

Studio 2

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Contents

Module Specification	1
Part 1: Information	2
	2
Part 3: Teaching and learning methods	4
Part 4: Assessment	7
	g

Part 1: Information

Module title: Studio 2

Module code: UADB9X-30-2

Level: Level 5

For implementation from: 2026-27

UWE credit rating: 30

ECTS credit rating: 15

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: This is a shared module between:

Interior Design BA (Hons)
Product Design BA (Hons)
Product Design BSc (Hons)

This module explores project briefs of varying scales, highlighting similarities, discipline-specific intersections, and diverse perspectives on objects and spaces.

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Students will engage with these briefs using approaches specific to their discipline while also exchanging knowledge, fostering cross-disciplinary collaboration across programs.

Studio modules continue across all three years of study, progressing from foundational knowledge to applied knowledge and ultimately to professional practice.

Features: Not applicable

Educational aims: Through a series of individual projects students will build on their skills and abilities to tackle design briefs in their chosen discipline. Spanning across Interior Design, Product Design and Product Design Technology students will tailor outcomes through their learning towards their chosen career path.

This module will accumulate ongoing learning and will require students to apply past learning in order to develop appropriate design outcomes.

Students will learn to manage projects through each stage of the design process through both guided practical studies and self-directed learning to meet a set of predefined goals of a brief.

Students will learn to address problems creatively and be encouraged to hone their ideas towards a dedicated career path whilst beginning to consider real world issues that surround their field of design.

Students will also develop critical awareness through the design process developing ideas through to defined outcomes.

Through a process of reflection, students will evaluate their own work, identifying areas for improvement, and adapt their practical design strategies based on feedback and experience.

Outline syllabus: Students will engage in up to three set briefs that tackle areas of their chosen field of design.

Students must use their critical awareness to shape their brief towards an appropriate design outcome through a rigorous development process considering contextual understanding from within their discipline.

Submissions will take the form of a portfolio of their projects which will include final outcomes and key development work.

Design projects will be set each year and respond to annual feedback as well as current contextual conditions.

Supporting Skills and Knowledge:

Workshop and modelling methods in 2D and 3D; working prototypes, Sketch models, bench level experiments, 2D models.

The module includes the application of skills acquired in other modules as well as potential additional skills and technical knowledge to support the needs of the specific projects and students.

The nature and duration of the projects is subject to change, in order to balance real world issues, to address the academic needs of the cohort, and to provide a designated window to introduced innovation to the curriculum.

Note: all elements are not weighted equally in study or assessment time.

Part 3: Teaching and learning methods

Teaching and learning methods: Teaching and Learning Strategy for this module is studio/workshop project-based learning in which a topic demonstration will introduce the students to the assigned or coming up exercises and/or project which supports and frames their acquisition of topic specific knowledge and skills.

The exercises and projects are designed to facilitate competency acquisition through learning, building knowledge through the introduction of new subject matter and

reinvestment of gained knowledge and skills. The studio/workshop is designed for the learner to have access to tutorial support, work in the close proximity of classmates and to self-assess his/her progress through the exercises and/or projects.

Knowledge and skills reinvestment from parallel running modules are formative and essential for progression through the curriculum.

The module is typically delivered via projects, seminars, group critiques, workshops, individual tutorials and independent study.

Teaching sessions in the module are aimed at building students skills, knowledge and understanding of the different approaches to discipline specific design.

Emphasis will be placed on establishing a meaningful relationship between conceptual and practical activities. Analytical, evaluative and planning skills will be supported through seminars/tutorials/individual critiques, in order to encourage students to adopt an ongoing engagement with ideas/processes/methods of production beyond the familiar. Critical engagement and reflection on ideas/practices examined within the module will be documented and presented for assessment in the supporting and development work.

Scheduled learning includes lectures, seminars, tutorials, project supervision, demonstration, workshops; fieldwork; external visits; supervised time in studio/workshop.

Students are required to develop a body of work representing their acquired design skills throughout this module and these will form a core part of the Learning, Teaching and Assessment process. Students' portfolios can be hand and / or digital in format and should contain a range of content that includes but is not limited to; physical model making, 2D and 3D drawing, CAD and digital modelling in response to pre-defined project briefs.

The development of critical, analytical and evaluative skills is supported and

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encouraged through (for instance) the use of inclusive resources, discussion in group critiques and activities, and through individual tutorials. Students are encouraged and supported in the development of their visual, verbal and written

communication skills through all aspects of the Teaching and Learning process and

will have access to a range of Study Skills support available centrally.

Independent study/self-guided study includes hours engaged with creative,

academic and technical development, visual and textual research, workshop activity

and any learning via the VLE outside of taught sessions.

The reading and resource list for this module will be accessible via a live link on the

VLE and will also be available via the module handbook and Tallis Library systems.

The reading and resource list is inclusive and accessible and has been designed to

amplify a diverse range of critical and creative voices, ensuring representation

across multiple perspectives and disciplines.

It is designed inspire curiosity and to support a broad range of Learners through the

inclusion of source material across diverse formats, media and platforms; ensuring

accessibility for all learning styles and needs.

Module Learning outcomes: On successful completion of this module students will

achieve the following learning outcomes.

MO1 Engage in reflective practice, reviewing personal strengths and areas for

growth, and proactively seeking feedback to improve their work.

MO2 Convey ideas and information clearly and persuasively through diverse

mediums, adapting to different audiences and purposes.

MO3 Further develop proficiency in using tools, technologies, and techniques,

applying them to projects.

MO4 Develop ideas through testing and prototyping using appropriate

techniques and evaluation for an effective design solution.

Hours to be allocated: 300

Contact hours:

Page 6 of 9 01 August 2025 Independent study/self-guided study = 228 hours

Face-to-face learning = 72 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/40B45CD9-1F1A-CE36-11D9-BB85C0F125A6.html?lang=en-GB&login=1

Part 4: Assessment

Assessment strategy: The assessment strategy of the programme that this module contributes to reflects the School of Art's philosophy which considers assessment to be an active part of the learning process; and is regarded as a tool for learning.

This module takes a programmatic approach to assessment. Summative assessment is via portfolio submission which includes a collection of related work developed over a period of time which may include aspects of drawing, writing and research, and a strong practical element.

This would include:

Designed outcomes and supporting work

Design development work

For assessment, students are required to present their outcomes for the briefs, a body of developmental work and an evaluative process document/s which will include reflective evaluation of the work detailing their process, decision making, and in relation to the outcomes produced and related contemporary design practice/practitioner research.

The portfolio assessment in this module is inclusive and is designed to foster and demonstrate the value of a process-centric approach to learning. The module will include a (regularly reviewed) combination of diverse formats and / or modes of Assessment (including physical / digital) and has been designed to offer students of all learning styles the maximum opportunity to demonstrate the skills, knowledge and experiences that they have gained throughout the module.

Within the submission students are expected to present evidence of work which demonstrates engagement with the minimum number of contact hours for the module, as well as the minimum number of independent study hours. The portfolio work will evidence personal developmental activities and assessment is designed to reduce issues of plagiarism.

Students will receive regular feedback formatively via midpoint group presentations as well as during group tutorials. This provides students with timely and detailed understanding of their progress and provides clear feed-forward guidance regarding future development. The formative feedback and summative assessment processes of this module are embedded into studio pedagogy and as such establish an authentic, inclusive approach to assessment that builds students' confidence as they progress.

Self and peer evaluation constitute an important part of formative feedback in this module and are embedded to facilitate the progression towards autonomous learning.

At Level 5 assessment is via numerical grading. This assessment structure is designed to enable students to achieve and evidence the learning outcomes of the module. Students receive personalised feedback against the module learning outcomes. The module is assessed holistically.

Summative assessment feedback provides students with detailed understanding of their progress and achievement of the LO's and provides clear feed-forward guidance regarding future development. As part of the summative assessment process students are supported in developing individual 'Action Plans' based on their assessment feedback.

Students who do not pass at the first sit will be given a re-sit opportunity. The re-sit assessment requirements will be the same as the first sit.

Assessment tasks:

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Portfolio (First Sit)

Description: portfolio of work

Weighting: 100 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4

Portfolio (Resit)

Description: portfolio of work

Weighting: 100 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4

Part 5: Contributes towards

This module contributes towards the following programmes of study:

Interior Design [Bower] BA (Hons) 2025-26

Product Design [Bower] BA (Hons) 2025-26

Product Design Technology [Bower] BSc (Hons) 2025-26

Interior Design (Foundation) [Bower] BA (Hons) 2024-25