-management
Employ both convergent and divergent thinking	Development of ideas through to outcomes	Needs of special user groups	Articulation of ideas and information
Show resourcefulness	Drawing skills	Project management	Presentation of ideas and work
Demonstrate entrepreneurial skills	Spatial awareness	Interact effectively with others	Information gathering
Show critical awareness	Electronic skills		Environmental and sustainability awareness
Evaluation			Social / ethical awareness
			Personal Development Planning

8. Duration and Structure of Programme/Modes of Study/Credit Volume of Study Units.

(3 years full time; $4\frac{1}{2}$ - 5 years part time. Honours degree = 360 credits (120 at level HE4 plus 120 credits at level HE5 plus 120 credits at level HE6). Intermediate awards of Diploma of Higher Education and Certificate of Higher Education available at 240 and 120 credits respectively. All modules are core – there are no options.)

Part II					
HE Level 6 Honours Modules	IND 3001: Critical Theory in Contemporary Practice (20 credits) IND 3002: Entrepreneurship and professional practice (20 credits) IND 3003: Contemporary issues (20 credits) IND 3004: Digital portfolio (20 credits)	Options n/a	Project (40 credits) IND 3005: Final Major Project		
HE Level 5 Honours Modules	IND 2001: Technical framework (20 credits) IND 2002:Design studio project (20 credits) IND 2003:Designers at work (20 credits) IND 2004: Computer aided design for interior designers (20 credits) IND 2005:Twentieth century design theories (20 credits) IND 2006: Temporary structures and exhibition design (20 credits)	n/a	n/a		
Part I (Level 1) HE Level 4	IND1001: Interior styling with colour and materials (30 credits) IND1002: Technical drawing and presentation (20 credits) IND1003: Introduction to computer aided design (20 credits) IND1004: Exploring 3D design (30 credits) IND1005: Interior styles and design history (20 credits)	n/a	n/a		

9. Learning, Teaching and Assessment Strategy

Learning and Teaching Methods

Practical skills are acquired by workshops and activity based assignments. Theoretical aspects are taught through formal lectures, tutorials and seminars. We also use site visits, field trips and visiting lecturers. Research skills are developed through library study, guided study and self directed study.

Assessment Methods

Assessments tasks are linked to the learning outcomes of each module and normally completed by the end of each module. Types of assessment include:

Portfolio assessment Presentation Report

Journals

Assessment Classification System

Pass mark for each module is 40%. Where there is more than one component of assessment, the average mark must be over 40%, with no component under 35%. This complies with current exam regulations.

The calculation for working out the final award is based 75% on HE6 modules and 25% on HE5 modules.

Honours Classification Bands

70% and above – First Class 60 – 69% - Second Class division 1 50 – 59% - Second Class division 2 40 – 49% - Third Class

10. Other Information (including compliance with relevant University policies).

Date programme first offered: September 2010.

Admissions criteria.

Standard Entry:

200 UCA points from at least two 'A' levels or equivalent in any subjects. Applicants should also have five GCSEs at grade C or above (or equivalent) in any subjects).

Applicants will be required to attend for interview and provide a portfolio of appropriate work.

The quality of the portfolio is the primary basis on which applicants are selected, therefore special consideration will be given to applicants without the above qualifications who have a strong portfolio.

Indicators of quality and standards.

Comments from External examiners leading into PQEP items.

Review of programme annual monitoring statistics.

National Student Survey