



## **Programme Specification**

### **Interior Design {Foundation} [Bower]**

Version: 2022-23, v0,

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## Section 1: Key Programme Details

### Part A: Programme Information

**Programme title:** Interior Design {Foundation} [Bower]

**Highest award:** BA (Hons) Interior Design

**Interim award:** BA Interior Design

**Interim award:** DipHE Interior Design

**Interim award:** CertHE Interior Design

**Awarding institution:** UWE Bristol

**Affiliated institutions:** Not applicable

**Teaching institutions:** UWE Bristol

**Study abroad:** No

**Year abroad:** No

**Sandwich year:** Yes

**Credit recognition:** No

**Department responsible for the programme:** ACE Dept of Art & Design, Faculty of Arts Creative Industries & Education

**Contributing departments:** Not applicable

**Professional, statutory or regulatory bodies:** Not applicable

**Apprenticeship:** Not applicable

**Mode of delivery:** Full-time, Sandwich

**Entry requirements:** For the current entry requirements see the UWE public website.

**For implementation from:** 01 September 2021

**Programme code:** W25F23

## Section 2: Programme Overview, Aims and Learning Outcomes

### Part A: Programme Overview, Aims and Learning Outcomes

**Overview:** BA (Hons) Interior Design is a broad based course which supports the development of creative independence using design methods as a means to develop ideas and individual creative innovation. The course nurtures creativity, practicality, technical knowledge and critical awareness, enabling students to develop a personal design philosophy and a problem-solving ethos.

**Educational Aims:** Aims of the undergraduate modular scheme:

To provide an opportunity to develop a creative practice within a chosen field of study

To provide an experience of higher education in art, media and design that offers student's choice and independence in determining their own abilities and ambitions within a subject discipline;

To equip students with the intellectual, practical, critical and creative skills necessary for them to locate themselves and their practice within professional, social, historical and cultural contexts;

To give students the confidence to develop informed independent judgements and critical and intellectual rigour;

To ensure that the development of key/transferable skills is an integrated part of the curriculum;

To equip students with the necessary understanding of research techniques and appropriate methodologies;

To sustain an environment in which individual students may realise their full potential.

Educational aims: BA (Hons) Interior Design:

The programme aims to enable students to:

Develop knowledge, understanding and skill through an exploration of interdisciplinary practice;

Understand interior design as fundamental to the development of a sustainable creative practice;

Understand the potential range of applications of Interior Design in the realisation of a creative methodology;

Develop their intellectual, critical, technical and key/transferable skills (necessary) to work in either a professional environment or to undertake further study;

Demonstrate critical reflection, evaluation and analysis in the development of their practice;

Develop a personal methodology that recognises research, development and realisation as three key components;

Understand their work in a professional, critical, cultural, historical and social context.

Foundation Year Aims:

The Foundation year will enable the student to:

Develop a contextual awareness of a range of approaches to making and thinking in Art & Design

Develop the skills necessary to progress their work and their learning in Art & Design

Make safe and appropriate use of methods, materials and tools to create works in response to ideas

Solve creative problems through the application of theoretical and technical understanding

Develop creative solutions through visual and textual research and analysis

Evaluate the successes of their progress and outcomes

Effectively present themselves and their work

### **Programme Learning Outcomes:**

On successful completion of this programme graduates will achieve the following learning outcomes.

### **Knowledge and Understanding**

- A1. Integrate and synthesise their knowledge and understanding, abilities and ambitions within the contexts of study, research, creative practice and lifelong learning
- A2. Apply their skills and abilities within a wide range of professional, cultural and critical frameworks, both within and beyond the fields of art and design

### **Intellectual Skills**

- B1. Identify problems and issues inherent in the research, development and realisation of work appropriate to Interior design
- B2. Create a body of work through the synthesis of creative, critical, technical and contextual knowledge and understanding
- B3. Critically evaluate the effectiveness of a process or outcome as part of the learning process

### **Subject/Professional Practice Skills**

- C1. Generate personal and imaginative concepts, proposals, solutions or arguments in response to set briefs and/or as self-initiated activity
- C2. Develop and test ideas through experimentation with a range of concepts and processes appropriate to Interior Design
- C3. Demonstrate an understanding of 'professionalism' in relation to the practices and contexts appropriate to the designer/maker

### **Transferable Skills and other attributes**

- D1. Demonstrate the ability to communicate effectively in visual, verbal and written formats
- D2. Initiate, plan and manage self-directed study
- D3. Work effectively and responsibly as part of a team
- D4. Respond positively and creatively to a range of challenges
- D5. Demonstrate effective personal management skills: time management, self-evaluation, access to and organisation of resources
- D6. Identify key issues/problems and implement appropriate skills in the resolution/realisation of a solution

## **Part B: Programme Structure**

### **Year 1**

Full-time and Sandwich students must take 120 credits from the modules in Year 1.

### **Year 1 Compulsory Modules A (Full-time and Sandwich)**

Full-time and Sandwich students must take 90 credits from the modules in Compulsory Modules A (Full time and Sandwich).

<b>Module Code</b>	<b>Module Title</b>	<b>Credit</b>
UAAAWP-30-0	Developmental Projects: Building a Creative Identity 2022-23	30
UAAAWR-30-0	Foundation Project 2022-23	30
UAAAF-30-0	Observation and Making 2022-23	30

**Year 1 Compulsory Modules B (Full time and Sandwich)**

Full time and Sandwich students must take 30 credits from the modules in Compulsory Modules B (Full time and Sandwich).

International students who have not attained IELTS 6 must take UAAAU8-30-0. All other students must take UAAAWQ-30-0.

<b>Module Code</b>	<b>Module Title</b>	<b>Credit</b>
UAAAWQ-30-0	Academic Skills 2022-23	30
UAAAU8-30-0	Academic Skills for International Students 2022-23	30

**Year 2**

Full-time and Sandwich students must take 120 credits from the modules in Year 2.

**Year 2 Compulsory Modules (Full-time and Sandwich)**

Full-time and Sandwich students must take 120 credits from the modules in Compulsory Modules.

<b>Module Code</b>	<b>Module Title</b>	<b>Credit</b>
UADASM-45-1	Exploring Practice in Interior Design 2023-24	45
UADASL-45-1	Introduction to Interior Design 2023-24	45
UADAF9-15-1	Professional Practice and Work Experience in Interior Design 1 2023-24	15
UA1APQ-15-1	Visual Culture 1 2023-24	15

**Year 3**

Full-time and Sandwich students must take 120 credits from the modules in Year 3.

**Year 3 Compulsory Modules (Full-time and Sandwich)**

Full-time and Sandwich students must take 60 credits from the modules in Compulsory Modules

<b>Module Code</b>	<b>Module Title</b>	<b>Credit</b>
UA1APS-15-2	Creative Analysis 2024-25	15

UADASN-45-2	Developing Practice 1 in Interior Design 2024-25	45
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### Year 3 Optional Modules A (Full-time and Sandwich)

Full-time and Sandwich students must take 45 credits from the modules in Optional Modules A.

Module Code	Module Title	Credit
UADASP-45-2	Developing Practice 2 in Interior Design 2024-25	45
UA1APR-45-2	International Exchange 2024-25	45

### Year 3 Optional Modules B (Full-time and Sandwich)

Full-time and Sandwich students must take 15 credits from the modules in Optional Modules B.

Module Code	Module Title	Credit
UADB3E-15-2	Collaborate 2024-25	15
UADAJN-15-2	Professional Practice and Work Experience in Interior Design 2 2024-25	15

### Year 4

Sandwich students must take 30 credits from the modules in Year 4.

Full-time students must take 120 credits from the modules in Year 4.

### Year 4 Compulsory Modules (Full-time)

The student must take Compulsory Modules, plus a choice of either Compulsory Modules (Full-time) Group A OR Compulsory Modules (Full-time) Group B

Module Code	Module Title	Credit
UADASR-60-3	Extended Study in Interior Design 2025-26	60
UADAJG-15-3	Professional Practice and Work Experience in Interior Design 3 2025-26	15

### Year 4 Compulsory Modules (Full-time) Group A

Students who choose Compulsory Modules (Full-time) Group A take the following:



<b>Module Code</b>	<b>Module Title</b>	<b>Credit</b>
UADASQ-30-3	Preparation for Extended Study in Interior Design 2025-26	30
UA1APT-15-3	Visual Culture 3 2025-26	15

#### **Year 4 Compulsory Modules (Full-time) Group B**

Students who choose Compulsory Modules (Full-time) Group B take the following:

<b>Module Code</b>	<b>Module Title</b>	<b>Credit</b>
UADNC5-15-3	Preparation for Extended Study in Interior Design 2025-26	15
UA1AVJ-30-3	Visual Culture 3 2025-26	30

#### **Year 4 Compulsory Modules (Sandwich)**

Placement Year

Students on the sandwich route (SW) must undertake and pass a work placement. During this time students must complete the 30 credit level 3 module, Placement: Interior Design UADATE-30-3.

This module assesses the student's personal development, from the experience of placement and their ability to identify issues relevant to their Placement's organisational context and to then frame, scale and position a critical work-based enquiry relevant to the specialism of the degree.

This provides a rich process in which student can make links between theory and practice, reassess themselves and confront the challenges of carrying out a role in a new organisation whilst knowing that they will have the opportunity to be supported if there is a problem and that they will be returning to the programme for a further period of reflection and learning after the placement is completed.

To be eligible for Placement students would normally be expected to have passed a minimum of 210 credits

<b>Module Code</b>	<b>Module Title</b>	<b>Credit</b>
UADATE-30-3	Placement 2025-26	30

**Year 5**

Sandwich students must take 90 credits from the modules in Year 5.

**Year 5 Compulsory Modules (Sandwich)**

Sandwich students must take 90 credits from the modules in Compulsory modules.

<b>Module Code</b>	<b>Module Title</b>	<b>Credit</b>
UADASR-60-3	Extended Study in Interior Design 2026-27	60
UADAJG-15-3	Professional Practice and Work Experience in Interior Design 3 2026-27	15
UA1APT-15-3	Visual Culture 3 2026-27	15

**Part C: Higher Education Achievement Record (HEAR) Synopsis**

BA (Hons) Interior Design is a broad based course which supports the development of creative independence using design methods as a means to develop ideas and individual creative innovation. The course nurtures creativity, practicality, technical knowledge and critical awareness, enabling students to develop a personal design philosophy and a problem-solving ethos.

The course aims to provide an understanding and ability to link the conceptuality of design with the physicality of materials and engages with the combination of traditional and contemporary technological skills.

The award has developed teaching and learning strategies which enable students to understand and take ownership of their personal progression and to develop individual programmes of study, leading to the development of excellent transferable skill sets and specialist knowledges.

**Part D: External Reference Points and Benchmarks**

This programme has been developed in relation to the following reference points:

QAA Benchmark Statement for Art and Design and History of Art, Architecture and

## Design

QAA National Qualifications Framework

UWE Vision, Mission and Strategy

UWE Learning and Teaching Strategy

UWE Assessment Policy

Staff research

Feedback from 'feeder' institutions

Feedback from alumni

Feedback from employers

UWE QMEF requirements (15/30 credit structure)

Student Feedback via module feedback, SRSF meetings, SU Rep for a

Staff Feedback via programme reports, module specs, formal and informal meetings

EE comments/reports

Diversity and Disability profiles (sector-wide and department specific)

Department of Creative Industries' 'Writing in the Curriculum Review' 2011/12

QAA Benchmark Statement for Art and Design and History of Art, Architecture and Design

The programme structure, curriculum content, professional skills and industry engagements have been successfully scrutinised by professionally engaged external examiners and HE Teaching, Learning and Assessment in Creative Practices specialists. This scrutiny has been enhanced by the regular professional engagement of industry practitioners. The course continually reassesses its professional currency via outward engagement, live commissions and industry events.

**Part E: Regulations**

Approved to University Regulations and Procedures.