

ual: central
saint martins

MA NARRATIVE ENVIRONMENTS



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MA Narrative Environments

Awarding Body	University of the Arts London
College	Central Saint Martins
Programme	CSM Spatial Practices(L033)
Course AOS Code	CSMMANARX01
FHEQ Level	Level 7 Masters
Course Credits	180
Mode	Extended Full Time
Duration of Course	2 years
Teaching Weeks	60 weeks
Valid From	2022/23
QAA Subject Benchmark	Architecture
Collaboration	N/A
UAL Subject Classification	Architecture and spatial and interior design
HECoS Code	100048 - Design
UCAS Code	N/A
PSRB	N/A
Work placement offered	Yes
Course Entry Requirements	<p>The standard entry requirements for this course are as follows:</p> <ul style="list-style-type: none">• An honours degree in a relevant field: architecture, exhibitions, graphics, interiors, performance, retail, spatial, theatre, 3D, multimedia or interaction design, experience design,

	<p>speculative design, design strategy, social or service design, gaming environment, science communications, museum studies or curatorship, writing, literature, and design management</p> <ul style="list-style-type: none"> • Or an equivalent EU/international qualification <p>And normally at least one year of relevant professional experience.</p> <p>For further advice on entry requirements contact Stephanie Sherman, Course Leader s.sherman@csm.arts.ac.uk.</p> <p>APEL - Accreditation of Prior (Experiential) Learning</p> <p>Exceptionally applicants who do not meet these course entry requirements may still be considered. The course team will consider each application that demonstrates additional strengths and alternative evidence. This might, for example, be demonstrated by:</p> <ul style="list-style-type: none"> • Related academic or work experience • The quality of the personal statement • A strong academic or other professional reference <p>Or a combination of these factors.</p> <p>Each application will be considered on its own merit but cannot guarantee an offer in each case.</p> <p>English language requirements</p> <p>IELTS level 6.5 or above, with at least 5.5 in reading, writing, listening and speaking (please check our main English language requirements webpage).</p>
Selection Criteria	<p>We select applicants according to potential and current ability in the following areas:</p> <ul style="list-style-type: none"> • Skills and knowledge in your own discipline and preferably some examples of post college work in your particular field • Evidence of interest and understanding of narrative structure • Work demonstrating engagement with narrative in a spatial context, whether that is a real or virtual space

	<ul style="list-style-type: none"> • A reflective and critical approach • Evidence and experience of teamwork • Self-motivation, ambition and a commitment to the course. <p>What we are looking for</p> <p>We actively seek students who want to investigate the future of narrative environments and grow their expertise within the creative, cultural and commercial sectors. We seek resourceful, talented and ambitious individuals who work well in multidisciplinary teams. The college's strong international profile is reflected in the broad cultural mix of our students and our international studio placements and exchanges.</p>
<p>Scheduled Learning and Teaching</p>	<p>Following two years of disruption due to Covid 19 we are glad to be returning to normal delivery in 2022/23. This means on campus face-to-face activities such as course projects, lectures, seminars, and studio work, except for courses designed to be delivered online.</p> <p>Scheduled learning and teaching activity may include lectures, seminars, studio and workshop briefings, tutorials, external visits and project briefings.</p>

Awards and Percentage of Scheduled Learning Year 1

Awards	Credits
Postgraduate Certificate (Exit Only)	60

Year 2

Awards	Credits
Postgraduate Diploma (Exit Only)	120
Master of Arts	180

Scheduled Learning Split by Level

Level 7	24%
Total Scheduled Learning Split	24%

Course Aims and Outcomes

The Aims and Outcomes of this Course are as follows:

Aim/Outcome	Description
Aim	Contribute responsibly, as a creative practitioner, to the design of narrative environments.
Aim	Develop critical, collaborative practice that transcends the traditional boundaries of your own discipline.
Aim	Participate in complex, multidisciplinary projects, in a systematic and creative way.
Aim	Challenge conventions through the development of narrative environments.
Aim	Exercise initiative and personal responsibility in advancing your own research skills and subject knowledge, and in managing your own career or further studies.
Outcome	Engagement with key contextual, theoretical and critical discourses, industries and institutions at the forefront of the subject debate.
Outcome	Ability to research, refine and argue a critical position systematically in relation to your evaluation of current research and new modes of practice.
Outcome	Self-direction, originality and informed decision making in instigating, managing and communicating creative solutions to complex multidisciplinary projects.
Outcome	Self-direction, originality and informed decision making in instigating, managing and communicating creative solutions to complex multidisciplinary projects.
Outcome	Ability to locate yourself within the discipline and profession, evaluating personal and professional strengths and weaknesses.

Distinctive Features	
1	A narrative approach to space as a medium of communication—inclusive of physical, digital and hybrid spaces.
2	An extensive list of industry affiliates and collaborators contribute directly to student learning through mentoring, guest lectures, sponsored projects etc.
3	Multi-disciplinary, collaborative teamwork is at the heart of the learning and teaching experience.
4	An optional work-placement with a host organisation outside of the University.
5	Each student is allocated a mentor.

Course Detail

MA Narrative Environments responds to the growing need for multidisciplinary collaboration and critical, socially-engaged design. It addresses the demand for meaningful experiences in physical, digital, and hybrid environments.

Environments can include public spaces, interiors, planetary spaces, gaming environments, community places, heritage sites, museums, retail, travel and leisure destinations, libraries, health and educational environments.

Increasingly, organisations and places researchers want to communicate their stories. They may need to inform expanded communities; overcome social divides; develop their reputation; or attract new audiences. They may need to understand ways to narrate the future and complex challenges in dynamic and interactive ways.

On MA Narrative Environments, you will explore the relation between story, time and place. You will do this through sound, image, object, space. The course encourages participatory, multi-layered methods that support economic, social, cultural, environmental resilience. You will also be encouraged to employ new technologies to support connectivity and communication.

This course will equip you with the theoretical, practical and critical skills to envision and realize new narrative environments. You will be supported to create work which addresses the complex context and contradictions of a globalised and turbulent world. As such, you will be encouraged to be outward facing. You will use the city of London as a laboratory, collaborating with communities, institutions and businesses. You will develop proposals through an iterative design process and when possible, build and test them. The course also addresses the need for advanced research in spatial practices, speculative design and propositional design. It also provides a grounding in design research, narrative and environmental theory, and intellectual debate. This can lead you to MPhil and PhD research degrees.

Course Units

Narratives are told through artefacts, text, sound, images, film, which are integrated into the physical environment. This is achieved in three ways. Firstly, through the design of hard physical structures, materials and form, which tend to remain fairly fixed over time. Secondly, through text, light, image, sound and digital media which can change rapidly. Thirdly, through the soft and most unpredictable dimension of human presence and interaction.

On this course, theories of space, narrative, and media will be introduced and debated through lectures, seminars and conferences. Theory is also integrated with practice in team projects. You will gain insight into professional practice through placements, live projects, weekly lectures, workshops, and visiting practitioners. During the course, you will progress towards independent thinking.

You will establish your own critical position, allowing you to graduate with a clear set of design principles to underpin your future career.

Unit 1: Designing Narrative Environments

This unit will introduce you to a variety of research methods and the scope of narrative environment design through group projects of short and medium duration. You will also be introduced to the theoretical, socio-economic and cultural context of practice. Unit 1 also integrates personal and professional development and introduction to London as a context. This will enable you to become an active member of a learning community. You will develop your skills in research, communication, reflection, planning, decision-making and creative practice.

Unit 2: Developing Narrative Environments

On this unit, you will have the opportunity to explore, define, and develop your own direction. You will research and compose a major project proposal. You will do an industry case study or a placement to gain direct insight into opportunities and working methods in industry. The case study or placement will enable you to appraise your own abilities, ambitions and career direction.

The major project proposal is self-directed. You will define your own research question, aims and objectives and catalog your rigorous research process. This research will inform the development of your major project design proposal. . You will explore modes of prototyping, modeling, and representing your proposal. You will also assemble your own collaborative team that will help you work towards realisation. This unit allows you to engage with the professional world and become a reflective, creative and critical practitioner.

Unit 3: Deploying Narrative Environments

In this unit, you will focus on realization, activation, documentation, and encapsulation. You will write a project rationale which will contextualise and justify your design. You will prototype, test, produce and present your major project. Unit 3 concludes with a critical reflection on your major project. This enables you to describe and analyze your own unique design approach in tandem with setting professional and personal goals. It also encourages you to reflect on the dynamics of the industry, to consolidate your experience and advance your skills and knowledge.

Mode of study

MA Narrative Environments is offered in extended full-time mode which runs for 60 weeks over two academic years. You will be expected to commit 30 hours per week to study, which includes teaching time and independent study.

The course has been designed in this way to enable you to pursue studies while also undertaking language learning, part-time employment, internships or care responsibilities.

Credit and award requirements

The course is credit-rated at 180 credits.

On successfully completing the course, you will gain a Master of Arts (MA degree).

Under the Framework for Higher Education Qualifications, an MA is Level 7. All units must be passed in order to achieve the MA but the classification of the award is derived from the mark for the final unit only.

If you are unable to continue on the course, a Postgraduate Certificate (PG Cert) will normally be offered following the successful completion of 60 credits, or a Postgraduate Diploma (PG Dip) following the successful completion of 120 credits.

Learning and Teaching Methods

The learning and teaching methods devised for this course include:

- Unit and project briefings
- Set and self-initiated project briefs
- Inductions, lectures and seminars
- Collaboration and interdisciplinary team-work
- Peer learning
- Self and peer assessment
- Guest speakers
- Group discussions, reviews and critiques
- Working with clients and partners on live projects
- Mentoring
- Industry case study or placement
- Collaborative field research
- Major Project tutorials
- Independent study

Assessment Methods

- Group presentations
- Project outputs
- Design Practice Report
- Design Artefacts
- Placement Report / Industry Case Study Report

- Major Project Brief
- Major Project Proposal
- Major Project Report
- Gradate Showcase

Reference Points

The following reference points were used in designing the course:

- FHEQ Level Descriptors (Level 7)
- University Strategy for Student Learning
- External industry advice and guidance.

Course Diagram

MA Narrative Environments – PLEASE NOTE DUE TO VACATION DATES, SPECIFIC DELIVERY WEEKS MAY CHANGE.

S=summative assessment

LEVEL 7 - Year 1																														
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
Unit 1: Designing Narrative Environments (60 credits)																				S	Unit 2: Developing Narrative Environments (60 credits)									
LEVEL 7 - Year 2																														
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
Unit 2 continued										S	Unit 3: Deploying Narrative Environments (60 credits)																			S

The University will use all reasonable endeavours to provide the Course and the services described in this Output. There may be occasions whereby the University needs to add, remove or alter content in relation to your Course as may be appropriate for example the latest requirements of a commissioning or accrediting body, or in response to student feedback, or to comply with applicable law or due to circumstances beyond its control. The University aim to inform you of any changes as soon as is reasonably practicable