

## COURSE SPECIFICATION

Course Aim and Title	<p>BSc (Hons) Architecture (ARB/RIBA Part 1) (with Foundation year)</p> <p>BA (Hons) Interior Design (with Foundation year)</p> <p>BA(Hons) Interior and Spatial Design (with Foundation year)</p> <p>BSc (Hons) Architectural Design Technology (with Foundation year)</p> <p>BA (Hons) Product Design (with Foundation year)</p> <p>Note: This specification describes level 3 of the course, which is shared across all of the BSc/BA courses. For information relating to level 4, 5 and 6, you will need to refer to the full BSc/BA course specifications</p>
Intermediate Awards Available	University Certificate
Teaching Institution(s)	UEL
Alternative Teaching Institutions (for local arrangements see final section of this specification)	N/A
UEL Academic School	Architecture, Computing and Engineering
UCAS Code	KC65, 4H05, KC55, H239.
Professional Body Accreditation	N/A
Relevant QAA Benchmark Statements	Architecture (2010) & Art & Design (2017)
Additional Versions of this Course	N/A
Date Specification Last Updated	May 2020

## Course Aims and Learning Outcomes

This course is designed to give you the opportunity to:

- Build core skills for the practice of designing architecture, spaces and products
- Begin to understand the theoretical contexts of architecture, art and design
- Develop a high quality portfolio showcasing your practical and academic skills
- Provide an excellent base for further study in the field of architecture and design
- Learn about the specialist options available within the field of architecture and design

What you will learn:

### Knowledge

- About the range of contexts in which designers operate including knowledge of concepts, ideas and techniques at the forefront of design
- About the design process in relationship to human well-being and sustainability
- About design technology, how things are made including the processes of manufacture and assembly as part of designing
- An introduction to architectural, artistic and design culture and history and about their influence and methods and interpretation

### Thinking skills

- To use creativity, conceptual skills and judgement to identify human needs and requirements and to invent appropriate solutions to design problems
- To analyse, criticise and reflect on your own practice and the practice of others
- To communicate your ideas and thought processes through verbal, written and visual representations

### Subject-Based Practical skills

- Learn the use of computing and software to assist in design and communication tasks
- To work effectively and independently as an individual or collaboratively to propose realisable, creative and coherent solutions
- To be flexible and adaptable in approaches in the development of design projects
- Manage learning, make use of knowledge, and relate it to wider personal and career goals
- Learn to communicate effectively with a range of audiences with your peer group

### Skills for life and work (general skills)

- Learn the use of computing and software to assist in design and communication tasks
- To work effectively and independently as an individual or collaboratively to propose realisable, creative and coherent solutions
- To be flexible and adaptable in approaches in the development of design projects
- Manage learning, make use of knowledge, and relate it to wider personal and career goals
- Learn to communicate effectively with a range of audiences with your peer group

## Learning and Teaching

### Levels 3

Knowledge is developed through

- Guided reading
- Knowledge-based activities with feedback
- Online discussions and activities

Thinking skills are developed through

- Reflective activities with feedback
- Online discussions and activities

Practical skills are developed through

- Guided Studio based work
- IT activities with feedback
- Research skills-based activities with feedback

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

- The demands of the study medium (e.g. distance learning)
- Planning activities with feedback
- Project work

## Assessment

All modules are assessed at the end of each term. Although each module is assessed separately against specific outcomes and criteria, the assessed work fits together in the form of an overarching academic 'portfolio'. You are encouraged to see your work as a whole. This includes work in a wide variety of media and is what you will take with you when you apply for work or further study.

The course fosters a culture of continuous production and feedback. The course for the production of work and the presentation of work for feedback is structured. The general expectation is that regular feedback is provided to enable you to improve your work and learning. Formative feedback is given at tutorials and at crits, summative feedback is given through portfolio reviews and following the end of term assessments.

Academic progression: As a condition of progressing from level 3 to level 4, students are required to have gained 120 credits. This is gained by completing and achieving pass marks (40%) in all six core modules offered at level 3.

Successful completion of the Level 3 course qualifies you for entry to the following specialist courses at UEL:

- K100 BSc (Hons) Architecture RIBA Part 1\*
- K101 BSc (Hons) Architectural Design Technology
- 4W53 BA (Hons) Interior Design
- BA(Hons) Interior and Spatial Design
- BA(Hons) Product Design

**\*N.B. Entry to the BSc (Hons) Architecture course requires marks of 60%, or higher, in all modules studied in term 2. (AR3012 AR3013 AR3014) of the level 3 course**

Knowledge is assessed by

- Coursework
- Essays

Thinking skills are assessed by

- Coursework
- Project work

Practical skills are assessed by

- Practical reports
- Portfolio completion

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

- Project work
- Group work

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 no expectation of formal placement opportunities as part of this course. However students will be guided to visit architecture/design practices as a part of their study for the professional life module in order to gain insights into their future profession.

#### 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
3	AR3010	Mental Wealth: Professional Life	20	Core	N

3	AR3011	Techniques for Designing	20	Core	N
3	AR3015	Art and Design Workshop	20	Core	N
3	AR3012	History and Theory	20	Core	N
3	AR3013	Design Media	20	Core	N
3	AR3014	Design Project	20	Core	N

*Please note: Optional modules might not run every year, the course team will decide on an annual basis which options will be running, based on student demand and academic factors, in order to create the best learning experience.*

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 120 credits for level 3 followed by 360 credits at levels 4, 5, 6, in either Architecture, Interior Design, Interior and Spatial Design, Architecture Design Technology or Product Design.

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.

#### Course Specific Regulations

Successful completion of the Level 3 course qualifies you for entry to the following specialist courses at UEL:

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#### 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 at levels 4, 5 or 6. Many of our students make use of this flexibility and this may impact on the overall duration of their study period. However, it is not possible to study level 3 Foundation year in part-time. The expected duration of this course is 4 years full-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](http://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:

Supplementary studio fee (Mandatory):

At Level 3 there will be costs in relation to supplementary studio fee (£100) which facilitates each module's specific activities such as providing project specific materials, inviting guest lecturers, critics and production of the year book. London visit, drawing equipment and individual model making materials are also student's responsibility.

Field trip (Optional):

Field trip to abroad (mostly to European city): minimum £350 per student per field trip.

Typical cost for materials (for UEL on-campus students)(Mandatory):

The costs of stationery, paper and materials will be minimum £200 per year for those who have no design and model making tools. Print costs will vary depending on the sheet sizes and numbers. This will be minimum £100.

A1 Drawing board will be provided to each student from university for studio use.

#### Alternative Locations of Delivery

N/A