

<b>Course Aim and Title</b>	<b>MA Architecture and Urbanism</b>
Intermediate Awards Available	PG Cert, PG Dip
Teaching Institution(s)	UEL on campus
Alternative Teaching Institutions (for local arrangements see final section of this specification)	N/A
UEL Academic School	ACE
UCAS Code	
Professional Body Accreditation	N/A
Relevant QAA Benchmark Statements	Architecture (2010) & Art & Design (2008), and the QAA Characteristics Statement Master's Degree (2015).
Additional Versions of this Course	N/A
Date Specification Last Updated	13 October 2023

## Course Aims and Learning Outcomes

### MA Architecture and Urbanism

An overview:

The crossover between architecture, computation and technology has reshaped the way in which architects think and operate. Digital and Computational Design have always been fundamental elements of the UEL teaching and research. Our school offered one of the earliest Masters courses in digital design, taught by Prof Paul Coates, when only a few UK Schools taught computational design. The MA in Architecture and Urbanism builds further upon this legacy.

Computational Design, Rapid Prototyping, Robotic Construction, Urban design, are key areas, which will be explore through this Masters course. This will give our students a strong skillset and enable them to excel in their profession.

Vision:

Our vision is to offer a curriculum that relates industry to architectural design and research. Our vision is to embed the technological and environmental parameters into every stage of the design process.

Students will be exposed to real-world problems, simulating the inter-discipline dynamics of the real-life professional environments. Our aim is ultimately to develop highly skilled professionals, ready to succeed in the design and construction industry.

The main aims of the course are to:

- Enhance your ability to develop complex design projects.
- Develop an in-depth understanding of the contemporary theories and discourse in Architectural Design.
- Represent and communicate ideas.

- Develop a professional ethos.
- Contextualise design; develop the ability to link design with its cultural and technological context.

What you will learn:

### **Knowledge**

- Deliver architectural projects and work at a range of different scales
- Demonstrate a clear understanding of a range of contemporary design precedents
- Understand the technological and cultural context of the design processes
- Translate ideas into design proposals

### **Thinking skills**

- Work independently and in groups.
- Research, understand, analyse precedents.

### **Subject-Based Practical skills**

- Develop software skills and appropriate manufacturing techniques
- Develop a strong design portfolio and create advance drawings using a range of techniques.
- Create models at different scales.
- Prepare presentations for design-related projects.

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

- Work both independently and in groups in a professional and collegiate manner.

## **Learning and Teaching**

The content of this course is delivered through seminars, lectures and studio sessions. The course is also enriched by specialised workshops, site visits, field trips, lectures and crits by guest designers and academics.

Knowledge is developed through

- Seminars, lectures and workshops
- Knowledge-based activities with feedback;
- Studio-based discussions and activities.

Thinking skills are developed through

- Reflective activities with feedback;

Practical skills are developed through

- Studio discussions, hands-on workshops and activities.
- Research skills-based activities with feedback.
- Visits to leading offices in London

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

- Planning activities with feedback;
- Project work.

## Assessment

Knowledge, Thinking Skills, Practical skills, and Skills for life and work are all assessed by coursework, which will be submitted in the form of a portfolio.

By the term 'portfolio' here we mean a body of work, which includes a range of different elements, such as visual material, essays, evidence of the student's involvement in learning activities, etc.

Hence the portfolio may include: drawings, photos of models, 3d models, analysis of spaces and concepts with the use of diagrams, reports, essays, evidence of analytical and critical exploration and thinking, etc.

The portfolio will also include visual evidence of the student's participation in the required learning activities, such as presentations, making workshops, field trips, online discussions/platforms, etc. In this way, the portfolio will offer the tutors the possibility to assess the student's progress and effort at different stages of the project.

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.

### MA Award Classification

(the same assessment bands are applicable to each Module)

70 - 100 %	Distinction
60 - 69 %	Merit
50 - 59 %	Pass
0 - 49 %	Fail

### Work or Study Placements

We encourage full time students to seek work experience during their academic course, this during their academic vacations. It is not uncommon that students work in practice one day a week, in order to further develop their skills in parallel to their studies as long as this does not impede their academic progress. An employment liaison officer helps with the administration of the potential year out and assists in helping students secure work. Personal Tutors help out students where possible in the production of work sample portfolio, cv, reference letters and personal statements as well as finding work. Please note this is a competitive process and working environment and a placement or work cannot be guaranteed.

## 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 MA in Architecture and Urbanism is a course that allows students to customise their learning by choosing one of the following specializations:

- Computational Design Processes
- Design for Digital and Robotic Construction
- Urban Design

Students will attend six core modules and choose a thematic area of their choice.

The full list of modules is presented on the table summarising the course structure.

The Applied Project Module focuses on three specializations. Students can choose to focus on Computational Design, Robotic Construction or Urban Design according to their theory choice so theory and applied project work together to specialize the skillset.

The module structure of this course:

<b>Level</b>	<b>Module Code</b> (codes to be checked to see if available)	<b>Module Title</b>	<b>Credit Weighting</b>	<b>Core/Option</b>	<b>Available by Distance Learning?</b> Y/N
7	AR7048	<b>Design 1</b>	30	Core	N
7	AR7049	<b>Design 2</b>	30	Core	N
7	AR7055	<b>Mental Wealth</b>	30	Core	N
7	AR7050	<b>Theory and Process 1</b>	30	Core	N
7	AR7051	<b>Theory and Process 2</b>	30	Core	N
7	AR7047	<b>Applied Project</b>	30	Core	N

The overall credit-rating of this course is 180 credits. If for some reason you are unable to achieve this credit you may be entitled to an intermediate award, the level of the award will depend on the amount of credit you have accumulated.

In order to gain a Postgraduate Certificate, you will need to obtain 60 credits at Level 7.  
 In order to gain a Postgraduate Diploma, you will need to obtain 120 credits at Level 7  
 In order to obtain a Masters, you will need to obtain 180 credits at Level 7. These credits will include a 60 credit level 7 core module of advanced independent research.

You can read the University Student Policies and Regulations on the UEL website.

## Course Specific Regulations

Professional accreditation: N/A

## Typical Duration

The course is offered with a September intake or January intake.

The typical duration for full time students is one calendar year for the September intake and 17 months for the January intake.

The time limit for completion of a course is four years after the first enrolment on the course.

## 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.

We constantly monitor, review and enhance our courses by consulting student and employer views and the views of external examiners and advisors.

Additional costs:

The students will be expected to take part in several field trips in London, up to two field trips in the UK and/or up to one field trip abroad. Students are expected to cover the field trip expenses (up to £600). Other costs include: the cost of printing, drawing and model making materials. Additionally, each student may be expected to pay a bench fee of up to £300 on top of the course fee, to cover other expenses of the School, associated with their course of study.

## Alternative Locations of Delivery

N/A