

**Programme Specification
BA (HONOURS) INTERIOR DESIGN**



Awarding Institution:	The University of Bolton		
Teaching Institution:	The University of Bolton		
Division and/or Faculty/Institute:	Arts and Media Technologies		
Professional accreditation	Professional body	Professional body URL	Status of graduates
Final award(s):	BA(Hons)		
Interim award(s)	N/A		
Exit or Fallback award(s)	Certificate of Higher Education in Interior Design Diploma of Higher Education in Interior Design		
Programme title(s)	Interior Design		
UCAS Code	W252		
JACS Code	W250		
University Course Code(s)	Full-time: ART 0004 Part-time: ART 5003		
QAA Benchmark Statement(s)	Art and Design, Architecture		
Other internal and external reference points	QAA Academic Infrastructure, including the Framework for Higher Education Qualifications and the Code of Practice UK Quality Code for Higher Education University of Bolton awards framework		
Language of study	English		
Mode of study and normal period of study	Full-time 3 years Part-time 4.5 years		

Admissions criteria

Standard Entry:

For this programme, the following qualification and conditions are standard:

- a Level 3 qualification (e.g., A level subjects or equivalent e.g., a Foundation Diploma, BTEC National) in an appropriate art and design based subject area;
- five GCSE passes at Grade C or above or other equivalent;
- attend an interview with a member of the course team;
- provide a relevant portfolio of visual work which demonstrates an aptitude for the programme.

Non-Standard Entry: The University may admit applicants who do not have a Level 3 qualification in an appropriate area but who hold alternative qualifications and/or experience demonstrating appropriate knowledge and skills at Level 3. The quality of the portfolio is the primary basis on which you are selected, therefore special consideration will be given to applicants without standard academic qualifications, who have a strong portfolio.

Overseas candidates from a country where the language of instruction is not English must have English Language proficiency of IELTS 6.0 or equivalent in addition to entry criteria stated above.

Additional admissions matters

If invited for interview you will be given further advice on how to prepare yourself for interview and what you can expect. This information will be sent to you when you are invited for interview. The team will be looking for evidence of drawing skills, design development and 3D work, digital exploration and sketchbooks. We will also be looking for evidence that you have an understanding of the role of an interior designer.

For applicants living outside the UK or who are unable to travel, we will accept electronic portfolios and conduct Skype interviews.

Aims of the programme

The principal aims of the programme are to:

1. enable students to develop as interior designers with flair, creativity and the professional knowledge and skills to help 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. encourage consideration of social, cultural, global, ethical and environmental aspects, inclusivity and diversity as an integral part of students' professional engagement;

4. give students skills and understanding so that they can interact with clients and user groups in an effective and skilled manner;
5. support students' acquisition of a range of generic skills and attributes such as self-management, information skills and presentation skills;
6. give students the ability to research, evaluate and apply information and ideas in their work;
7. develop students' capacity to take a high level of responsibility for their own learning;
8. develop students' academic skills to help them prepare for progression to postgraduate study.

Distinctive features of the programme

The distinctive features of the programme are that it:

1. emphasises project-based learning underpinned by theoretical understanding;
2. uses a multidisciplinary approach with specialised teaching covering aesthetic design, technical awareness, needs of special user groups, environmental issues and sustainability;
3. uses live project briefs for assignments where possible;
4. uses external projects, design practices and practitioners to strengthen students' awareness of the world of work for interior designers;
5. develops international awareness;
6. has a focus on practical and theoretical content;
7. has a strong element of information and computer technologies (ICT) and develops technical skills;
8. has a focus on interaction with clients and user groups.

The programme team strongly believe that, as a student, you need to have access to interior design practitioners and interior design studios. In recent years, for example, we have organised student visits* to studios and to see live projects, with practices such as Stephenson Bell, OMI, and Iguzzini Lighting. We also bring in designers to talk to you and to give portfolio critiques (usually about four a year). We particularly concentrate on students from levels five and six benefitting from those talks and this contact with industrialists helps you to learn how the industry works.

*Please note trips and study visits are optional, vary from year to year, and are charged to the student.

Programme learning outcomes
K. Knowledge and understanding On successful completion of the programme you will be able to demonstrate knowledge and understanding of:
1. the selection and appropriate use of materials, processes and environments
2. the development of ideas through to final outcomes (for example, products, systems and processes, sustainability, and inclusivity)
3. the management, and appropriate use, of the interaction between intention, process, outcome, context, and the methods of dissemination
4. the influence of business, cultural, economic, environmental, ethical, global, historical, political, societal, and theoretical contexts
5. material types, including material properties, processing method, life-cycle analysis and product costs
6. the relationship between the aesthetic and utilitarian dimensions of interior spaces
7. the influences of buildings, cities, past and present societies and wider international issues on contemporary built environments
C. Cognitive, intellectual or thinking skills On successful completion of the programme you will be able to demonstrate the ability to:
1. generate ideas, both in practical design work and in the creation of new and novel approaches
2. use convergent and divergent thinking in the processes of observation
3. employ critical awareness in analysis of information and experiences
4. be client focused, designing for clients to meet their needs
P. Practical, professional or subject-specific skills On successful completion of the programme you will be able to demonstrate the ability to:
1. apply resourcefulness and entrepreneurial skills to support your own practice
2. manage the relationship between audiences, clients, users, and consumers and use professional skills when designing for those stakeholders
3. employ materials, media, techniques, methods, technologies and tools associated

with interior design giving due consideration to environmental and sustainability issues
4. articulate ideas and information comprehensibly in visual, oral and written forms
5. conceptualise, investigate and develop the design of three-dimensional objects and spaces, though the use of initial surveys for interior design and two-dimensional drawing, incorporating measurement, proportion, and scale.

T. Transferable, key or personal skills On successful completion of the programme you will be able to demonstrate the ability to:
1. study independently, set goals, manage your own workloads and meet deadlines
2. anticipate and accommodate change, and work within contexts of ambiguity, uncertainty, and unfamiliarity
3. interact effectively with others, including design teams, suppliers and clients
4. present ideas effectively to audiences
5. research, evaluate, organise, and apply information and ideas in their work, and display an understanding of the importance of that research
6. select and employ communication and information skills in a skilled and effective manner.

Programme structure

To obtain an honours degree for this programme you will need to gain 360 credits comprising 120 credits at Higher Education (HE) level 4, level HE5 and level HE6. There are six 20 credit modules at level HE4 and level HE5. At level 6, there are four modules worth 20 credits each and one double module, the Major Project, worth 40 credits.

Module Code	Module title	Core/ Option/ Elective (C/O/E)	Credits	Length (1, 2 or 3 periods)
Level 4				
AAD4000	Scholarship	C	20	1
AAD4001	Ideas into Reality	C	20	1
IND4000	Exploring 3D Design	C	20	1
AAD4003	Digital Creativity	C	20	1
AAD4004	Applied Creativity	C	20	1
IND4001	Introduction to 3D Computer Aided Design	C	20	1
Level 5				
AAD5000	Employability and Enterprise	C	20	1
IND5000	Interior Design Studio Project	C	20	1
IND5001	Computer Aided Design for Visualising Interiors	C	20	1
AAD5001	Past, Present, and Futures: Theory in Context	C	20	1
IND5002	Designers at Work	C	20	1
IND5003	Temporary Structures	C	20	1
Level 6				
AAD6000	Research	C	20	1
IND6000	Contemporary Issues	C	20	1
IND6001	Advanced Visualisation for Interior Design	C	20	1
AAD6002	Professional Practice and Self-Promotion	C	20	1
AAD6001	Major Project	C	40	1

Learning and teaching strategies

Learning and teaching methods apply a blended style. This means you will be in face-to-face sessions as well as using our Virtual Learning Environment (VLE). Strategies used on the programme include lectures, demonstrations, practical classes and workshops, external visits/study trips*, external speakers and supervised time in the studio and workshops. Modules are supported by learning material posted on the University's VLE as well as online activities including research and discussion. All modules include guided independent study. Most modules are assessed on an individual basis and there is one module in which you are assessed as a team.

Whenever possible we like to use live briefs for student projects. An example is the UCAS 'Design your Future' recruitment fair, where second-year students design the University's stand. Other briefs have included the design of offices, a restaurant, the redesign of a furniture showroom, a hairdresser and beauty salon and hostel accommodation. In the final year, you will be given a client to carry out a design project for. Many of the client projects are small domestic projects and others have included work for educational and commercial establishments.

Within the University we have industry-standard software for our students to use. These fall into 2D and 3D packages. At present, the former include Auto CAD 2011-2012; Adobe Creative Suite 5.5 (Photoshop, Indesign, Illustrator, Acrobat) as well as Microsoft Office (including Powerpoint and Microsoft Project). The 3D packages we currently use are Revit, Auto CAD 2012, Sketch up Pro and 3D Studio Max.

In our Interior Design studio we have the software above, as well as an A1 plotter, scanner and smart board for presentations and you are able to use the studio on an open access basis at specified times. The studio includes a design library and access to an image library which is constantly under review and being added to each year. It is a valuable source of information and inspiration and complements the library facilities.

Within the programme team, individual members of staff have held, and in some cases continue to hold, positions working for large developers, private individuals, commercial businesses and the public sector (e.g., town and city councils, educational and healthcare providers). This means they have relevant experience to draw upon that will enhance students' learning opportunities.

*Please note there are additional costs for students associated with trips and visits.

Learning activities (KIS entry)

	Course Year		
	1	2	3
Scheduled learning and teaching activities	46%	47%	40%
Guided independent study	54%	53%	60%
Placement/study abroad	0	0	0

Assessment strategy

You will have formative assessment to help you learn and develop your knowledge and skills and summative assessment on which you are graded.

Summative assessment

You will be assessed by coursework and practical work. Practical work may take the form of submission of a portfolio which will comprise evidence of your research, developmental work, and final outcomes. Other ways you are assessed are through written reflection, essays and verbal presentations to your peer group. Summative written feedback will be provided within three weeks of the formal submission date.

Formative assessment

Formative assessment is ongoing during tutorials, seminars, presentations, peer review, face-to-face sessions and online discussion. Where appropriate, modules have

timetabled formative tutorials at which you will be given individual feedback on your work to date.

Assessment methods (KIS entry)

	Course Year		
	1	2	3
Written exams	0	0	0
Coursework	100%	100%	100%
Practical exams	0	0	0

Assessment regulations

- Assessment Regulations for Undergraduate Modular Programmes

Grade bands and classifications

Grade Description	Mark %	Honours Degree Classification
Work of exceptional quality	70+	i
Work of very good quality	60-69	ii.i
Work of good quality	50-59	ii.ii
Work of satisfactory quality	40-49	iii
Borderline fail	35-39	
Fail	Below 35	

Honours classification

You will normally be awarded the honours classification resulting from the application of either Rule ACM20 or Rule ACM6.

Rule ACM20

A weighted average of the marks from modules worth a total of 200 credits at Levels HE5 and HE6 combined, including the marks from modules worth no more than 80 credits at least at Level HE5 (weighted 30 percent) and marks from modules worth at least 120 credits at Level HE6 (weighted 70 percent), which represent the best marks achieved by you at those Levels.

Where the average falls unequivocally into one of the following bands: 48.00 - 49.99, 58.00 - 59.99, 68.00 - 69.99; and you have achieved marks clearly in an honours classification category higher than their average for modules worth at least 110 credits, then you will be awarded an honours degree in the classification category one higher than that indicated by your average.

Rule ACM6 (an alternative if you do not have sufficient marks at Levels HE5 and 6 to apply ACM20)

A simple average of the equally weighted marks from modules worth 120 credits at Level HE6 which represent the best marks achieved by you at that Level.

Where the average falls unequivocally into one of the following bands: 48.00 – 49.99, 58.00 – 59.99, 68.00 – 69.99; and you have achieved marks clearly in an honours classification category higher than their average for modules worth at least 70 credits, then you will be awarded an honours degree in the classification category one higher than that indicated by their average.

Where you have marks available for fewer than 120 credits at Level HE6, honours classification shall normally be based **solely** on a simple average of the available marks for modules at Level HE6, subject to there being marks for a **minimum of 60 credits awarded by the University. Upgrading of the honours classification will not normally be available where there are marks available for fewer than 120 credits at Level HE6**, unless this is explicitly approved.

Role of external examiners

External examiners are appointed for all programmes of study. They oversee the assessment process and their duties include: approving assessment tasks, reviewing assessment marks, attending assessment boards and reporting to the University on the assessment process.

Support for student learning

We offer the following support to enhance student learning.

- The programme is managed by a programme leader
- An induction programme introduces students to the University and their programme. We have a programme of events, some are University and Faculty wide and others are programme led. You will take part in library and University inductions and familiarise yourself with workshops and classrooms. You will also attend site visits, undertake practical activities and become familiar what being a University student entails.
- Programme specific support includes inductions to, for example, workshops, the Interior Design studio, photography facilities, and health and safety. These are carried out by technical support staff as well as academic tutors
- Academic staff to deliver and support you with programme content
- We have a technicians across the faculty who help to support the programme, for example in information technology and workshops
- Each student has a personal tutor, responsible for support and guidance
- Personal Development Planning (PDP) is integrated into all programmes
- Feedback on formative and summative assessments is provided
- A Student Centre providing a one-stop shop for information and advice is available
- University support services include housing, counselling, financial advice, careers and a disability unit
- A Chaplaincy
- Library and IT services
- Student Liaison Officers are attached to each Faculty and are a valuable resource offering confidential listening; advice, information and guidance about University support services and supporting you to develop your skills for studying
- The Students' Union advice services
- Faculty and Programme Handbooks which provide information about the programme and University regulations
- The opportunity to develop skills for employment
- English language support for International students

- Online support via the virtual learning environment (VLE) used by the University.
- The university careers service and web pages at <http://www.bolton.ac.uk/Careers/Home.aspx>

Methods for evaluating and enhancing the quality of learning opportunities

We continually enhance the quality of the programme and the follow are examples of ways in which we do this.

- Programme committees with student representation
- Module evaluations by students
- Students surveys, e.g. National Student Survey (NSS)
- Annual quality monitoring and action planning through Programme Quality Enhancement Plans (PQEPs), Data Analysis Report (DARs) Subject Annual Self Evaluation Report (SASERs), Faculty Quality Enhancement Plans (FQEPs), University Quality Enhancement Plan (UQEP)
- Peer review/observation of teaching
- Professional development programme for staff
- External examiner reports

Other sources of information

Student portal <http://www.bolton.ac.uk/Students/Home.aspx>

Students Union <http://www.ubsu.org.uk/>

Faculty Handbook <http://www.bolton.ac.uk/students/>

Programme Handbook

Student Entitlement Statement

Module database: <http://modules.bolton.ac.uk>

External examiners reports

<http://www.bolton.ac.uk/Quality/QAECContents/ExternalExaminersReports/Home.aspx>

The university careers service and web pages at

<http://www.bolton.ac.uk/Careers/Home.aspx>

Document control

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Learning Outcomes Map

Module title	Mod Code	Status C/O/E	K1	K2	K3	K4	K5	K6	K7	C1	C2	C3	C4	P1	P2	P3	P4	P5	T1	T2	T3	T4	T5	T6	
Scholarship	AAD 4000	C							DA			DT A					DT A						DT A	DT A	
Ideas into Reality	AAD 4001	C	DT A	DT A	DT A				D	DT A	DT A	DT A			DT	DT A		DT	DT A	DT		D	DT A	DT A	
Exploring 3D Design	IND 4000	C	DT A	DT A	DT A		DT	DT A		DA	DT A	DT A				DT A	DT A	DT A		DT A			DT A	DT A	
Digital Creativity	AAD 4003	C	DTA		DTA					DTA	DTA	DTA					DTA	DTA		DTA	D		D	D	
Applied Creativity	AAD 4004	C	DT A	DT	DT		DTA	DT					DT				DTA	DT	DT	DT			DT	DTA	DT
Introduction to 3D Computer Aided Design	IND 4001	C			DT A			DT A		DT A	DT A	DT A	DT				DT A		DT A						
Employability and Enterprise	AAD 5000	C								DT A	DT A	DT A		DT A					DT A		DT A				
Interior Design Studio Project	IND 5000	C	DT A	DT A	DT A	DT	DT	DT A		DT A	DT A	D	DT A		D	DT A	DA	D	D	DT A		DA		DA	
Computer Aided Design for Visualising Interiors	IND 5001	C		DT A													DT A	DT A	DT A		DT	DT		DT A	
Past, Present, and Futures: Theory in Context	AAD 5001	C				DT A		DT A	DT A			DT A			DT A				D			DA	DT A	DT A	
Designers at Work	IND 5002	C	DT A	DT	DA	DT A		DT A	DT A	DA	DA	DA	DT A		DT A	DT A	DA	DT A	D	D	DT	D	DA	A	
Temporary Structures	IND 5003	C	DT A	DT A	D	D	DT A	DT A		DA		DA	DT A		DT A	DA	DA	DT A	DA	D	DT A	D	DT A	DA	
Research	AAD 6000	C	D			DA		DA	DA			DT A			DA		DA		DA	DA		DA	DT A	DA	
Contemporary Issues	IND 6000	C	DT A	DT A	DT A	DT A	DT A	DT A	DT A	D	D	DA			DA	DT A	DA	DA	D	D		DA	D	DA	
Advanced Visualisation for Interior Design	IND 6001	C		DT A	DA			DA		D	D	DA				DT A	DT A	DT A	D			DA		DA	
Professional Practice and Self-Promotion	AAD 6002	C					DT A						DT A	DT A	DT A		DT A		DA			DA	DT A	DA	
Major Project	AAD 6001	C	DA	DA	DT A	DA	DA	DA	DA	DA	DA	DA			DA	DT A	DA	DT A	D	DA	D	DA	D	DA	

K. Knowledge and understanding P. Practical, professional and subject specific skills C. Cognitive, Intellectual and thinking skills T. Transferable, key or personal skills.
Developed = D, Taught = T, Assessed = A

Module Listing

Module title	Mod Code	New? ✓	Level	Credits	Type	Core/O ption/EI ective C/O/E	Pre- requisit e module	Assess ment 1			Assess ment 2		
								Assessmen t type	Assess- ment %	Add Y if final item	Assess- ment type	Assess- ment %	Add Y if final item
Scholarship	AAD4000	New	4	20	STAN	C	None	CW	100	Y			
Ideas into Reality	AAD4001	New	4	20	STAN	C	None	CW	100	Y			
Exploring 3D Design	IND4000	New	4	20	STAN	C	None	CW	80		PRA	20	Y
Digital Creativity	AAD4003	New	4	20	STAN	C	None	CW	30		CW	70	Y
Applied Creativity	AAD4004	New	4	20	PRAC	C	None	CW	100	Y			
Introduction to 3D Computer Aided Design	IND4001	New	4	20	PROJ	C	None	CW	100	Y			
Employability and Enterprise	AAD5000	New	5	20	STAN	C	None	PRA	50		CW	50	Y
Interior Design Studio Project	IND5000	New	5	20	STAN	C	None	CW	80	Y	CW	20	
Computer Aided Design for Visualising Interiors	IND5001	New	5	20	STAN	C	None	CW	70	Y	CW	30	
Past, Present, and Futures: Theory in Context	AAD5001	New	5	20	STAN	C	None	CW	80		CW	20	Y
Designers at Work	IND5002	New	5	20	STAN	C	None	CW	70	Y	CW	30	
Temporary Structures	IND5003	New	5	20	STAN	C	None	CW	60		CW	40	Y
Research	AAD6000	New	6	20	STAN	C	None	CW	100	Y			
Contemporary Issues	IND6000	New	6	20	STAN	C	None	CW	80		PRA	20	Y
Advanced Visualisation for Interior Design	IND6001	New	6	20	STAN	C	None	CW	20		CW	80	Y
Professional Practice and Self-Promotion	AAD6002	New	6	20	STAN	C	None	CW	75	Y	CW	25	
Major Project	AAD6001	New	6	40	PROJ	C	None	PROJ	100	Y			

Type = DISS (Dissertation); FLDW (Fieldwork), INDS (Independent study); OTHR (Other); PLAC (Placement); PRAC (Practical); PROJ (Project);

STAN (Standard); WBL (work-based learning)

Assessment = EX (Written Exam); CW (Coursework); PRA (Practical)

University of Bolton's Key Core Curriculum Requirements

Module Title	Module Code	C/O/E	Employability											Bolton Values		
			PDP	Communication	Team work	Organisation & Planning	Numeracy	Problem solving	Flexibility & adaptability	Action planning	Self awareness	Initiative	Personal impact &	Inter-nationalisation	Environmental sustainability	Social, public and ethical responsibility
Scholarship	AAD4000	C	DTA	DTA		DTA							D		D	DT
Ideas into Reality	AAD4001	C		DTA					D						DT	
Exploring 3D design	IND4000	C		DTA		DTA					DTA					
Digital Creativity	AAD4003	C		DTA				DTA			D	D	D			D
Applied creativity	AAD4004	C		DTA				DT	D					DTA	DTA	DT
Introduction to 3D Computer Aided Design	IND4001	C		D		D	DTA									
Employability and Enterprise	AAD5000	C		DTA	DTA	DTA	DTA	DTA	D	DTA	D	D	D			D
Interior Design Studio Project	IND5000	C	DTA	DTA	DTA	DTA		DA	DA		D	D	D			
Computer Aided Design for Visualising Interiors	IND5001	C		DTA		DTA										
Past, Present, Futures: Theory in Context	AAD5001	C		DTA		DA							D	D		D
Designers at Work	IND5002	C		DA		DA			DTA		DTA					
Temporary Structures	IND5003	C			DTA	DA				DTA	DTA	DTA	DTA	DT		DT
Research	AAD6000	C		DTA		DA	D	D	D	DA	D	D	D		D	DTA
Contemporary Issues	IND6000	C		DTA		DA		DTA	DTA	DA	D	D	D	DTA	DTA	DTA
Advanced Visualisation for Interior Design	IND6001	C		DTA		DA	D	D			DA					
Professional Practice and Self-Promotion	AAD6002	C		DTA		DA			D	DA	DTA	DA	DTA	DT	DA	DTA
Major Project	AAD6001	C	DTA	DA		DA			DTA	DTA	D	D	D	DTA	DA	DTA

Developed = D, Taught = T, Assessed = A