

PROGRAMME SPECIFICATION

1. Key Information

Programme Title:	MA Interior and Spatial Design
Awarding Institution:	Buckinghamshire New University
Teaching Institution(s):	Buckinghamshire New University
Subject Cluster:	3D Design
Award Title (including separate Pathway Award Titles where offered):	MA Interior and Spatial Design
Pathways (if applicable)	
FHEQ level of final award:	7
Other award titles available (exit qualifications):	Postgraduate Certificate Postgraduate Diploma
Accreditation details:	Society of British and International Design (SBID)
Length of programme:	1 year 2 year
Mode(s) of Study:	Full Time Part Time
Mode of Delivery:	Distance learning
Language of study:	English
QAA Subject Benchmark(s):	Architecture (2020) Art and Design (2019)
Other external reference points (e.g. Apprenticeship Standard):	
Course Code(s):	MAIADWDF / MAIADWDP
UCAS Code(s):	
Approval date:	01 December 2022
Date of last update:	

2. Programme Summary

This programme focuses on how designers can address one of the most pressing issues of the 21st century. Climate change can be seen as an opportunity for creatives to rethink the existing building stock and redefine new purposes and ways of using the urban fabric. This online Masters course will establish a clear aesthetic, theoretical and technological framework for studying adaptive reuse that properly equips you to engage in design practice.

The curriculum supports you in investigating different aspects of sustainable reuse, understanding its environmental, societal, economic and functional implications and developing strategies that account for the importance of social and ecological responsibility.

This course of study focuses specifically on designing interventions for existing structures at many scales—from single rooms to entire buildings. You will analyse various case studies and look at the project's impact on the environment and will develop an understanding of technical processes such as construction, material sourcing and adaptive reuse to make a creative proposal for their project.

3. Programme Aims and Learning Outcomes

Programme Aims

1. This programme aims to:
2. Provide learners with the knowledge, understanding and skills to work in professional Interior and Spatial Design practices with a clear emphasis on sustainability.
3. Ensure that learners develop awareness and evaluative understanding of design strategies that recognise the importance of social and environmental responsibility.
4. Provide learners with critical skills for employability through input from high-profile industry professionals.
5. Produce critically aware and skilled professionals with advanced digital design techniques and who understand emerging technologies to innovate and develop design strategies in the self-selected areas of home, workplace, leisure, hospitality and/or healthcare sectors.

Programme Learning Outcomes

Knowledge and Understanding (K)

On successful completion of the programme you will be able to:

ID	Learning Outcome
K1	Expand upon the designer's understanding of reuse as a product of practice and in the context of architectural history and theory.
K2	Synthesise complex information, ideas, data or propositions that include aspects of new knowledge or cutting-edge practice of interior, architectural, material or product design.
K3	Evidence advanced reflection on inherent strengths and weaknesses of practical and theoretical project work, identifying opportunities for further development in adaptive reuse.
K4	Communicate research to a variety of audiences in order to demonstrate understanding of the discipline and the techniques and processes necessary to accomplish industry-approved results.

Analysis and Criticality (C)

On successful completion of the programme you will be able to:

ID	Learning Outcome
----	------------------

C1	Develop strategies for acknowledging the importance of social and environmental responsibility through design projects.
C2	Select a range of research methodologies across creative practices in design and the creative industries, specifically in architectural interior design in order to undertake research.
C3	Conceptualise, design, and critically evaluate a pertinent research project in a relevant area.
C4	Take responsibility as an individual designer, for creative decision making, adjusting to a set budgets and timeframes.
C5	Use qualitative and quantitative methods to evaluate the economic and environmental merits of adaptive reuse.

Application and Practice (P)

On successful completion of the programme you will be able to:

ID	Learning Outcome
P1	Work autonomously and self-critically, reflectively evaluating own performance and that of others through awareness of professional requirements and expectations.
P2	Integrate cohesively academic standards and professional practice to achieve outcomes which have been tested against regulatory body requirements.
P3	Engage in the practice and implementation of adaptive reuse in the built environment through the demonstration of an appropriate aesthetic, theoretical and technological framework.
P4	Identify and evaluate criteria relevant to the formulation of a rigorous research presentation.

Transferable skills and other attributes (T)

On successful completion of the programme you will be able to:

ID	Learning Outcome
T1	Understand and incorporate related consultant feedback as part of the collaborative process in a professional setting.
T2	Manage personal workloads in order to effectively meet deadlines.
T3	Use design research to help develop solutions which are realised through a range of creative and technical 2D and 3D skills.
T4	Articulate ideas and information comprehensibly in visual, physical, oral, digital and textual forms in accordance with appropriate scholarly and professional registers/conventions.

Graduate Attributes

The BNU Graduate Attributes of: Knowledge and its application; Creativity; Social and ethical awareness and responsibility; and Leadership and self-development focus on the development of innovative leaders in professional and creative capacities, who are equipped to operate in the 21st Century labour market and make a positive impact as global citizens.

In this programme, attributes are developed through the practical application of knowledge of Interior and Spatial Design with a focus on adaptive reuse concepts, theories and

technological systems that properly equip graduating learners to engage in architectural practice. (K1-4, C3, C4, P1, P2).

The BNU graduates will develop their professional and creative capacities. They will be equipped to operate in the complex 21st Century design environment and market, making a positive impact as global citizens. The curriculum supports learners in developing strategies that account for the importance of social and environmental responsibility and will help them gain the skills and characteristics needed for various career paths (C1, C2, T4, T5).

The application of professional practices and standards learning prepares highly employable, socially aware professionals ready to take on contemporary challenges, in a proactive and independent manner, through conscious and ethical design (C5, P3, P4, T1, T2, T3).

4. Entry Requirements

The University's [general entry requirements](#) will apply to admission to this programme with the following additions / exceptions:

- A degree or related experience in the field of design. Applicants will be asked to submit an on-line portfolio of evidence to support their application if required. Applications are welcome from candidates who do not hold formal higher qualifications but can show their prior experience through a portfolio and referenced evidence. The course is designed to appeal to candidates from a wide range of disciplines within the built environment sector including interior design, architectural design, product design and textile designers, as well as applicants with an interest in design for health and wellbeing. The course incorporates on-line assessed research and specification data for usability. Learners will be required to work to a high level in both project development and design plus academic work.

If you do not meet the entry requirements you may, if you have relevant professional experience, still be invited for interview, where you will be required to demonstrate the necessary knowledge and understanding for entry onto the course.

Previous study, professional and / or vocational experiences may be recognised as the equivalent learning experience and permit exemption from studying certain modules in accordance with our [accreditation of prior learning](#) (APL) process.

5. Programme Structure

Pathway 1 or stand-alone course [add further tables for each additional pathway]

Level	Modules (Code, Title and Credits)	Exit Awards
Level 7	Core modules: Design Research 1 (investigation on Adaptive Reuse), 20 Design Studio 1 (existing environment investigation), 20 Design Studio 2 (Spatial Investigation), 20 Advanced Material Technology, 20 Adaptive Reuse Studio (Independent Design), 60 Dissertation, 40	MA: Completion of all 180 credits PG Cert: Completion of 60 credits: Design Research 1, Design Studio 1, Advanced Material Technology PG Dip: Completion of the modules above, plus Dissertation. Total of 120 credits

Please note: Not all option modules will necessarily be offered in any one year. Other option modules may also be introduced at a later stage enabling the programme to respond to changes in the subject area.

6. Learning, Teaching and Assessment

Learning and teaching

During the MA degree, learners will be guided through the following activities:

Collaborative online research skills

Essay writing to academic standards

Portfolio making

Presentation and communication skills

Concept design

Specification and development

Independent Study towards projects and assignments

Interactive online lectures and seminars where learners can participate and understand the nature of applying critical and creative skills and working in the industry.

It is envisaged learners will also experience and can be part of industry CPD online events with outside bodies, such as SBID and leading companies, among others, to better prepare themselves for the research activities proposed in the programme.

Learners are expected to have an underpinning knowledge in their subject area and to communicate proficiently via 2d and 3d software (Autocad and Rhino). The module briefs will be given and explained with core information to guide research areas. Learners will be expected to produce module outcomes based on their take on adaptive reuse design and develop visually and graphically their project. Learners can combine their master's degree with their own work activities if relevant to the module outcome.

Assessment

The curriculum is a mix of theory with practical application of topics based on adaptive reuse and sustainability: design strategy, upcycling and material technologies with a focus on social, economic and environmental factors. The course will benefit from the already established links with industry and professional bodies and builds on the existing expertise of the subject teaching members of staff. Assessment methods:

Essays/Dissertation – This will be mainly in the form of written documents, where learners are requested to present research material in specific subjects and edit it to fit the desired outcomes. Time management – Good time and project planning contribute to successful outcomes, especially when project managing. Learners will be assessed on their time management and work outcomes.

Reports – Learners are encouraged to document their entire learning progress throughout the degree, and some of that documentation will be asked to be delivered in the form of reflective and critically evaluative reports and will be assessed and marked.

Research Portfolio – As well as the written documentation on the different activities, visual portfolios are essential when presenting yourself to prospective employers, linking research evidence to design decisions. Learners are taught about the different processes involved in producing an industry-standard portfolio and will be assessed on the outcomes. Presentation Assessment – In conjunction with the Portfolio, presentation skills are a crucial element

when working in teams and presenting ideas. Throughout the degree, learners are expected to produce coursework and present it to an audience.

Learners will be asked to complete a series of projects and tasks given in the form of a project brief. Self and peer feedback during regular group and individual discussions will be an essential element in the maturation of ideas and practical development. Learners will be expected, during critiques and other discussions, to display a critical and reflective approach to their work. Formative feedback and feedforward are considered vital parts of the assessment process. More formal oral and/or written constructive feedback is given at key identified points, usually during student led presentations of work in progress. At these points, a formative oral assessment is given to help learners establish action planning and critical awareness, learners will take notes and log on how to improve their work. Self-evaluation constitutes an important part of formative assessment and, on occasion, of the formal summative assessment process.

Summative assessment will take place at the end of the module. Submitted work will be assessed on the achievement of the module Learning Outcomes and awarded a mark based upon the Assessment Criteria.

Contact Hours

7. Programme Regulations

This programme will be subject to the following assessment regulations:

- Academic Assessment Regulations

8. Support for learners

The following systems are in place to support you to be successful with your studies:

- The appointment of a personal tutor to support you through your programme
- A programme handbook and induction at the beginning of your studies
- Library resources, include access to books, journals and databases - many of which are available in electronic format – and support from trained library staff
- Access to Blackboard, our Virtual Learning Environment (VLE), which is accessible via PC, laptop, tablet or mobile device
- Access to the MyBNU portal where you can access all University systems, information and news, record your attendance at sessions, and access your personalised timetable
- Academic Registry staff providing general guidance on University regulations, exams, and other aspects of students and course administration
- Central student services, including teams supporting academic skills development, career success, student finance, accommodation, chaplaincy, disability and counselling
- Support from the Bucks Students' Union, including the Students' Union Advice Centre which offers free and confidential advice on University processes.

9. Programme monitoring and review

BNU has a number of ways for monitoring and reviewing the quality of learning and teaching on your programme. You will be able to comment on the content of their programme via the following feedback mechanisms:

- Formal feedback questionnaires and anonymous module 'check-ins'
- Participation in external surveys
- Programme Committees, via appointed student representatives
- Informal feedback to your programme leader

Quality and standards on each programme are assured via the following mechanisms:

- An initial event to approve the programme for delivery
- An annual report submitted by the External Examiner following a process of external moderation of work submitted for assessment
- The Annual Monitoring process, which is overseen by the University's Education Committee
- Review by the relevant PSRB(s)
- Periodic Subject Review events held every five years
- Other sector compliance and review mechanisms

10. Internal and external reference points

Design and development of this programme has been informed by the following internal and external reference points:

- The Framework for Higher Education Qualifications (FHEQ)
- The QAA Subject Benchmark Statement – see detailed mapping below
- The QAA Master's Degree Characteristics Statement
- The BNU Qualifications and Credit Framework
- The BNU Grading Descriptors
- The University Strategy

Mapping of Subject Benchmark Statement and any relevant Apprenticeship Standard to Programme Learning Outcomes

Subject Benchmark Statement / Apprenticeship Standard:	Knowledge and understanding (K)				Analysis and Criticality (C)					Application and Practice (P)				Transferable skills and other attributes (T)			
	K1	K2	K3	K4	C1	C2	C3	C4	C5	P1	P2	P3	P4	T1	T2	T3	T4
Subject-specific knowledge and understanding																	
present evidence that demonstrates some ability to generate ideas independently and/or as self-initiated activity and/or in response to set briefs	X	X	X			X	X			X							
demonstrate proficiency in observation, investigation, enquiry, visualisation and/or making	X	X		X	X					X			X				
develop ideas through to outcomes that confirm the student's ability to select and use materials,		X		X		X			X							X	X

processes and environments																	
make connections between intention, process, outcome, context and methods of dissemination.					X		X					X		X			
Demonstrate knowledge of the broad critical and contextual dimensions of the student's discipline(s)	X	X	X	X													
Demonstrate knowledge of the issues which arise from the creative practitioner's relationship with audiences, clients, markets, environments, users, consumers, and/or participants								X						X			
Demonstrate knowledge of major developments in current and emerging media and technologies in their discipline(s)								X	X		X	X		X			
Demonstrate knowledge of the significance of the work of other practitioners in their discipline(s)									X								

Demonstrate knowledge of the role and impact of intellectual property.											X				X	X		X
Generic and graduate skills																		
exercise self-management skills in managing workloads and meeting deadlines										X						X	X	
accommodate change and uncertainty.										X					X			
analyse information and experiences, and formulate reasoned arguments		X	X	X		X			X									
benefit from the critical judgements of others and recognise their personal strengths and needs										X					X			
apply interpersonal, social and negotiation skills in interaction with others.												X						
communicate ideas and information in visual, oral and written forms			X	X			X											
present ideas and work to their audiences.				X														X

navigate, retrieve and manage information from a variety of sources		X		X		X					X	X	X				
---	--	---	--	---	--	---	--	--	--	--	---	---	---	--	--	--	--

Mapping of Programme Learning Outcomes to Modules

Programme Learning Outcome	Knowledge and understanding (K)				Analysis and Criticality (C)					Application and Practice (P)				Transferable skills and other attributes (T)				
	Module Code (Core)	K1	K2	K3	K4	C1	C2	C3	C4	C5	P1	P2	P3	P4	T1	T2	T3	T4
Level 7																		
Design Research 1	X	X	X	X	X	X	X	X		X	X			X		X		X
Design Studio 1	X	X	X	X	X			X	X	X	X		X		X	X	X	X
Design Studio 2	X	X	X	X	X				X	X	X		X		X	X	X	X
Advanced Material Technology	X	X		X	X				X	X	X	X	X		X	X	X	X
Adaptive Reuse Studio	X	X	X	X	X	X	X		X	X	X	X	X		X	X	X	X
Dissertation	X	X	X	X	X	X	X	X		X	X		X	X	X	X		X