



Module Specification

Material Realisations

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Part 1: Information

Module title: Material Realisations

Module code: UADB6P-45-M

Level: Level 7

For implementation from: 2025-26

UWE credit rating: 45

ECTS credit rating: 22.5

College: College of Arts, Technology and Environment

School: CATE School of Arts

Partner institutions: None

Field: Design

Module type: Module

Pre-requisites: None

Excluded combinations: None

Co-requisites: None

Continuing professional development: No

Professional, statutory or regulatory body requirements: None

Part 2: Description

Overview: Centring thinking through making, the Material Realisation module develops students' understanding of design's societal and ecological impact, and their creative problem-solving and practice-based experimental research.

Features: Not applicable

Educational aims: This module prioritises the School of Arts postgraduate attributes of Agency and Criticality. It has been designed with the following educational aims in

mind:

Expanding students' understanding of the role of designer/maker, and the impact of their work, in relation to design's potential as a participatory force in societal and ecological progress.

Encouraging students to constructively communicate; to coherently present their evolving personal practice.

Developing students' confidence in experimenting, ideating, and thinking through making.

Supporting students to explore debates and research in the creative domain, and social, political and technological models for practice-based research.

Encouraging students to formulate and solve artistic and creative problems autonomously, planning and undertaking tasks using appropriate methods within predetermined time frames.

Outline syllabus: The curriculum content of this module is designed to allow students opportunity to review the societal and ecological impact of design practices, and analyse the social, political, and technological debates that shape contemporary design discourse.

Students will be encouraged to build their understanding of practice-based research methodologies, in particular the concept of thinking-through-making as a method.

In addition, discussion and debate will build students' awareness of sustainable and ethical material selection and process choices.

All students will be introduced to processes of exploring solutions to enhance their problem-solving capabilities, and means of planning and managing progress such that they can build their professional autonomy.

The module embeds EDI principles by: (a) using a range of teaching and

communication methods (verbal, visual, audio, discussion, interactive and practical tasks), (b) including the history of the design discipline, with particular focus on race, empire, slavery and how the discipline navigated these and (c) enabling students to approach tasks using their previous experience, to decolonise the curriculum.

The module embeds sustainability (aligning especially with the UN Sustainable Development Goals 9, 11 and 12) by considering the discipline's role and responsibilities, and supporting a re-assessment of materials, object functions, stakeholders and intended and non-intended impacts.

The module supports students' digital literacy by enabling access to tuition on software and considering the impact of digital tools on the discipline and the wider context.

Part 3: Teaching and learning methods

Teaching and learning methods: This module employs a variety of teaching and learning methods to foster a comprehensive understanding of material properties and their applications. Teaching and learning methods are intended to develop agency and criticality, enabling students, on completion, to demonstrate their understanding of design's societal and ecological impact, and their creative problem-solving and practice-based experimental research approach. Learning types typically important to progress against the module learning outcomes include Acquisition; Investigation; Discussion; and Production although aspects of Practice and Collaboration are also likely to be encountered.

Acquisition involves reading, visits to relevant external partners and institutions, and seminars designed to build foundational knowledge. Material Play sessions and Technique Experimentation sessions encourage students to gain and share insights. Discussion is facilitated via group critiques and textual discussions, promoting critical thinking and feedback exchange.

Investigation/Inquiry includes textual, material, and technical research, driving

students to creatively explore and experiment with materials. Practical learning is supported through workshops, providing hands-on experience. Tutorials with appropriate module and/or programme staff coach students through a personalised process of creative development. Finally, Production focuses on the creation of samples and intermediate outcomes/products, allowing students to apply their learning.

These methods collectively aim to enhance students' skills in material exploration, critical analysis, and creative application, preparing them for advanced practice in the field of design.

Module Learning outcomes: On successful completion of this module students will achieve the following learning outcomes.

MO1 Critique design conventions, including your own practice, to reconceptualise design's potential as a participatory force in societal and ecological process.

MO2 Evidence and articulate appropriate individualised working methodologies which showcase the ability to purposefully think through making.

MO3 Evidence understanding and application of the principles and methods of practice-based research.

MO4 Demonstrate a flexible approach to problem solving, while exercising initiative, personal responsibility and accountability.

Hours to be allocated: 450

Contact hours:

Independent study/self-guided study = 342 hours

Face-to-face learning = 108 hours

Reading list: The reading list for this module can be accessed at readinglists.uwe.ac.uk via the following link

<https://rl.talis.com/3/uwe/lists/FAD9AD4C-5243-14E4-E6D2-906CA024627C.html?lang=en-GB&login=1>

Part 4: Assessment

Assessment strategy: Formative assessment during the delivery of this module will be available in a number of formats which may include: one-to-one tutorials; group crits; submission of samples; and peer review.

Summative assessment has been designed to map to the Module Learning Outcomes, with criterion and benchmark descriptors drawn from these directly.

The Presentation delivered as Task 1 evidences students' ability to articulate their understanding and insights on design conventions, potentialities, and methodologies. This 10-minute presentation provides an opportunity for students to articulate their ideas clearly and effectively. Further details on format and guidance are specified in the assessment brief.

Task 2 requires a Portfolio submission; a comprehensive collection of work that showcases the students' ability to apply their knowledge and skills in a practical context. The Portfolio will contain diverse elements, indicative examples of which might include: samples, reflections, sketches, and other documentation. These elements will be specified in the assessment brief. The Portfolio allows students to demonstrate their creative approach, critical thinking, and the ability to produce tangible outcomes that reflect their learning and development throughout the module.

The personal, reflective, and creative character of the assessment task will help ensure students do not commit an intentional or unintentional assessment offence, including plagiarism.

Assessment tasks:

Presentation (First Sit)

Description: 10-minute presentation

Weighting: 30 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1, MO2

Portfolio (First Sit)

Description: Portfolio

Weighting: 70 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO3, MO4

Presentation (Resit)

Description: 10-minute presentation.

Weighting: 30 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1, MO2

Portfolio (Resit)

Description: Portfolio

Weighting: 70 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO3, MO4

Part 5: Contributes towards

This module contributes towards the following programmes of study:

Designer / Maker [Bower] MA 2025-26