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**APPROVED**

## BA (Hons) Interior and Spatial Design

<b>Awarding Body</b>	University of the Arts London
<b>College</b>	Camberwell College of Arts
<b>School</b>	University of the Arts London
<b>Programme</b>	Material and Spatial Practices
<b>Course AOS Code</b>	CAMBAISDF01
<b>FHEQ Level</b>	Level 6 Degree
<b>Course Credits</b>	360
<b>Mode</b>	Full Time
<b>Duration of Course</b>	3 years
<b>Valid From</b>	September 1st 2020
<b>QAA Subject Benchmark</b>	Art and Design
<b>Collaboration</b>	N/A
<b>UAL Subject Classification</b>	Architecture and spatial and interior design
<b>JACS Code</b>	W250 - Interior design
<b>UCAS Code</b>	W250
<b>PSRB</b>	N/A
<b>Work placement offered</b>	Yes
<b>Course Entry Requirements</b>	<p>The standard minimum entry requirements for this course are one or a combination of the following qualifications:</p> <ul style="list-style-type: none"><li>• Pass at Foundation Diploma in Art and Design (Level 3 or 4)</li><li>• 2 A Levels at grade C or above</li><li>• Merit, Pass, Pass (MPP) at BTEC Extended Diploma</li><li>• Pass at UAL Extended Diploma</li><li>• Access to Higher Education Diploma</li></ul>

- Or equivalent EU/International qualifications, such as International Baccalaureate Diploma
- And 3 GCSE passes at grade 4 or above (grade A\*-C)

Entry to this course will also be determined by the quality of your application, looking primarily at your portfolio of work, personal statement and reference.

### **APEL - Accreditation of Prior (Experiential) Learning**

Applicants who do not meet these course entry requirements may still be considered in exceptional cases. The course team will consider each application that demonstrates additional strengths and alternative evidence. This might, for example, be demonstrated by:

- Related academic or work experience
- The quality of the personal statement
- A strong academic or other professional reference
- A combination of these factors

Each application will be considered on its own merit but we cannot guarantee an offer in each case.

### **English language requirements**

All classes are taught in English. If English isn't your first language you must provide evidence at enrolment of the following:

- IELTS level 6.0 or above, with at least 5.5 in reading, writing, listening and speaking (please check our [English language requirements](#))

<p><b>Selection Criteria</b></p>	<p>We look for:</p> <ul style="list-style-type: none"> <li>• A portfolio that shows a critical engagement with design ideas</li> <li>• An aptitude for thinking spatially</li> <li>• An ability to select and organise work</li> <li>• Work that demonstrates a personal agenda</li> <li>• Applicants that can communicate an enthusiasm for the subject</li> </ul>
<p><b>Scheduled Learning and Teaching</b></p>	<p>During your course you will engage with learning and teaching that includes both online and face-to-face modes. The</p>

advertised scheduled activity for the course will be delivered through a combination of live, synchronous and asynchronous on-line learning. This is often described as blended learning.

Definitions of our learning and teaching modes can be found [here](#).

# Awards and Percentage of Scheduled Learning

## Year 1

<b>Percentage of Scheduled Learning</b>	<b>22</b>
<b>Awards</b>	<b>Credits</b>
Certificate of Higher Education	120

## Year 2

<b>Percentage of Scheduled Learning</b>	<b>26</b>
<b>Awards</b>	<b>Credits</b>
Diploma of Higher Education	240

## Year 3

<b>Percentage of Scheduled Learning</b>	<b>16</b>
<b>Awards</b>	<b>Credits</b>
Bachelor of Arts	360

# Course Aims and Outcomes

The Aims and Outcomes of this Course are as follows:

<b>Aim/Outcome</b>	<b>Description</b>
Aim	You will develop a broad critical understanding of key practice, technical and theoretical debates relevant to a dynamic professional context encompassing a range of interior and spatial design practices.
Aim	You will develop professional and creative attributes, to encourage critical reflection, risk-taking and development of effective and appropriate written and visual communication methods.
Aim	You will be encouraged to self-initiate thinking and experimentation with new/existing technologies and materials, to enhance the experience of designed environments.
Aim	You will embed collaboration within design processes and develop innovative methods and techniques within both industry-focussed and multi-disciplinary settings.
Aim	You will establish your design responsibility and lateral thinking skills in shaping diverse future worlds.
Outcome	You will develop a critical position in the design of space and the built environment.
Outcome	You will be able to critically evaluate historical, contemporary and emerging debates within a multi-disciplinary field of interior and spatial design.
Outcome	You will be able to apply appropriate processes, skills and methods to realise your ideas.
Outcome	You will use communication and presentation skills appropriate to the discipline to articulate spatial ideas.
Outcome	You will be able to demonstrate personal and collective responsibility, decision making and respond to complex spatial settings in a professional context.

<b>Distinctive Features</b>	
1	Individual and collaborative projects provide a learning environment that develops student understanding of the context of contemporary forms of spatial design practice.
2	Students are enabled to develop personal design processes that consider context, material, and research-based design methods. This includes engagement with topics provided by academic staff research and professional expertise.
3	Theory and practice are integrated to encourage international and inclusive perspectives which help students to consolidate a design position.
4	Forms of spatial practice include consideration of people, spaces, objects and materials through written works, design portfolio, exhibition, short films and online formats. This involves students being able to take risks and empathetically engage with multiple audiences and define their scale of practice.
5	The course empowers design responsibility and lateral thinking through live projects and external collaboration. These explore innovative social, cultural and industry-focussed contexts that heighten responsibilities around ethics, sustainability, social justice and human relations.
6	Students develop creativity in subject territories that cross a number of diverse disciplines such as architecture, interior design, furniture and interaction design. This supports employability in an increasingly multi-disciplinary professional context and enables students to become creative collaborators familiar with co-design methods of practices.

# Course Diagram

LEVEL 4 – YEAR 1																																
BLOCK 1															BLOCK 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			
<b>Unit 1</b>					<b>S</b>	<b>Unit 2</b>									<b>S</b>	<b>Unit 3</b>					<b>S</b>	<b>Unit 4</b>										<b>S</b>
Introduction to Interior & Spatial Design						Design Practice 1										Design Cultures 1						Design Media 1										
20 credits						40 credits										20 credits						40 credits										
LEVEL 5 – YEAR 2																																
BLOCK 1															BLOCK 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			
<b>Unit 5</b>				<b>S</b>	<b>Unit 6</b>										<b>S</b>	<b>Unit 7</b>					<b>S</b>	<b>Unit 8</b>										<b>S</b>
Design Practice 2					Collaborative and Collective Practice											Design Cultures 2						Design Media 2										
20 credits					40 credits											20 credits						40 credits										
OPTIONAL DIPLOMA YEAR – LEVEL 5																																
LEVEL 6 – YEAR 3																																
BLOCK 1															BLOCK 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			
<b>Unit 9</b>														<b>S</b>	<b>Unit 10</b>															<b>S</b>		
Design Cultures 3															Design Practice & Media 3																	
60 credits															60 credits																	



**S = Summative Assessment**

Indicative summative assessment weeks are noted in the course diagram. For exact dates please refer to your timetable.

## Course Detail

The course will give you the opportunity to develop your own approach to the subject. Underpinned by theory and research, you will investigate and test spatial possibilities.

Projects will look at public and private spaces, narrative and designed environments and community engagement. You will work with staff and external communities. We will encourage collaborative and multidisciplinary ways of working. The course will prepare you for a variety of careers in the creative industries and beyond.

## What to expect

- To learn key interior and spatial design skills supported by leading professional practitioners
- To develop an understanding of the context of contemporary forms of spatial design practice through individual and collaborative, live and theoretical projects
- To develop personal design processes that consider context, material and research-based design methods
- To explore forms of spatial practice including consideration of people, spaces, objects and materials through written works, design portfolio, exhibition, short films and online formats
- Projects that explore innovative social, cultural and industry-focussed contexts and consider responsibilities around ethics, sustainability, social justice and human relations.
- To work on live projects in the public sphere that help you develop subject-specific and transferable skills
- To take risks and engage with multiple audiences to define your scale of practice
- To engage inside and outside the studio with various design research practice themes. These will range from conception through to realisation and have a local to global outlook
- A lecture and seminar series based around key historical and theoretical ideas across the subject
- To be able to explore individual ambitions and collective practices
- To showcase design work and research via exhibition, presentation and portfolio
- To have access to Camberwell's shared workshops that include printmaking, photography, film, moving image, digital, plastic, ceramics, wood and metalwork. View the [Camberwell facilities](#)

## Work experience and opportunities

Strong links with the creative industries means students gain vital commercial experience through live projects. Recent course collaborations and projects:

- Foundling Museum - design of dolls houses for imaginary pupils of the Foundling Hospital
- Interactive tools for the Courtauld Gallery
- Participation in World Wilder Lab in Rotterdam
- The fit-out of Lifeboat in a Box - a portable lifeboat station

- Visual Merchandising Awards - design of a pop-up shop for Oasis
- William Morris Gallery - an exhibition of a wallpaper sample book

Previously the course has collaborated with Deptford X, Design Museum, Habitat, Millbank Creative Works, Royal Festival Hall, Royal Horticultural Society, Tate Britain and Victoria & Albert Museum.

The college enjoys positive relationships with many art institutions in Europe and America. Students are encouraged to go on exchanges during their second years. This is to experience different cultures and design practices.

## **Mode of study**

BA Interior and Spatial Design is offered in full-time mode. It is divided into 3 stages over 3 academic years. Each stage consists of 30 teaching weeks. You will be expected to commit an average of 40 hours per week to your course, including teaching hours and independent study.

## **Course Units**

A short description of each unit and what you can expect.

### **Year 1**

#### **Unit 1 - Introduction to Interior and Spatial Design**

This unit is an introduction to your course, the college and the university.

#### **Unit 2 - Design practice 1**

This unit consists of a small-scale, body-related spatial design project, through which key spatial design skills are introduced.

- To explore how making, drawing, digital, film and animation skills are used to inform, develop and present design ideas and proposals
- To develop methods to survey, map and record both physical and experiential site conditions, as a basis to propose new interventions
- To focus on context, scale and site
- To work individually and as part of a design team

#### **Unit 3 - Design cultures 1**

This unit introduces historical, cultural and theoretical contexts for interior and spatial design.

- A project will involve the research and analysis of an influential interior and spatial design example. From this you will produce a scaled model for an exhibition
- To begin to gain a critical understanding of how public and private spaces are composed within the built environment
- To have an introduction to the narrative of space

- Analysis and evaluation of written texts through workshops, lectures and presentations
- Interactive workshops around research methods
- To give a short presentation
- Written work

#### **Unit 4 - Design media 1**

This unit deals with the research, context, development and resolution of a spatial design project in response to a live project brief.

- To engage with a complex existing local site and its' condition
- There will be a focus on material and spatial organisation
- To look at how a planning strategy can be used to organise a sequence of spaces
- To carry out site analysis
- To work individually and as part of a design team
- To use digital media for design, presentation and communication
- To develop prototypes of a scaled model and use orthographic drawings to communicate spatial ideas

### **Year 2**

#### **Unit 5 - Design practice 2**

This unit deals with the design of a spatial interaction at a human scale.

- To explore details in existing buildings
- To explore the principles of building structure and construction
- Interactive workshops on aspects of professional design practice and technology
- To look at strategies for assessing and responding to human needs
- To investigate material qualities, making processes and fabrication techniques
- To present your design proposal

#### **Unit 6 - Collaborative and collective practices**

This unit aims to introduce you to different ways in which collaborative working can focus and enhance your own creative strengths. This unit has 3 core purposes:

- To engage with fellow students with different practices and interests in a collaborative project
- To engage with external audiences, participants or institutions to consider new contexts for your work
- To develop your creative attributes to enable you to take on future challenges in a variety of contexts

## **Unit 7 - Design cultures 2**

In this unit you will design a public spatial intervention and a write response to it. This is to deepen your understanding of contemporary theory and debates relevant to interior and spatial design.

- To explore various approaches to the analysis of space and interiors
- Lectures, site visits and interactive workshops
- Workshops on research and design methods
- To explore buildings and archives
- Tutorials to support your research and design process

## **Unit 8 - Design media 2**

This unit involves the design of an exhibition. It will involve the coordination of objects, materials and spaces, professional practice, the role of publicity and social media.

- To document, survey and analyse an existing architectural site
- To communicate the design of a narrative environment for a diverse set of users
- To produce a set of construction drawings to demonstrate an ethical and sustainable position
- Workshops on aspects of professional design practice and technology

## **Year 3**

### **Unit 9 - Design cultures 3**

In this unit you will produce an illustrated thesis, a visual essay and define a project brief demonstrating your personal position toward people, place and professional practice. These will inform your research and practice in unit 10.

- Workshops on research and design methodologies
- Artists, designers and architects talks and lectures
- Written work
- Presentation of work in progress

### **Unit 10 - Design practice 3**

This unit will define your personal identity as a designer and pave the way to a professional career after graduation. This unit is designed to enable a highly-resolved body of work, demonstrating your full capabilities as a context-driven designer of spaces.

- Your design project to build upon the research and creative practice developed in unit 9
- To work in a design studio group with other students who share common ground
- To define the site, scale, user and scope of project in negotiation with tutors

- To consider social, ethical and sustainable issues
- To give a visual and oral presentation about your project demonstrating relevance to your personal research interests, professional practice and the discipline of interior and spatial design
- To present work in the college degree show

### **Optional Diploma between year 2 and 3**

Between year 2 and 3 you can opt to undertake the Diploma in Professional Studies or the UAL Diploma in Creative Computing. Whilst these Diplomas are an optional aspect of the course, they are designed as an integrated and assessed part of your journey through the course.

### **Learning and Teaching Methods**

- Briefings, lectures and seminars
- Group and individual critiques and tutorials
- Practical inductions to workshops and technical demonstrations
- Professional practice lectures and seminars
- Site and gallery visits
- Studio teaching by professional practitioners
- Visiting specialists

### **Assessment Methods**

- Peer and self assessment
- Portfolio - physical and digital
- Presentations
- Written work including assignments and essays

### **Reference Points**

- QAA Subject Benchmark statements
- QAA Framework for Higher Education Qualifications
- CCW Common Credit Framework
- UAL Creative Attributes Framework

*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*