

PROGRAMME SPECIFICATION

for the award of

BA (Hons) Design

Managed by the Faculty of Technology, Design and Environment

Delivered by the School of Architecture

Date approved:	18.07.2018
Applies to students commencing study in:	September 2019

RECORD OF UPDATES

Date amended*	Nature of amendment**	Reason for amendment**

SECTION 1: GENERAL INFORMATION

Awarding body:	Oxford Brookes University
Teaching institution and location:	Oxford Brookes University, Headington, Oxford
Language of study:	English
Final award/s:	BA (Hons)
Programme title:	Design
Interim exit awards and award titles available:	<u>Interim exit awards:</u> Bachelor of Art Degree, Certificate in Higher Education, Diploma in Higher Education.
Brookes course code:	tbc
UCAS code:	tbc
JACS code:	W200 Design Studies
HECoS code:	100048 Design
Mode of delivery: (Mode of Study given in brackets)	Face to face/on-campus (full-time)
Duration of study:	Full-time 3 years
Subject benchmark statement/s which apply to the programme:	QAA Art and Design http://www.qaa.ac.uk/en/Publications/Documents/SBS-Art-and-Design-17.pdf
Professional accreditation attached to the programme:	No professional accreditation
University Regulations:	The programme conforms to the University Regulations for the year of entry as published/archived at: http://www.brookes.ac.uk/regulations/

SECTION 2: WHY STUDY THIS PROGRAMME?

Design is what links creativity and innovation. It shapes ideas to become practical and attractive propositions for users. Designers who are Makers are like artists; they work with materials to shape their ideas letting concept, form and function evolve from the natural process of material performances, creating the objects that shape our world. Designing and making together is a way of understanding how to engage in the world with a critical perspective, raising relevant questions and designing solutions to the betterment of society.

The BA Design at the School of Architecture is a course that has collaborative thinking and making at its heart. Students gain hands-on experience with materials, such as, wood, metal, stone and plastic; utilizing CNC technology, multi-axis robotic fabrication, 3D printing, casting, and traditional hand tooling. In parallel, students learn computational design, communication skills and critical thinking. The centre of focus lies in the delivery of physical 1:1 design propositions that contribute to solutions of societal problems. The project briefs are inspired by the United Nations Sustainable Development Goals where students will interrogate and resolve local issues, and engage in collaborative multidisciplinary thinking to become entrepreneurs for global social change.

Students develop their own unique style and approach through processes which critically engage in design discourses traversing Fine Arts, Product Design, Architecture and Business entrepreneurship.

From January to September (for a minimum of 10 weeks), in the second year (semester 2), students are out gathering real professional experience by either a live project or a placement. Two modules record and evaluate this experience through documented reports monitored through online distant learning. The experience can lead the student to focus the direction of their 3rd year studies and specialise further in a particular knowledge or subject.

The advantages of doing a work experience include:

- Gaining direct work experience developing key transferable skills such as time management, problem solving and analytical skills.
- Experiencing design, management and fabrication in a real professional environment, gaining direct experience with materials, technologies and delivery.
- Making new contacts, learning how to network which will increase the chances of securing a job after graduation.
- Gaining confidence in their abilities, returning for their final year with more likelihood to achieve higher grades due to the applicability of their practical knowledge to academic theory.

- Being more prepared for job searching, attending interviews and demonstrating relevant experience.
- Learning how organizations operate and how to work alongside colleagues.

Students are encouraged to search for their own work experience, allowing them to focus on their specific interest and experience. The nature of the placement can range from working, locally, nationally or internationally; with artists, in fabrication workshops with specific focuses on materials of technologies, design studios, Erasmus or international exchanges at other universities. The university will provide support in searching for the right type of experience starting 9 months before it is due to start. Students are encouraged to take ownership over the process and build their skills and abilities in gaining employability.

The course structure has been designed so that the students do not need to be in Oxford from January to September of their second year. This will allow them to focus on their work experience as well as to travel, broadening further their knowledge and experience. The course will run two online modules and skype sessions to further deepen the placement's experience, preparing also for the integration of this knowledge and skill into their 3rd year.

By graduation students will be able to investigate and develop an idea all the way through into its physical realisation – whether it's an installation, an architectural component or an object.

As professionals, graduates can work in a range of design and fabrication industries; becoming a specialist in design and making, knowing materials, tools and processes from initial design ideas to fully produced and installed work. This can be working with artists on commissions, design offices fabricating models and prototypes, industrial fabrication technologies working with computer controlled robotic machines, making bespoke designs for furniture, architecture, public spaces or private commissions. Graduates may launch new products and entrepreneurial solutions for the creative markets, contributing directly to social-economical contexts. The nature of design is collaborative and multi-disciplinary and therefore the programme seeks to build on this platform allowing students to strengthen the opportunities of working with creative and non-creative partnerships.

By joining the Faculty of Technology Design and Environment, students will benefit from the multidisciplinary award winning programmes in Arts, Architecture, Computing, Robotics and Automotive engineering. The programme will be based in the new state of the art multi-disciplinary fabrication building on Headington Campus.

SECTION 3: PROGRAMME LEARNING OUTCOMES

On successful completion of the programme, graduates will demonstrate the following Brookes Attributes:

3.1 ACADEMIC LITERACY

LO1 AL - Critically evaluate the processes and product of design and fabrication methods at a range of scales and contexts, some at the current boundaries of conventional design, fabrication, environment and technology.

LO2 AL - Demonstrate a creative, conceptual and critical approach to design for a variety of contexts, scales, complexity and types, some at the current boundaries of conventional design, fabrication, environment and technology.

LO3 AL - Apply an understanding of history, theory, research and design practice to design propositions.

LO4 AL - Develop a critical appreciation of legal frameworks of contemporary practice.

3.2 RESEARCH LITERACY

LO5 RL - Understand different research methodologies (academic and professional) and choose suitable methods for design and fabrication to explore and evaluate propositions with the appreciation of quality and detail.

LO6 RL - Structure ideas at a level of abstraction, defending a complex argument in written, visual, and/or physical formats.

3.3 CRITICAL SELF-AWARENESS AND PERSONAL LITERACY

LO7 PL - Work both collaboratively and independently in diverse teams, evaluating personal performance considering different perspectives including ethical considerations.

3.4 DIGITAL AND INFORMATION LITERACY

LO8 IL – Communicate and analyse using a variety of 2D and 3D methods for the development of design projects.

3.5 ACTIVE CITIZENSHIP

LO9 AC - Use communication skills to discuss the value and impacts of design and fabrication in national and international contexts negotiating design ideas in cross disciplinary, multicultural and diverse forums.

LO10 Synthesise an understanding of social, cultural and environmental issues and, where appropriate, creatively apply this understanding to design-to-fabrication propositions.

SECTION 4: CURRICULUM CONTENT & STRUCTURE

4.1 PROGRAMME STRUCTURE AND REQUIREMENTS:

Semester 1		Semester 2	
Design and Make: Creativity and Innovation (30 credits)		Design and Make: Social Innovation (30 credits)	
Materials, Tools and Processes: Communication & Representation (15 credits)		Materials, Tools and Processes: Digital Craft (15 credits)	

Design Thinking: Society & Life of Materials (15 credits)	Professional Practice: Collaboration & Project Management (15 credits)
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Semester 1		Semester 2	
Design and Make: Material Emergence (30 credits)		Design and Make: Professional Communication (<i>distant</i>) (15 credits)	
Design Thinking: The Future of Making (15 credits)		Professional Practice: Experience & Engagement (<i>distant</i>) (30 credits)	
Professional Practice: Preparation for industry (15 credits)		Professional Practice: Business & Entrepreneurship (online) (15 credits)	

Semester 1		Semester 2	
Design and Make: Speculative Creation (30 credits)			
Design and Make: Speculative Resolution (30 credits)			
Professional Practice: Critical Review (15 credits)		Materials, Tools and Processes: Post Digital (15 credits)	
Design Thinking: Dissertation (30 credits)			

Year of study	Module code	Module title	Credit	Level
Year 1 (Note: All modules are 100% Coursework & Compulsory)				
Semester 1	U200AA	Design and Make: Creativity and Innovation	30	4
	U200BA	Materials Tools and Processes: Communication and Representation	15	4
	U200CA	Design Thinking: Social Life of	15	4

		Materials		
Semester 2	U200AB	Design and Make: Social Innovation	30	4
	U200BB	Materials Tools and Processes: Digital Craft	15	4
	U200DA	Professional Practice: Collaboration and Project Management	15	4
Year 2 (Note: All modules are 100% Coursework & Compulsory)				
Semester 1	U200AC	Design and Make: Material Emergence	30	5
	U200CB	Design Thinking: The Future of Making	15	5
	U200DB	Professional Practice: Preparation for Industry	15	5
Semester 2 (Placement)	U200DC	Professional Practice: Experience and Engagement	30	5
	U200DE	Professional Practice: Business and Entrepreneurship	15	5
	U200AF	Design and Make: Professional Communication	15	5
Year 3 (Note: All modules are 100% Coursework & Compulsory)				
Semester 1	U200DD	Professional Practice: Critical Review	15	6
Semester 2	U200BC	Materials Tools and Processes: Post Digital	15	6
Semester 1 & 2	U200AD	Design and Make: Speculative Creation	30	6
Semester 1 & 2	U200AE	Design and Make: Speculative Resolution	30	6
Semester 1 & 2	U200AD	Design Thinking: Dissertation	30	6

4.2 PROGRESSION AND AWARD REQUIREMENTS

Progression

In order to achieve the expected depth of learning progression is designed as follows:

- For the BA Hons Degree all modules are compulsory accruing 360 credits overall;

- For the BA Ordinary Degree students are required to complete all modules in years 1 (level 4) and year 2 (level 5) plus a choice of modules to add 60 credits from year 3 (level 6), accruing 300 credits in total.
- For the Diploma of Higher Education (named) students must complete all modules in year 1 (level 4) and all the modules in years 2 (level 5). A total of 240 credits overall.
- For the Diploma of Higher Education students must complete 240 total credits of which 90 credits must be Level 5 or above.
- For the Certificate of Higher Education students have to complete 120 credits at least 90 of which must be at Level 4.

4.3 PROFESSIONAL REQUIREMENTS

Not applicable.

SECTION 5: TEACHING AND ASSESSMENT

Generally, in Year 1 skills and knowledge are acquired through workshops, short projects and lectures, providing the student with the content and exposure to becoming reflective design practitioner. Year 2 prepares the student for industry engagement and aims to help the student gain the most from this experience. In year 3 the student synthesises the learning and applies this understanding to a yearlong research project.

The learning and teaching in the BA Design includes a variety of activities that enable us to deliver theoretical and practice based content. The aim is to develop cognitive based knowledge and skills needed to engage in professional context. The activities are delivered through a consistent structure of single and double modules in a project based learning environment.

The application of knowledge would include: applying creative and innovative thinking to design problems, develop an idea all the way through into its physical realisation, develop through research a design/ fabrication brief, develop manufacturing approaches to respond to a design brief etc.

- **Design and Make Studios** provide the setting for innovation and creative project development. They are an intrinsic part of the course and provide key opportunities for peer to peer learning, tutorials, feedback and for testing of how theoretical ideas can be applied in practice.

- **Workshops** provide the opportunity to develop practical work, utilise tools, equipment and learn professional skills within a project led environment.

- **Seminars** provide a stimulating environment for debates, group discussion and testing of theoretical ideas. Seminars are usually related to the content developed in presentations, lectures or acquired through designing, making, and readings of relevant literature and the media.

- **Presentations** are an intrinsic part of the course and also key instances for feedback. Presentations enable you to practice the communication skills that are essential for effective professionals, including the clear explanation of ideas and concepts to clients.

- **Lectures** introduce key concepts, theories and current issues in design and fabrication, design and society, history and theory, technology and representation. You will be exposed to a range of perspectives from academic staff, guest lectures and visiting professionals.

- **Site Visits and Fieldtrips** provide students with the opportunity to learn from experiencing a variety of professional environments.

- **Design Reports/Portfolio** The culmination of a semester is the production of a portfolio of work. Primarily this consists of the design projects undertaken over the semester. This portfolio is the key element that demonstrates overall student progression and learning. The design report is the recording of the processes, methods and critical enquiry during the development of the coursework.

- **Tutorials** are the primary teaching technique on the course. These enable a reciprocal conversation between students and tutor that broadens the ambition and scope of a project in a way that is responsive to the learning trajectory and / or design direction of each student.

- **Self-Directed study** occurs on all modules, for both practical skills and academic study. Moodle is used to provide additional materials and resources to help with this, including online tutorials.

- **Assessment** is conducted through a variety of methods; the design crit, coursework essays, seminar presentations, pin-ups, report writing, dissertations and portfolio. Each of the assessment methods is chosen to foster the learning outcomes specified in a module.

The assessment criteria used in the School of Architecture is equivalent to the grades of the final degree qualification of the honours degree as follows:

- A 70% and above = Pass, 1st Class Degree
- B+ 60%-69% = Pass, Upper Second Class Degree (2:1)
- B 50%-59% = Pass, Lower Second Class Degree (2:2)
- C 41%-49% = Pass, 3rd Class Degree
- D 40% = Pass, 3rd Class Degree
- F 30%-39% = Fail, permitted to re-sit module
- F 0%-29% = Fail, not permitted to re-sit module.

Grade Point Average:

- A+ 75%- 100%
- A 70% - 74%
- B+ 65% - 69%
- B 60% - 64%
- C+ 55% - 59%
- C 50% - 54%
- D+ 45% - 49%
- RE, RC, RB (resit) 30% - 39%
- F 0% - 29%
- FR 0% - 39% (failed resit)

In a typical week, much of your time will be spent working on the studio based Design and Make module, usually a mixture of making workshops, design sessions, tutorials and some lectures. Supporting modules are spread across the week as a mixture of lectures, seminars and site visits.

Outside the module contact hours, you will undertake independent learning (for example, developing your design and make projects in the studio or workshop, site visits,

collaborative meetings and design development, library visits, research, face to face and online individual and group collaborative learning. Generally managing your own time, developing your coursework assignments.

The programme team considers the process of assessing and giving you feedback on your coursework as a continuous process with several instances of formative feedback. The focus is to support you to successfully achieve the learning outcomes so whenever you arrive at one of the assessment checkpoints (usually interim presentations, tutorials or interim crits) you are given formative feedback and time to act on it so that you can successfully progress.

This approach, which combines formative and summative assessment and feedback, is especially important within the larger Design and Make modules. Throughout the modules you are given feedback on your work so that you have a clear idea of how well you are doing in achieving what is expected and how you can improve your learning and results. Staggered summative assessment points provide the flexibility needed in this larger module to complete learning progression.

The programme is based on 100% coursework which enables us to deliver a strong and clear structure of formative feedback and assessment which focuses on development of knowledge and skills. A variety of coursework types are used so that you can develop and practice different skills. Examples include: essays, reflective work (essay, diaries), research design reports (presented either in printed or digital formats), physical models, artefacts, objects, drawings and oral presentations. To successfully complete a module you should pass all significant pieces of assessment.

SECTION 6: ADMISSION TO THE PROGRAMME

6.1 ENTRY REQUIREMENTS

Prior qualifications necessary for entry to the programme, including English language requirements.

- A-LEVEL ABB or equivalent
- UCAS Tariff points:128 – preferred subjects include Art, Product Design, 3D design, Design and Technology, Textiles.
- IB 32-34 points
- BTEC DDM
- Foundation in Art and Design (Merit)

Points may be counted from qualifications equivalent to 3 A-levels only. We strongly recommend that one of your A-level or A-level equivalent subjects is Art, Design, Product Design, 3D Design or Design and Technology.

Applicants will need to provide a portfolio (eg sketches, freehand/technical drawings, life drawings, 3D models, paintings, photographs) and normally an interview. See the link for portfolio guidance:

<https://www.brookes.ac.uk/studying-at-brookes/courses/undergraduate/supporting-materials/portfolio-guidance-for-architecture-applicants/>

Selected candidates will be invited for an interview. The interviewer will look for evidence of motivation, general creativity and breadth of interest, and will expect to be shown work which demonstrates creative ability of some kind. Any such work may be presented, including art work where no formal course has been followed.

Candidates who live overseas and cannot attend for interview will be evaluated by portfolio. A data stick with photographs or scanned images of your creative artistic work is preferred. The portfolio should contain a variety of different types of work and should be large enough to give the assessor an idea of the candidate's creative ability.

English language requirements

Please see the University's standard English language requirements, available at <http://www.brookes.ac.uk/international/how-to-apply/undergraduate/undergraduate-entry-requirements/>.

International and EU applications

Preparation courses for EU students

We offer a range of courses to help students meet the academic and English language entry requirements for their courses and also familiarise them with university life. Find out more about the international foundation pathways we offer and our pre-sessional English language courses at <http://www.brookes.ac.uk/international/english-and-pathway-courses/>.

Country specific entry requirements

If you are studying outside the UK, for more details about your specific country entry requirements, translated information and local representatives who can help you to apply, please have a look at our country specific information pages:

(<http://www.brookes.ac.uk/international/country-information/country-specific-information/>).

English requirements for visas If you need a student visa to enter the UK you will need to meet the UK Visas and Immigration minimum language requirements as well as the University's requirements.

SECTION 7: PREPARATION FOR EMPLOYMENT

As part of the School of Architecture's strategy to link research, teaching and practice, design studio tutors are drawn from eminent design practices, ensuring the relevance and dynamism of the design studio work. The School of Architecture and the student society host regular guest lectures from practicing architects and designers. The end of year show, the newsletter, the website, various unit blogs and the end of year yearbook exhibit the work of the school to the profession, other schools of architecture and beyond. The school regularly offers the opportunity to take part in "live projects": real projects, clients and sites, normally in the local community and sometimes in collaboration with local professionals or trade bodies.

During the BA Design in Digital Making, students are engaged in a continuous subject thread focusing on Professional Practice, preparing the student to engage in industry. In the second year, student spend a minimum of 10 weeks working in industry or working on a Live Project, gaining valuable experience for future employment.

The programme sees the preparation of students for employment as an integrated process where the curriculum delivers 5 professional employment focused modules, including the placement and the physical and virtual learning environments. Together these contribute to providing the students with opportunities that enhance their potential employability.

The curriculum for the BA Design was inspired by different dimensions of professional practice and therefore offers an informed and supportive environment to prepare you for employment. The Design and Make studios are embedded within the programme and have been developed to provide a practice based experience that is integral to curriculum delivery, including live projects or dealing with current issues highlighted by our industry and research.

Furthermore, the modules Design Thinking offer very current thinking and topics informed by professionals in practice. Lectures within modules include inputs from visiting lecturers and guest speakers which represent a variety of contemporary perspectives.

The programme aims to provide a learning environment where students are prepared to engage with employment and contribute to critical thinking in their areas of work.

Included in the programme the 'Professional Practice' module further prepares students for working life. Using simulation exercises, this module provides the opportunity to further integrate the course components, and helps you to develop a deeper understanding of the ethical and professional conduct expected in practice and required by the professionals.

Learning and Teaching Environments

The physical learning and teaching studio environment is designed to offer students similar conditions to those found in practice. They emphasise the project and problem based approach to learning and are open, collaborative environments which allow the development of ideas both individually and through group working.

A variety of modules also offer online collaborative learning environments in parallel to the physical space of the studios or classrooms. In these online environments students practice independent learning and collaboration 'outside the classroom' to complete activities and achieve specific goals.

Placement or Live Project

The professional experience occurs in semester 2 of the second year. This can be a placement in industry or through a Live Project where the student finds a client and works towards delivering a final product. Through the work experience, students gain valuable professional experience in design, fabrication, and the day to day / strategic activity of the business. Three modules run in parallel during this period, which support the students with their experience. One module focuses on recording and reflecting the day to day experience, mapping and relating to the overall aims of the course's learning outcomes. A second module requires the students to professionally document the outputs, focusing on the communication and visual quality of the design via a portfolio or a website. The third module is an online study course in Business and Entrepreneurship which helps the students gain additional knowledge of this aspect of the curriculum, and where possible relating to their professional experience.

Work experiences are supervised by members of academic staff as well as the Faculty's placement officer. Contact is made via skype or in person at least twice. The placements are vetted by the programme where certain criteria are met. There is a mentor who will look after the experience of the student. All the assessments are carried out by university academics and the mentor is asked to write a review of the student's engagement.

International work experience is also possible. The student might search for cultural or regional specific experiences, gaining valuable insight and knowledge.

The placement is for a minimum of 10 weeks and can extend beyond this period, up to September, ahead of the start of the 3rd year of study. Generally, placements up to 10 weeks are not paid. Coursework must be submitted by the end of semester 2.