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**APPROVED**

## MA Designer Maker

<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>	CAMMAVAMF02
<b>FHEQ Level</b>	Level 7 Masters
<b>Course Credits</b>	180
<b>Mode</b>	Full Time
<b>Duration of Course</b>	1 year
<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>	3D design and product design
<b>JACS Code</b>	W240 - Industrial/product design
<b>UCAS Code</b>	N/A
<b>PSRB</b>	N/A
<b>Work placement offered</b>	N/A
<b>Course Entry Requirements</b>	<p>The standard minimum entry requirements for this course are:</p> <ul style="list-style-type: none"><li>• BA (Hons) degree or equivalent academic qualifications</li><li>• Alternative qualifications and experience will also be taken into consideration</li><li>• Personal statement</li><li>• Portfolio of work</li></ul> <p>Entry to this course will also be determined by the quality of your application, looking primarily at your portfolio of work,</p>

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

### **Selection Criteria**

We look for:

- The ability and competence to: creatively formulate and develop design concepts; and to clearly organise and present your ideas.
- Demonstrable affinities to materials and processes
- Demonstrable interest and involvement in material-based practice with a consideration of associated historical, social and cultural contexts
- Evidence of proactive engagement with the critical debate around designer maker practice
- Demonstrable ability and capacity for self-reflection
- Ambition and aspiration for higher level of practice and research

### **Scheduled Learning and Teaching**

During your course you will engage with learning and teaching that includes both online and face-to-face modes. The 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>20</b>
<b>Awards</b>	<b>Credits</b>
Postgraduate Certificate (Exit Only)	60
Postgraduate Diploma (Exit Only)	120
Master of Arts	180

## Year 2

<b>Percentage of Scheduled Learning</b>	<b>28</b>
<b>Awards</b>	<b>Credits</b>
Postgraduate Diploma	N/A

# Course Aims and Outcomes

The Aims and Outcomes of this Course are as follows:

Aim/Outcome	Description
Aim	To provide you a supportive learning environment that helps you advance your knowledge and critical understanding of designer maker practice in relation to human-object relationship in socio-cultural contexts in both local and global perspectives.
Aim	To facilitate an open and culturally diverse environment that fosters experimentation and risk-taking, discussion, and collaboration, which encourage you to proactively and critically engage with a diverse range of communities and audiences.
Aim	To provide opportunities for the development of transferable and professional and research skills, which supplement advanced technical skills, that are applicable for employment beyond design and craft disciplines, as well as for further study.
Aim	To provide a culture of both independent and collaborative learning in a supportive academic environment which promotes both independent and collaborative working, critical evaluation and self-reflection.
Aim	To enable you to develop a critical voice with a broad range of vocabulary, which is coherent with the concepts and ethos of your professional practice.
Outcome	An advanced and critical understanding of your own practice and of the nature of its core value and knowledge that forms the firm foundation of your future practice.
Outcome	Innovate through craftsmanship and/or an in-depth understanding of your technical and professional skill-set informed with design thinking, and problem solve through interventions or new applications of existing skills.
Outcome	Be able to demonstrate an advanced understanding of ethical and environmental implications of your practice.
Outcome	Be a responsible, reflective, open-minded practitioner who is capable of responding with a creative agility and resilience to unpredictable situations, providing solutions based on coherent rationale.
Outcome	Able to identify underlying principles so as to best respond to new design challenges, and deploy a creative skillset you have developed in line with your personal and professional strengths.
Outcome	The capacity to bring about and establish innovative approaches as guiding principles (scenarios) framed around your emerging research proposal and creative practices.

<b>Distinctive Features</b>	
1	Reconsiders and asserts multiple positioning of the designer/maker: The course positions Designer Maker practices within the socio-cultural and political sphere, responding to the current discourses around design and making disciplines. Placing its emphasis on ethical and environmental considerations, the course collectively explores innovative tools and methodologies.
2	Inter-disciplinary and inter-cultural cohort that informs students of multiple perspectives on the subjects (such as specific material or process). The current and past Designer Maker students' backgrounds typically include: craft (ceramics, jewellery, textiles or embroidery), product and furniture design, and architecture. The course also draws on the diverse students' nationalities that average 8-10 each year (usually from UK/Europe, Asia, North and South America). These disciplinary and cultural diversities are actively taken on board by students and staff as rich resource for the students' learning.
3	Developing a Designer Maker vocabulary: The programme also places its strong focus on supporting students in furthering new knowledge in Designer Maker vocabulary through a language already instilled in new words such as 'Makerly Ways of Thinking' (Harvey 2019) and 'Robotic Craft' (Friend 2017) developing an ability to articulate their concepts, processes, and related contexts. Staff research around the role of language in making practices, combined with research on materiality, tacit knowledge, practice as research, inform this aspect of the programme.
4	Location: The course is sited alongside a number of complementary Design and Fine Art Courses that animate Camberwell College of Arts vision to create positive social impact through engagement with our local communities, an attribute ingrained in its Arts & Crafts heritage. We do this through curriculum and extra-curricular projects and partnerships, sharing and exchanging our knowledge and skills through transdisciplinary learning environment in which the MA Designer Maker students sit in shared studio spaces as part of a community of Design School Postgraduate Students who will share the same Teaching and Learning Spaces.
5	Access to UAL Special collections: The course makes regular use of the ILEA collection housed at Camberwell College of Arts and working with the UAL Archives and Special Collection curator to widen student engagement with the history of design and craft through the objects and the narratives contained within.

# Course Diagram

Week	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	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
<b>Unit</b>	<b>Unit 1</b> Exploring and Understanding Research Context and Methodology 60 credits													<b>S</b>	<b>Unit 2</b> New Practice Methodologies 60 credits													<b>S</b>	<b>Unit 3</b> Synthesising Research, Implementation of Practice 60 credits													<b>S</b>			
	PG Cert Exit Point														PG DIP Exit Point														MA Exit Point																

**S = Summative Assessment**

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

## Course Detail

In the last 10-15 years craft and making activities have been attracting more attention in the design industry and beyond. Engaging fully with the broadening and diversifying debates around making, the course reflects the notable shift in the discipline's focus towards ethical and environmental issues. These may manifest in the development of new materials, or reconfiguration of existing systems and resources, while others address diversity, ecology, inclusivity and empowerment of individuals.

Students on the course typically come from craft, product, furniture design and architecture backgrounds.

### What to expect

- To develop a project from proposal to final exhibition
- To explore new and existing materials and processes
- To be part of an inter-disciplinary and inter-cultural cohort where multiple perspectives and diversities are recognised as a rich resource for learning
- A transdisciplinary learning environment in which MA Designer Maker students are part of a community of postgraduate design students who share the same teaching and learning spaces
- Seminars and discussions that cover material culture studies, anthropology, philosophy, sustainability, consumerism, museum studies, psychology and literature
- Access to collections, makers' studios, galleries and museums
- To engage with contemporary debates in applied arts, design and object-based art
- To explore human-object relationships and the meaning of making
- A lecture programme
- The opportunity to access the ILEA collection housed at Camberwell College of Arts, working with the UAL Archives and Special Collections curator
- Access to Material and Spatial Practices digital resources as well as Camberwell's shared workshops that include printmaking, photography, film, moving image, digital, plastic, ceramics, wood and metalwork. View the [Camberwell facilities](#)

### Mode of study

MA Designer Maker is offered in full-time mode and runs for 45 weeks over 12 months. 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.

### Unit 1 - Exploring and understanding research context and methodology

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

- Inductions to learning resources and workshops at Camberwell
- An introduction to the notion of practice as research, which is one of the guiding principles of the course
- To devise your own brief and use it as a tool to develop and refine a project proposal
- To be encouraged to move between studio practice and theoretical research
- To critically reflect on the nature of your practice and skills, as well as the types of knowledge you engage with through your practice
- A programme of personal and professional development
- To explore contemporary debate and historical discourses
- Seminars, tutorials, crits, lectures and workshops
- To submit a research portfolio that includes practical work, experimentations, visual material and theoretical research
- To keep an online reflective journal throughout the course

## **Unit 2 - New practice methodologies**

This unit builds on your chosen research theme in your project proposal.

- To form and test a methodology through experimentation or field work
- Encouraged to actively seek opportunities to collaborate with external partners
- To use your research findings and outcomes to form a unique approach to your work
- Seminars, tutorials, crits, lectures and workshops
- To identify the target audience for your project
- To submit a research portfolio and project proposal
- To write a 4000-5000 word research paper

## **Unit 3 - Synthesising research and implementation of practice**

The final unit of the course will focus on the production of your personal project.

- To present work in the college postgraduate show
- To submit a professional statement, research portfolio, project proposal and resolved body of work

**Note: 120 Credits must be passed before the final unit is undertaken**

### **Learning and Teaching Methods**

- Context seminars
- Group and one-to-one tutorials
- Guest practitioner lectures and workshops
- Lecture series
- Professional development

- Student-led crits
- Workshop inductions

### **Assessment Methods**

- Contextual and evaluative writing
- Exhibition
- Presentations
- Project proposal
- Reflective journal
- Research portfolio
- Writing on critical practice

### **Reference Points**

- QAA Subject Benchmark statements
- QAA Framework for Higher Education Qualifications
- 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*