

COURSE SPECIFICATION

**Awarding Body:** Norwich University of the Arts

The University is a recognised body with taught degree awarding powers. The University is subject to regulation by the [Office for Students](#) (OfS).

**Course Title:** BA (Hons) Architecture four year degree

**Level of Study:** Level 6 of the Framework for Higher Education Qualifications in England (FHEQ).

For further information see: [Quality Assurance Agency \(QAA\)](#)

**Award:** Bachelor Degree with Honours (BA (Hons))

**Mode of Study:** Full-time

**Duration of Course:** 4 years

**Language of Study:** English

**Course Accreditation:** Prescribed at Part 1 level by the ARB.

The prescription of this qualification will be due for renewal by 28<sup>th</sup> November 2020 as part of the 4 yearly review cycle.

For further information about ARB and the prescription of architectural qualifications see the Qualifications section of the ARB website - [www.arb.org.uk](http://www.arb.org.uk)

**Relevant QAA Subject Benchmarks:** Architecture (2010)

Subject Benchmark Statements set out expectations about standards of degrees in a range of subject areas. They describe what gives a discipline its coherence and identity, and define what can be expected of a graduate in terms of the abilities and skills needed to develop understanding or competence in the subject.

For further information see the Subject Benchmark statement [here](#).

**Tuition Fees:** For details of tuition fees see [here](#).

**Other Course Costs:** The cost of materials for producing course work is not included in the tuition fee. Due to the choice and diversity it is not possible to generalise about the costs that you might incur. On average students of arts, design and media courses spend around £250 in their first year rising to £375 in their second year and £600 in their graduating year.

The course may also offer an opportunity to attend one or more study visits. These visits are not compulsory and costs vary depending on the location and duration of the study visit.

For details see: <https://www.nua.ac.uk/wp-content/uploads/2019/09/Architecture-course-costs.pdf>

## ADMISSION REQUIREMENTS

### Entry Requirements / Interview / Portfolio

When you apply to BA (Hons) Architecture, we will ask you to send in your portfolio digitally and a written submission. These methods are used to assess your suitability to the course. These elements should clearly demonstrate your passion for the subject and your individual creativity.

Detailed information regarding entry requirements and portfolio guidance can be found <https://www.nua.ac.uk/study-at-nua/courses/ba-hons-architecture/>

## AIMS AND OUTCOMES OF UNDERGRADUATE STUDY

The Aims and Outcomes of the Year 0 programme at the University have been developed with reference to the descriptors for (a) the QCF Level 3, and (b) the FHEQ Level 4. Entry requirements for the University's Year 0 programme include the satisfactory achievement of Level 3 qualifications. The academic standards expected of students who successfully complete the Year 0 programme therefore exceed QCF Level 3. Teaching, learning and assessment on the Year 0 programme are designed to provide students with further preparation for one of the University's undergraduate degree courses at FHEQ Level 4 (Year 1 of undergraduate study).

In defining the Year 0 programme at NUA, consideration has also been given to the QAA guidance paper *International students - studying in the UK* (January 2012) in designing programmes of study that recognise variations in student expectation along with the benefits associated with diversity.

### The Aims of the Year 0 programme at the University are to:

- Provide an inclusive, supportive and stimulating learning environment to prepare students for the specialist study of arts, design and media;
- Enable students to gain an awareness of the nature and scope of arts, design and media practice, context and theory;
- Provide students with opportunities for imaginative, exploratory and rigorous creative practice;
- Provide an educational experience that prepares students for further study;
- Provide courses that make students aware of their potential future contribution to social, economic and cultural life;
- Provide curriculum content which is current and takes into consideration the work of a range of contemporary creative practitioners.

**The Aims of Undergraduate Study are to:**

- Provide students with an inclusive and stimulating curriculum for the specialist study of art, design, architecture and media.
- Maintain and nurture a commitment to intellectual and personal development as a basis for a lifetime of learning and professional practice.
- Provide students with opportunities for innovative, imaginative and intellectually rigorous opportunities for creative practice along with skills appropriate to the named award.
- To enable students to establish and develop key skills in areas of creative practice, research and professional practice as they apply to the subject.
- Provide students with the required practical and project management skills to realise ideas.
- Provide courses that prepare students for employment and professional practice and/or further study.
- Provide courses that enable graduates to make a useful contribution to the social, economic and cultural life of the region and beyond.
- Enrich curriculum content and ensure course currency through the professional practice, research and scholarship of staff.
- Emphasise the cultural, technical and vocational relevance of course provision.
- Develop effective collaborations with the creative and cultural industries, professional bodies, other HEIs and wider art, design, architecture and media communities.

**GENERIC SKILLS**

**Students who successfully complete a Year 0 programme at NUA will:**

- Be able to work with increasing independence in an area appropriate to the relevant sphere of creative practice;
- Be able to work with some flexibility and to recognise change and uncertainty in practice;
- Have begun to develop a professional approach in working towards achieving their full potential as a creative practitioner;
- Be able to work collaboratively, having regard to the views and needs of others;
- Have developed the ability to make effective use of basic processes and materials appropriate to course requirements;
- Be able to work with due regard to Health and Safety procedures and apply them to their chosen area of specialism or context;
- Be able to interpret and comment on their subject practice using spoken, written, spoken and visual means of communication.

**Holders of Undergraduate Awards will:**

- Have developed the skills to embark on a professional career or further course of study in a related field.
- Demonstrate a professional approach and work towards achieving their full potential as a creative or technical practitioner.
- Possess the qualities and transferable skills necessary for employment and progression to other qualifications assuming personal responsibility and decision-making.
- Be digitally literate in relation to the skills essential for professional practice and its representations.
- Be able to locate their work within relevant professional, cultural and historical frameworks.
- Be able to practice professionally in an area appropriate to their subject skills and expertise.
- Have developed the capacity to critically examine the context within which their practice is based.
- Be able to analyse information and experience to formulate and present reasoned arguments.
- Have an understanding of the extent of their knowledge, and how this influences analysis and interpretation based on that knowledge in their area of practice.
- Be able to interpret and communicate their practice using spoken, written and visual language.
- Be able to work flexibly to manage change and uncertainty.
- Be able to work independently and collaboratively while having regard to the views and needs of other stakeholders
- Have developed the ability to make effective use of processes and materials appropriate to the subject.
- Be able to work with due regard to Health and Safety, Ethics, Sustainability and Risk Assessment considerations as they apply in in a range of professional contexts.

Course Diagram

Year 0

<b>ARCH0a: Introductory Studies</b>	<b>ARCH0b: Creative Practice</b>	<b>ARCH0c Specialist Study</b>
40 Credits	40 Credits	40 Credits

Year 1

<b>ARCH1a: Creation and Imagination</b>	<b>ARCH1b: Building, Dwelling, Thinking</b>
40 Credits	80 Credits
10 Weeks (320 Study Hours)	20 Weeks (680 Study Hours)

Year 2

<b>ARCH2a: Architecture and Strategy</b>	<b>ARCH2b: Architecture and Ideology</b>
40 Credits	80 Credits
10 Weeks (320 Study Hours)	20 Weeks (680 Study Hours)

Year 3

<b>ARCH3a: Architecture and Public Realm</b>	<b>ARCH3b: Integrated Architectural Project</b>
40 Credits	80 Credits
10 Weeks (320 Study Hours)	20 Weeks (680 Study Hours)

## Course Overview

Our BA (Hons) Architecture degree is prescribed by the Architects Registration Board (Part 1) and is your first qualification towards a successful career as a registered architect or in a related profession.

A distinctive combination of imagination and exploration, research and critical evaluation will be at the centre of your approach to the built environment.

And with the city of Norwich as an inspirational backdrop to your studies, you'll engage with regional architects through guest lectures, review panels and networking events.

## Purposeful design

We value creativity and user-focused, purposeful architectural design. We'll challenge your preconceptions about the built environment. You'll explore how people inhabit and use space and the importance of users and communities in the design process. The starting point is understanding people, proportions and how humans use spaces.

You'll then move into increasingly complex design projects based on actual sites – developing new ways of thinking that will guide your response to locations and client briefs.

## Studio environment

Our open-plan studios and adjacent workshops are well-equipped spaces for drawing, model-making, 3D digital design, laser-cutting, printing and scanning.

You'll acquire new practical and technical skills and refine your approach to traditional and digital drawing and modelling.

At every step, you will have the support of expert technicians and the Architecture course team.

Insight from professional architects

Our close links to the profession will give you an opportunity to meet and learn from our regional partners, including:

- [Feilden+Mawson](#)
- [Purcell](#)
- [LSI Architects](#)
- [Hamson Barron Smith](#)
- [Hudson Architects.](#)

**Graduates work in a broad range of careers including:**

- Architect
- Architectural Assistant
- Designer
- Project Manager
- Site Manager
- Surveyor
- Architectural Technician
- Consultant
- CAD Renderer
- Product Designer
- Town Planner
- Architectural Historian
- Conservationist
- Environmental Consultant
- Architectural Curator
- Model Maker
- Landscape Designer
- Construction Journalist

You'll also get specialist creative careers advice from our Careers Team in the [Ideas Factory<sup>NUA</sup>](#) to help support you as you plan your career.

## Course Content

### YEAR 0

- Learn fundamental skills that are essential to any of our degree courses
- Specialist workshops in your chosen course where you will immerse yourself in the creative processes and key skills, building your confidence, within your chosen course of study
- Balance the new creative skills you've acquired with thinking skills and work more independently.
- Start to develop your own style or approach by building on your emerging practical skills and growing expertise in research, questioning and ideas development

### YEAR 1

- Explore the fundamentals of design and construction utilising a variety of drawing, photographic and modelling techniques
- Examine the cultural contexts of historical and contemporary architecture using the local environment as a rich source of research
- Integrate structural, environmental and material considerations into your design strategies
- Establish a solid grounding in research techniques as a basis for your practice.

### YEAR 2

- Develop and refine your propositions through increasingly complex design briefs
- Study user needs in relation to the aesthetic and technical requirements of a built environment
- Explore structural and environmental design considerations
- Investigate a range of research, critical and conceptual tools for project development and planning
- Examine the social context of architecture, drawing on theories from other disciplines such as philosophy, cultural geography and fine arts.

### YEAR 3

- Undertake complex analyses of specific urban environments to formulate proposals for regeneration and development
- Apply your creative vision and applied knowledge to a large scale architectural proposal and Research Report
- Consolidate your work into a collaborative visual display and comprehensive portfolio as a basis for representing and promoting your practice.



## Course Learning Outcomes

Successful completion of this Course will contribute to your fulfilment of the following ARB/RIBA General Criteria.

### **GC1 Ability to create architectural designs that satisfy both aesthetic and technical requirements.**

Ability to:

- GC1.1 prepare and present building design projects of diverse scale, complexity, and type in a variety of contexts, using a range of media, and in response to a brief;
- GC1.2 understand the constructional and structural systems, the environmental strategies and the regulatory requirements that apply to the design and construction of a comprehensive design project;
- GC1.3 develop a conceptual and critical approach to architectural design that integrates and satisfies the aesthetic aspects of a building and the technical requirements of its construction and the needs of the user.

### **GC2 Adequate knowledge of the histories and theories of architecture and the related arts, technologies and human sciences.**

Knowledge of:

- GC2.1 the cultural, social and intellectual histories, theories and technologies that influence the design of buildings;
- GC2.2 the influence of history and theory on the spatial, social, and technological aspects of architecture;
- GC2.3 the application of appropriate theoretical concepts to studio design projects, demonstrating a reflective and critical approach.

### **GC3 Knowledge of the fine arts as an influence on the quality of architectural design.**

Knowledge of:

- GC3.1 how the theories, practices and technologies of the arts influence architectural design;
- GC3.2 the creative application of the fine arts and their relevance and impact on architecture;
- GC3.3 the creative application of such work to studio design projects, in terms of their conceptualisation and representation.

### **GC4 Adequate knowledge of urban design, planning and the skills involved in the planning process.**

Knowledge of:

- GC4.1 theories of urban design and the planning of communities;
- GC4.2 the influence of the design and development of cities, past and present on the contemporary built environment;
- GC4.3 current planning policy and development control legislation, including social, environmental and economic aspects, and the relevance of these to design development.

### **GC5 Understanding of the relationship between people and buildings, and between buildings and their environment, and the need to relate buildings and the spaces between them to human needs and scale.**

Understanding of:

- GC5.1 the needs and aspirations of building users;
- GC5.2 the impact of buildings on the environment, and the precepts of sustainable design;
- GC5.3 the way in which buildings fit into their local context.

**GC6 Understanding of the profession of architecture and the role of the architect in society, in particular in preparing briefs that take account of social factors.**

Understanding of:

- GC6.1 the nature of professionalism and the duties and responsibilities of architects to clients, building users, constructors, co-professionals and the wider society;
- GC6.2 the role of the architect within the design team and construction industry, recognising the importance of current methods and trends in the construction of the built environment;
- GC6.3 the potential impact of building projects on existing and proposed communities.

**GC7 Understanding of the methods of investigation and preparation of the brief for a design project**

Understanding of:

- GC7.1 the need to critically review precedents relevant to the function, organization and technological strategy of design proposals;
- GC7.2 the need to appraise and prepare building briefs of diverse scales and types, to define client and user requirements and their appropriateness to site and context;
- GC7.3 the contributions of architects and co-professionals to the formulation of the brief, and the methods of investigation used in its preparation.

**GC8 Understanding of the structural design, constructional and engineering problems associated with building design.**

Understanding of:

- GC8.1 the investigation, critical appraisal and selection of alternative structural, constructional and material systems relevant to architectural design;
- GC8.2 strategies for building construction, and ability to integrate knowledge of structural principles and construction techniques;
- GC8.3 the physical properties and characteristics of building materials, component and systems, and the environmental impact of specification choices.

**GC9 Adequate knowledge of physical problems and technologies and the function of buildings so as to provide them with internal conditions of comfort and protection against the climate.**

Knowledge of:

- GC9.1 principles associated with designing optimum visual, thermal and acoustic environments;
- GC9.2 systems for environmental comfort realised within relevant precepts of sustainable design;
- GC9.3 strategies for building services, and ability to integrate these in a design project.

**GC10 The necessary design skills to meet building users' requirements within the constraints imposed by cost factors and building regulations.**

Skills to:

- GC10.1 understand the cost control mechanisms which operate during the development of a project;
- GC10.2 prepare designs that will meet building users' requirements and comply with UK legislation, appropriate performance standards and health and safety requirements.
- GC10.3 prepare designs that will meet building users' requirements and comply with UK legislation, appropriate performance standards and health and safety requirements.

**GC11 Adequate knowledge of the industries, organisations, regulations and procedures involved in translating design concepts into buildings and integrating plans into overall planning.**

Knowledge of:

- GC11.1 the fundamental legal, professional and statutory responsibilities of the architect, and the organisations, regulations and procedures involved in the negotiation and approval of architectural designs, including land law, development control, building regulations and health and safety legislation;
- GC11.2 the professional inter-relationships of individuals and organisations involved in procuring and delivering architectural projects, and how these are defined through contractual and organisational structures;
- GC11.3 the basic management theories and business principles related to running both an architects' practice and architectural projects, recognising current and emerging trends in the construction industry.

<b>Unit Title:</b>	Introductory Studies
<b>Reference:</b>	ARCH0a
<b>Year:</b>	0
<b>Duration:</b>	10 Weeks
<b>Study Time:</b>	320 Hours

## Description

This Unit is designed to help you to develop the practical skills and awareness of processes and research methods that are fundamental to developing a sustainable creative practice. You will be encouraged to develop a questioning and experimental approach to both your practice and thinking. Adapting to the working patterns and the level of enquiry, required for University study, can be difficult and this Unit will enable you to establish the tools and methods to navigate your studies successfully. Key to the success of this Unit is the ability to test, question, record, and develop responses to the projects set, and to allow ideas to emerge from a process of experimentation, reflection and editing. Seldom is the first idea the best idea and you will be encouraged to explore your work from multiple directions, allowing you to arrive at the best solution for any given problem. You will also be introduced to the mapping skills that will allow you to develop an understanding of the context of your emergent work that will lay the foundation for further studying and career goals.

In the initial stages of the Unit you will also gain an understanding of the importance of visualisation skills within the creative process, as a means to generate, develop, and communicate ideas. Within this Unit there are a number of creative workshops that will introduce you to key ideas and working processes, both practically and conceptually. You will also be introduced to a range of different technical workshops throughout the University, through a series of timetabled inductions. Projects will be informed by a programme of research seminars, with an accompanying portfolio of research tasks, referencing conceptual skills and the work of individuals and movements across a broad terrain of contemporary art, design, architecture, performance and media practice.

## Indicative Syllabus

### *Creative Practice*

- An introduction to a range of processes and key skills central to idea generation and the iterative cycle.
- Establishing time-management skills through a range of workshops, group critiques and tutorial support
- Workshops and group activities to facilitate supporting practical and written work through the use of documented and annotated development work, and the reflective journal.
- The development of conceptual and practical skills through workshops and independent study.
- Workshops to facilitate the recognition of risk and not knowing as part of the iterative process.
- An introduction to techniques of enquiry, questioning and reflection.
- Health and Safety inductions to ensure safe working practices within the University environment.

### *Research and Communication*

- An introduction to the interchange between practice and theory.
- An introduction to the work of art, design, architecture, performance and media practitioners.
- Workshops and tutorial support to introduce the development of visual and textual research skills.
- Building confidence in discussing your own work and the work of others through workshops and groups critiques.
- Developing skills in presenting information through written, visual and oral presentation, through workshops and tutorial support.
- An introduction to the University facilities and learning environment, including Library and online resources.

### **Aims**

The aims of the unit are:

- To develop techniques of creative enquiry, questioning and reflection
- To develop skills, confidence and awareness in relation to practice and theory.
- To develop research skills for visual, oral and written work.
- To build knowledge and awareness in relation to contemporary/historical art, design, architecture, performance and media practice.
- To develop ability in the use of and choice of appropriate media and/or performance and technique.

### **Learning Outcomes**

Upon successful completion of this unit, you will be able to:

- LO1 Apply and understand appropriate creative methods within practice
- LO2: Engage with the development of creative work through a process of experiment and refinement and reflect effectively upon development.
- LO3: Employ research strategies to develop reference material for visual, oral and written work.
- LO4: Identify and critically examine key issues in contemporary/historical art, design, architecture, performance and media practice.
- LO5: Demonstrate ability and skill in the selection and manipulation of media and/or performance and technique.

### **Assessment Requirements**

You are required to submit the following for assessment:

- A Body of Creative Practice, including outcomes from the workshops and set projects.
- Collated and annotated Supporting Documentation that includes visual and textual sources supporting creative practice, accompanying documentation of development.
- Evidence of reflection that uses the Reflective Templates available on the VLE. There should be a minimum of eight completed Reflective Templates – four for each project.
- A collated 1000 word 'Zine' that brings together weekly set research tasks emerging from research lectures and seminars.

<b>Unit Title:</b>	Creative Practice
<b>Reference:</b>	ARCH0b
<b>Year:</b>	0
<b>Duration:</b>	10 Weeks
<b>Study Time:</b>	320 Hours

## Description

Within this Unit you will use and build upon the skills acquired within BA0a to begin to develop your creative language, continuing to use key techniques of research, questioning, ideas development and realisation. You will be asked to consider what it is that you would like your work to communicate and how you can use process, media and context to manipulate modes of communication. It is at this time that you will either, further ally yourself within your chosen area of study, or seek to move into course areas that best reflect your interests. You may begin to wonder whether your initial choice of course was the right one. If this is the case, it is within this Unit you may negotiate with tutors your future specialism, as you enter into the next Specialist Study Unit. Should you seek to renegotiate your course of study you will need to satisfy the course team of your chosen course that you are in good academic standing and that your work supports the case for course transfer. The option for course transfer will not be available in unit three, Specialist Study.

As a creative community we are taking on more social responsibility and action, when it comes to issues to do with sustainability. As a term this is rather difficult to describe without imposing limits, but it includes not only the environment, but also health and welfare, education, social justice, culture and economic livelihood. Creative practitioners are using emergent work to send a message, either by its sourcing of material, its production, distribution, or the message conveyed. You are encouraged to consider your position on these issues and how you and your work navigates them. Further to this, you will continue to extend your knowledge and understanding of the contextual references that surround your practice and your chosen discipline. Contextual research will inform your work, feeding your ideas.

The unit is designed to allow you to interpret set projects from your own creative position, enhancing your engagement in the development of your ideas and the way that you choose to express them. It is also within this Unit that you will begin to learn more independently, further utilising time management, and self-reflection skills. These key skills will form the foundation upon which you will continue to develop within subsequent years of study. Through this unit you will be encouraged to further define the context in which you situate your practice, both in terms of realising the work, and how it is received by an audience of peers and others. As with the first Unit, projects will be additionally enhanced by a programme of research seminars, with an accompanying portfolio of research tasks. These seminars will expand upon the references, key concepts and movements across more focused contexts within contemporary art, design, architecture, performance and media practice, so as to best reflect your chosen area of study.

## Indicative Syllabus

### *Creative Practice*

- Workshops to facilitate the continued development of a practice that is informed by enquiry cycles, contextualisation and reflection.
- Workshops to encourage a developing ability to pose practice-based research questions and to explore questions posed.
- Extending your independent learning, through skills in time management, organisation and negotiation, as developed through workshops and tutorial support.
- Workshops and tutorial support to encourage further consideration towards the relationship between creative intent and realisation, and the significance of audience.
- Further development of reflective processes and annotated documentation to support practice, through workshops and tutorial support.
- Health and Safety inductions to ensure safe working practices within the University environment.
- Opportunities to negotiate course specialisms, through tutorial and interview with respective course teams.

### *Research and Communication*

- Workshops and tutorial support to facilitate the development of skills to contextualise and analyse information for practice and research.
- Workshops to facilitate a developing understanding of the interchange between practice and theory.
- Building contextual knowledge of subject specialist art, design, architecture, performance and media practitioners through taught workshops and tutorial support.
- An introduction to online research resources, subject specific journals and texts.
- Workshops to encourage the selecting and editing of relevant primary and secondary research for practice.
- Writing for an art, design, architecture, performance and media practice including the use of relevant to critical source and citations.
- Workshops to develop an understanding of academic conventions within written work and presentations.

## Aims

The aims of the unit are:

- To enable the development of an individual creative practice through effective time-management and organisational skills.
- To develop personal creative work with consideration towards intent, outcome and contexts.
- To further develop a creative practice that is centred upon research, experimentation and reflection.
- To develop an ability to communicate intended ideas and themes, through visual, oral, written work, and verbal critique.
- To establish and build upon a developing critical and contextual understanding surrounding emergent practice.

### **Learning Outcomes**

Upon successful completion of this unit, you will be able to:

- LO6: Manage time effectively in developing your own visual language.
- LO7: Demonstrate ability and skill in the realisation of a creative body of work relative to creative intent.
- LO8: Apply skills in research, experimentation and reflection, in developing and realising a body of work.
- LO9: Communicate ideas and themes through visual, oral, written work, and verbal critique.
- LO10: Demonstrate an emergent critical and contextual understanding about your own practice.

### **Assessment Requirements**

You are required to submit the following for assessment:

- A Body of Creative Practice, including outcomes from set projects.
- Collated and annotated Supporting Documentation that includes visual and textual sources supporting creative practice, accompanying documentation of development work, and evidence of reflection.
- A Portfolio of Research Tasks, emerging from research lectures and seminars.
- A 1500 Word essay.



<b>Unit Title:</b>	Specialist Study
<b>Reference:</b>	ARCH0c
<b>Year:</b>	0
<b>Duration:</b>	10 Weeks
<b>Study Time:</b>	320 Hours

## **Description**

This Unit continues to build upon the skills and knowledge initiated in BA0a and BA0b. You will continue to work with staff and students from your chosen course of study.

In this respect, the Unit focuses upon specialist aspects of arts, design, architecture, performance or media practice. You will be asked to pose your own research questions, map your practice thematically and contextually and navigate set projects from you own areas of specialism. At this stage you will have begun to establish the early building blocks of your creative practice, utilising practical skills, skills in reflection and contextualisation. You will be encouraged to engage iterative processes from within your chosen specialism, demonstrating a willingness to test, edit and refine your work through to resolved outcomes. You will also be asked to make good use of self-evaluation and feedback to support you through the process of development and improvement as you seek to best express your ideas.

As part of this Unit, you will also be required to demonstrate knowledge of contemporary, historical and critical concepts, relevant to your subject specialism, to inform and to build upon a contextual framework about your practical work. You will also be asked to considered different aspects of sustainability, the social, political, cultural and environmental concerns surrounding making work in today's creative contexts. Increasingly, issues around sustainability may impact or influence your work as you consider how aspects of social conscience might be communicated through your work, and the contexts within which it is placed. You will be asked to consider your position upon these and related contexts, thus demonstrating both a social and an ethical awareness. Navigating these historical and contemporary issues can sometime be difficult and in order to be able to do this you will be supported by weekly research seminars. As you progress through the unit you will be asked to articulate concepts and contexts within your Supporting Documentation and within your Ten Minute Presentation, towards the end of the Unit. Following each weekly session, you will be set a research task, which will reflect the ideas discussed within the research seminars. You are asked to compile these tasks, handing in a Portfolio of Research Tasks at the end of the unit.

This Unit builds upon your development readying you for entry into Year 1 of your chosen course of study.

## Indicative Syllabus

### *Creative Practice*

- Workshops and group activities design to facilitate a developing ability to utilise a range of media, contexts and processes relevant to specialist subject practice.
- Further inductions in a range of subject-specific technical workshops.
- Workshops to facilitate the further development of independent research skills and enquiry-led learning in the development of visual, oral and written work.
- Further workshops and tutorial support to emphasise the importance of recording, reflecting upon and evaluating your own development and progress.
- Further developing skills and ability to realise creative outcomes relative to specialist subject and contexts through creative and technical workshops, and tutorial support.
- Further development of project management skills through workshops and tutorial support.

### *Research and Communication*

- Developing an awareness of the contexts and contextual references relative to specialist subject, through taught workshops, seminars and tutorial support.
- Further developing and utilising an understanding of the interchange between practice and theory through workshops, seminars and tutorial support.
- Further developing an ability to locate and analyse key contemporary, historical and critical concepts for an art, design, architecture, performance or media practice, relevant to specialist subject, through workshops, seminars and tutorial support.
- Workshops and tutorial support to facilitate an ability to assimilate research and present information through oral presentation.
- Developing skills to question, contextualise and analyse information for subject specific contexts through workshops, seminars and tutorial support.

## Aims

The aims of the unit are:

- To encourage independent research skills and enquiry-led learning in the development of creative work, within subject specialism.
- To develop an ability to use self-evaluation and critical reflection to benefit personal and practical work through developmental cycles.
- To encourage independent research skills and the understanding of the historical and critical context of your practice.
- To develop an ability to utilise a range of media, contexts and processes in realising a body of creative work, relevant to specialist subject.
- To develop an understanding and ability to articulate the contexts and contextual references relevant to specialist subject.
- To develop skill in managing creative process through to project

### **Learning Outcomes**

Upon successful completion of this unit, you will be able to:

- LO11: Demonstrate a creative and independent approach to the development of your creative work.
- LO12: Show an ability to resolve and communicate your ideas and inform your development through analysis, self-evaluation and reflection.
- LO13: Demonstrate research skills and an ability to locate your creative practice within a given critical context.
- LO14: Apply ability and skill in utilising a range processes, contexts and media in realising a body of creative work, relevant to your specialist subject.
- LO15: Demonstrate a sustained and engaged approach to managing the development of your creative work.

### **Assessment Requirements**

You are required to submit the following for assessment:

- A Body of Creative Practice, including outcomes from set projects.
- Collated and annotated Supporting Documentation that includes visual and textual sources supporting creative practice, accompanying documentation of development work leading to emergent outcomes and evidence of reflection.
- A Portfolio of Research Tasks, emerging from research lectures and seminars.
- Ten Minute presentation.

# BA (Hons) ARCHITECTURE

## UNIT OUTLINE ARCH1a: Creation and Imagination

Overview	
Year 1 40 Credits 10-week duration 320 study hours	<p>This unit aims to develop your ability to perceive, conceive, and make architecture as you begin architectural design studies. A series of carefully designed and sequenced projects/studies will introduce you to a range of architectural skills, ideas and creative challenges. These invite you to discover how the tangible and intangible aspects of architecture are visually and verbally studied, recognised, communicated, appreciated and critically appraised. The most important outcome of this process is an architectural 'outlook', a way of understanding the value of design, which is unique to the discipline of architecture. You will respond more critically, creatively, and confidently to the design issues posed by each assignment.</p> <p>The basic aim of this unit is to establish our benchmarks of academic and professional expectations, and for you to be able to explore creativity freely whilst acquiring the skillsets, aiming to reach the necessary basic skill levels to function as an independent architectural designer.</p>

Aims
<ul style="list-style-type: none"> <li>• To initiate enquiry into the study of architecture, and aspects of the discipline and profession,</li> <li>• To undertake various sequential creative design challenges to build and foster an understanding of architectural space and its ordering</li> <li>• To establish the basic skill benchmarks required for architectural engagement, in designing, making, and representing</li> <li>• To develop knowledge and understanding of foundational technological and environmental science</li> </ul>

Learning Outcomes
<p>The Learning Outcomes for the Unit are based on the ARB/RIBA General Criteria (GC).* These are the points in the GC relevant to this Unit:</p> <p>GC1 Ability to create architectural designs that satisfy both aesthetic and technical requirements.</p> <p>GC2 Adequate knowledge of the histories and theories of architecture and the related arts, technologies and human sciences.</p> <p>GC3 Knowledge of the fine arts as an influence on the quality of architectural design.</p> <p>GC5 Understanding of the relationship between people and buildings, and between buildings and their environment, and the need to relate buildings and the spaces between them to human needs and scale.</p> <p>GC6 Understanding of the profession of architecture and the role of the architect in society, in particular in preparing briefs that take account of social factors.</p> <p>GC7 Understanding of the methods of investigation and preparation of the brief for a design project</p> <p>GC8 Understanding of the structural design, constructional and engineering problems associated with building design.</p> <p>GC9 Adequate knowledge of physical problems and technologies and the function of buildings so as to provide them with internal conditions of comfort and protection against the climate.</p> <p><small>* The General Criteria describe the subject material that must be covered by students gaining qualifications that are prescribed by ARB/RIBA at Part 1 &amp; 2. There are 11 points in the GC, each with a maximum of 3 sub-clauses.</small></p>

Key topics covered on this unit			
Design studio	Technology and Environment	Cultural Context	Professional Studies
<ul style="list-style-type: none"> <li>• Creative visual Studies</li> <li>• Creative ergonomic Studies</li> <li>• Graphic creativity</li> <li>• 3D creativity</li> </ul>	<ul style="list-style-type: none"> <li>• Structural design &amp; principles of environmental science</li> </ul>	<ul style="list-style-type: none"> <li>• Philosophy of architectural design</li> <li>• Academic writing / bibliographic skills</li> </ul>	<ul style="list-style-type: none"> <li>• Professional and industrial visual communication skills/convention</li> <li>• Presentation skills</li> </ul>

Unit Assessment Requirements
<p>Design Studio Folio presented as a PDF file comprising:</p> <ul style="list-style-type: none"> <li>• Presentation sheets</li> <li>• Drawings / Models</li> <li>• Creative exploration and supporting investigative studies</li> </ul>
<p>Cultural Context Folio presented as a PDF file comprising:</p> <ul style="list-style-type: none"> <li>• 1000-word Essay</li> <li>• Visual Studies</li> <li>• Record of active tasks</li> </ul>
<p>Technology &amp; Environment Folio presented as a PDF file comprising:</p> <ul style="list-style-type: none"> <li>• Visual studies</li> <li>• Record of active tasks</li> </ul>
<p>Professional Studies Folio presented as a PDF file comprising:</p> <ul style="list-style-type: none"> <li>• 1000-word Essay</li> <li>• Visual studies</li> <li>• Record of active tasks</li> </ul>

How you will be taught and receive feedback
<p>The unit will be taught through projects which cover all the curriculum areas and key topics required to meet the Learning Outcomes. Taught sessions will usually be a mix of workshops and/or studio time, lectures, seminars and both group and individual tutorials to allow you to gain skills, knowledge and understanding in a variety of ways.</p> <p>Architectural education is conversational, and in that nature, unique in the sense that feedback is constantly present. You will be getting feedback on developing work in tutorials, reviews and from conversations with your tutors, guest critics and peers. You will be getting feedback in general lectures and seminars, and workshops. Feedback can be given in general to groups and also to individual work. Feedback gained from tutors and peers provide opportunities for you to reflect on your learning and the direction of your studies. Feedback can be in the form of verbal advice, visual notes, written guidance, or any combination of all three. All feedback supporting the development of the work before assessment is referred to as formative feedback.</p> <p>Summative written feedback is provided at the end of the unit on the Assessment Feedback Form.</p>

# BA (Hons) ARCHITECTURE

## UNIT OUTLINE ARCH1b: Building, Dwelling, Thinking

Overview	
Year 1	This unit will introduce you to the creative design process where building, dwelling and thinking are intertwined. You will design objects, settings and space, enabled by technical and environmental design and supported by consideration of factors and forces that have significance and impact. You will engage with notions of space and place, question the architectural object and explore architecture as ordered space through design projects.
80 Credits	
20-week duration	
720 study hours	The unit will culminate with an individual design project that aims to test your ability to apprise, analyse, create, represent, and critically defend an architectural proposal. The goal of this unit is to integrate the tangible with intangible design qualities and to demonstrate an ability to holistically integrate the various discrete skills.

Aims
<ul style="list-style-type: none"> <li>To initiate enquiry into the study of architecture, and aspects of the discipline and profession,</li> <li>To undertake various sequential creative design challenges to build and foster an understanding of architectural space and its ordering</li> <li>To develop knowledge and understanding of foundational technological and environmental science</li> <li>To gain understanding of the fundamentals of designing an architectural dwelling space</li> <li>To develop a rigorous design process in which ideas and concepts are translated into design propositions;</li> <li>To analyse spatial solutions in their historical, cultural and technological contexts</li> <li>To develop independent learning skills and a quest for further study</li> </ul>

Learning Outcomes
<p>The Learning Outcomes for the Unit are based on the ARB/RIBA General Criteria (GC).<sup>*</sup> These are the points in the GC relevant to this Unit.</p>
<p>GC1 Ability to create architectural designs that satisfy both aesthetic and technical requirements.</p>
<p>GC2 Adequate knowledge of the histories and theories of architecture and the related arts, technologies and human sciences.</p>
<p>GC3 Knowledge of the fine arts as an influence on the quality of architectural design.</p>
<p>GC5 Understanding of the relationship between people and buildings, and between buildings and their environment, and the need to relate buildings and the spaces between them to human needs and scale.</p>
<p>GC6 Understanding of the profession of architecture and the role of the architect in society, in particular in preparing briefs that take account of social factors.</p>
<p>GC7 Understanding of the methods of investigation and preparation of the brief for a design project</p>
<p>GC8 Understanding of the structural design, constructional and engineering problems associated with building design.</p>
<p>GC9 Adequate knowledge of physical problems and technologies and the function of buildings so as to provide them with internal conditions of comfort and protection against the climate.</p>
<p>GC10 The necessary design skills to meet building users' requirements within the constraints imposed by cost factors and building regulations.</p>
<p><i>* The General Criteria describe the subject material that must be covered by students gaining qualifications that are prescribed by ARB/RIBA at Part 1 &amp; 2. There are 11 points in the GC, each with a maximum of 3 sub-clauses.</i></p>

Key topics covered in this unit			
Design studio	Technology and Environment	Cultural Context	Professional Studies
<ul style="list-style-type: none"> <li>• Fabrication &amp; design</li> <li>• Object design</li> <li>• Spatial design/ inhabitation</li> <li>• Cumulative design project</li> </ul>	<ul style="list-style-type: none"> <li>• Building envelope design</li> <li>• Building construction</li> <li>• Interior/exterior environmental design</li> </ul>	<ul style="list-style-type: none"> <li>• Philosophy of design/architectural critique</li> <li>• Synoptic Architectural History</li> </ul>	<ul style="list-style-type: none"> <li>• Communication &amp; representation skills: digital &amp; manual</li> <li>• Overview of the basics of the architectural profession</li> </ul>

Unit Assessment Requirements
<p>Design Studio Folio presented as a PDF file comprising:</p> <p>A PDF file comprising:</p> <ul style="list-style-type: none"> <li>• Presentation sheets</li> <li>• Drawings / Models</li> <li>• Creative exploration and supporting investigative studies</li> </ul>
<p>Cultural Context Folio presented as a PDF file comprising:</p> <ul style="list-style-type: none"> <li>• 2 x 1000-word Essays</li> <li>• Visual studies</li> <li>• Record of active tasks</li> </ul>
<p>Technology and Environment Folio presented as a PDF file comprising:</p> <ul style="list-style-type: none"> <li>• Visual studies</li> <li>• Record of active tasks</li> </ul>
<p>Professional Studies Folio presented as a PDF file comprising:</p> <ul style="list-style-type: none"> <li>• 1000-word Essay</li> <li>• Visual studies</li> <li>• Record of active tasks</li> </ul>

How you will be taught and receive feedback
<p>The unit will be taught through projects which cover all the curriculum areas and key topics required to meet the Learning Outcomes. Taught sessions will usually be a mix of workshops and/or studio time, lectures, seminars and both group and individual tutorials to allow you to gain skills, knowledge and understanding in a variety of ways.</p> <p>Architectural education is conversational, and in that nature, unique in the sense that feedback is constantly present. You will be getting feedback on developing work in tutorials, reviews and from conversations with your tutors, guest critics and peers. You will be getting feedback in general lectures and seminars, and workshops. Feedback can be given in general to groups and also to individual work. Feedback gained from tutors and peers provide opportunities for you to reflect on your learning and the direction of your studies. Feedback can be in the form of verbal advice, visual notes, written guidance, or any combination of all three. All feedback supporting the development of the work before assessment is referred to as formative feedback.</p> <p>Summative written feedback is provided at the end of the unit on the Assessment Feedback Form.</p>

# BA (Hons) ARCHITECTURE

## UNIT OUTLINE ARCH2a: Architecture & Strategy

Overview	
Year 2 40 Credits 10-week duration 320 study hours	<p>In this intermediate unit, you will encounter architectural design in collective space beyond a simple situated habitat with considerations of the wider impact of technology, environment and purposeful spatial design. This will necessitate strategic consideration as they are many forces that impact on the architectural outcome; most of these will be intangible considerations involving sociology, anthropology, cultural histories, the economy, and the contemporary conditions of collective living. You are expected to propose your designs with formative positions to address the question of architecture connectivity in collective inhabitation.</p> <p>At this stage you are introduced to wider technical concerns such as varied climates and topographies. Professionally, you are introduced to the constituency of the profession, related agencies, and work methodologies.</p> <p>You will design collaboratively in the technical/environmental design project, to develop shared skills, learning and approaches to climatic technical design.</p>

Aims
<ul style="list-style-type: none"> <li>to establish a range of spatial, contextual and technical design tools relevant to strategic design of collective space</li> <li>to develop shared learning and awareness of variations in climatic design associated appropriate materials &amp; technologies</li> <li>to develop awareness of modern (post-Enlightenment) approaches to architectural thought, historical design strategies in relation to collective space (urban and landscape)</li> <li>to engage with the study of networks in the profession, and standardised professional processes</li> <li>to develop independent learning skills</li> </ul>

Learning Outcomes
<p>The Learning Outcomes for the Unit are based on the ARB/RIBA General Criteria (GC).* These are the points in the GC relevant to this Unit.</p>
<p>GC1 Ability to create architectural designs that satisfy both aesthetic and technical requirements.</p>
<p>GC2 Adequate knowledge of the histories and theories of architecture and the related arts, technologies and human sciences.</p>
<p>GC3 Knowledge of the fine arts as an influence on the quality of architectural design.</p>
<p>GC4 Adequate knowledge of urban design, planning and the skills involved in the planning process.</p>
<p>GC5 Understanding of the relationship between people and buildings, and between buildings and their environment, and the need to relate buildings and the spaces between them to human needs and scale.</p>
<p>GC6 Understanding of the profession of architecture and the role of the architect in society, in particular in preparing briefs that take account of social factors.</p>
<p>GC7 Understanding of the methods of investigation and preparation of the brief for a design project</p>
<p>GC8 Understanding of the structural design, constructional and engineering problems associated with building design.</p>
<p>GC9 Adequate knowledge of physical problems and technologies and the function of buildings so as to provide them with internal conditions of comfort and protection against the climate.</p>



GC10 The necessary design skills to meet building users' requirements within the constraints imposed by cost factors and building regulations.

*\* The General Criteria describe the subject material that must be covered by students gaining qualifications that are prescribed by ARB/RIBA at Part 1 & 2. There are 11 points in the GC, each with a maximum of 3 sub-clauses.*

**Key topics covered on this unit**

Design studio	Technology and Environment	Cultural Context	Professional Studies
<ul style="list-style-type: none"> <li>Architecture &amp; Strategy – explorative design studio concerning collective habitats</li> </ul>	<ul style="list-style-type: none"> <li>Köppen categories of climate, climatic design responses and architecture</li> <li>Technical/environmental design project</li> </ul>	<ul style="list-style-type: none"> <li>18th century to recent architectural history</li> <li>Architectural theories</li> <li>Urban histories and theories</li> </ul>	<ul style="list-style-type: none"> <li>The profession, legacies, and contemporary infrastructure</li> <li>RIBA Plan of Work</li> <li>Networks of Architecture</li> </ul>

**Unit Assessment Requirements**

Design Studio Folio presented as a PDF file comprising:

- Presentation sheets, including appropriate scaled drawings
- Scaled Models
- Supporting investigative and creative exploration studies

Cultural Context Folio presented as a PDF file comprising:

- 1500-word Essay
- Visual Studies
- Record of active tasks

Technology & Environment Folio presented as a PDF file comprising:

- Presentation sheets, including appropriate scaled drawings
- Scaled Models
- Supporting investigative studies
- Visual studies
- Record of active tasks

Professional Studies Folio presented as a PDF file comprising:

- Visual studies, including a written component
- Record of active tasks

Presentation

- You are required to present your work individually or in a group, and/ or participate in an equivalent formal activity to be specified within the Project Briefs

**How you will be taught and receive feedback**

The unit will be taught through projects which cover all the curriculum areas and key topics required to meet the Learning Outcomes. Taught sessions will usually be a mix of workshops and/or studio time, lectures, seminars and both group and individual tutorials to allow you to gain skills, knowledge and understanding in a variety of ways.

Architectural education is conversational, and in that nature, unique in the sense that feedback is constantly present. You will be getting feedback on developing work in tutorials, reviews and from conversations with your tutors, guest critics and peers. You will be getting feedback in general lectures and seminars, and workshops. Feedback can be given in general to groups and also to individual work. Feedback gained from tutors and peers provide opportunities for you to reflect on your learning and the direction of your studies. Feedback can be in the form of verbal advice, visual notes, written guidance, or any combination of all three. All feedback supporting the development of the work before assessment is referred to as formative feedback.

Summative written feedback is provided at the end of the unit on the Assessment Feedback Form.

# BA (Hons) ARCHITECTURE

## UNIT OUTLINE ARCH2b: Architecture & Ideology

Overview	
Year 2	<p>Architecture and Ideology continues the sequence of your educational pathway. You will confront architectural design and thinking within the legacy of contrasting systems: rural/urban, political/private, and personal/cultural. Networks are explored in design, in the humanities, professional studies and technical/environmental studies and students consider the frameworks and paradigms that determine architectural output. Historical and theoretical studies cover contemporary issues and debates.</p> <p>There will be collaborative study, but projects will increasingly be completed as individual studies, fostering the development of the individual thinker, operator and designer. You will be expected to achieve a heightened ability to design articulate spatial order and demonstrate ability to creatively mix material, environmental control and structure. The target at this intermediate stage is to demonstrate a working competency with skills, capabilities, and to offer a confident outlook theoretically and technically.</p>
80 Credits	
20-week duration	
720 study hours	

Aims
<ul style="list-style-type: none"> <li>• to develop awareness and knowledge of ideological positions in architecture and urban design and to translate theoretical concepts to architectural propositions</li> <li>• to undertake architectural design as a problem of cultural, social, political, technical /environmental, &amp; global connectivity</li> <li>• to engage with the impact of buildings on the environment and the precepts of sustainable design</li> <li>• to develop strategies for building construction, structural principles and construction techniques</li> <li>• to engage with the impact of professional requirements, constructional systems, and specification choices on architectural design</li> <li>• to engage with architectural practice as enterprise, advocacy, and agency to apply relevant research methods and strategies to your own practice and research interests</li> <li>• to develop an approach to research studies</li> </ul>

Learning Outcomes	
<p>The Learning Outcomes for the Unit are based on the ARB/RIBA General Criteria (GC).* These are the points in the GC relevant to this Unit.</p>	
GC1	Ability to create architectural designs that satisfy both aesthetic and technical requirements.
GC2	Adequate knowledge of the histories and theories of architecture and the related arts, technologies and human sciences.
GC3	Knowledge of the fine arts as an influence on the quality of architectural design.
GC4	Adequate knowledge of urban design, planning and the skills involved in the planning process.
GC5	Understanding of the relationship between people and buildings, and between buildings and their environment, and the need to relate buildings and the spaces between them to human needs and scale.
GC6	Understanding of the profession of architecture and the role of the architect in society, in particular in preparing briefs that take account of social factors.
GC7	Understanding of the methods of investigation and preparation of the brief for a design project
GC8	Understanding of the structural design, constructional and engineering problems associated with building design.

GC9	Adequate knowledge of physical problems and technologies and the function of buildings so as to provide them with internal conditions of comfort and protection against the climate.
GC10	The necessary design skills to meet building users' requirements within the constraints imposed by cost factors and building regulations.
GC11	Adequate knowledge of the industries, organisations, regulations and procedures involved in translating design concepts into buildings and integrating plans into overall planning.

*\* The General Criteria describe the subject material that must be covered by students gaining qualifications that are prescribed by ARB/RIBA at Part 1 & 2. There are 11 points in the GC, each with a maximum of 3 sub-clauses.*

Key topics covered on this unit			
Design studio	Technology and Environment	Cultural Context	Professional Studies
<ul style="list-style-type: none"> <li>• Architecture &amp; networked space project</li> <li>• Architecture &amp; ideology project</li> </ul>	<ul style="list-style-type: none"> <li>• Construction systems</li> <li>• Building services: mechanical &amp; electrical</li> <li>• Building performance evaluation systems, <i>Passivhaus</i> etc</li> <li>• Synthetic materials &amp; modern construction</li> <li>• Smart technology</li> <li>• Technical detailing of architecture &amp; networked space project</li> <li>• Technical study of materials</li> </ul>	<ul style="list-style-type: none"> <li>• Architectural theory</li> <li>• Urban design ideas</li> <li>• Research methods and bibliographic studies which lead to a Research Report Outline</li> </ul>	<ul style="list-style-type: none"> <li>• BIM</li> <li>• Health &amp; Safety</li> <li>• Practice Engagement</li> <li>• Regulatory bodies &amp; law</li> <li>• Architectural graphics /CAD</li> </ul>

<b>Unit Assessment Requirements</b>
<p>Design Studio Folio presented as a PDF file comprising:</p> <ul style="list-style-type: none"> <li>• Presentation sheets, including appropriate scaled drawings</li> <li>• Scaled models</li> <li>• Creative exploration and supporting investigative studies</li> </ul>
<p>Cultural Context Folio presented as a PDF file comprising:</p> <ul style="list-style-type: none"> <li>• 2000-word Essay</li> <li>• 1500-word outline proposal for final year Research Report</li> <li>• Visual studies</li> <li>• Record of active tasks</li> </ul>
<p>Technology &amp; Environment Folio presented as a PDF file comprising:</p> <ul style="list-style-type: none"> <li>• Visual Studies</li> <li>• Record of active tasks</li> </ul>
<p>Professional Studies Folio presented as a PDF file comprising:</p> <ul style="list-style-type: none"> <li>• 1500-word Essay</li> <li>• Visual Studies</li> <li>• Record of active tasks</li> </ul>
<p>Presentation</p> <ul style="list-style-type: none"> <li>• You are required to present your work individually or in a group, and/ or participate in an equivalent formal activity to be specified within the Project Briefs</li> </ul>

<b>How you will be taught and receive feedback</b>
<p>The unit will be taught through projects which cover all the curriculum areas and key topics required to meet the Learning Outcomes. Taught sessions will usually be a mix of workshops and/or studio time, lectures, seminars and both group and individual tutorials to allow you to gain skills, knowledge and understanding in a variety of ways.</p> <p>Architectural education is conversational, and in that nature, unique in the sense that feedback is constantly present. You will be getting feedback on developing work in tutorials, reviews and from conversations with your tutors, guest critics and peers. You will be getting feedback in general lectures and seminars, and workshops. Feedback can be given in general to groups and also to individual work. Feedback gained from tutors and peers provide opportunities for you to reflect on your learning and the direction of your studies. Feedback can be in the form of verbal advice, visual notes, written guidance, or any combination of all three. All feedback supporting the development of the work before assessment is referred to as formative feedback.</p> <p>Summative written feedback is provided at the end of the unit on the Assessment Feedback Form.</p>

# BA (Hons) ARCHITECTURE

## UNIT OUTLINE ARCH3a: Architecture and the Public Realm

Overview	
Year 3	This first unit of your third year is concerned with the public realm. One major city will be chosen for spatial exploration and research; the design project will involve either an intervention within an existing neighbourhood or the design and master-planning of a new neighbourhood. You will also develop a 5,000-word Research Report that engages critically with current architectural and cultural theory.
40 Credits	
10-week duration	Group Designed City/Urban project involving a sector of a city, urban strategies and data analysis, creative vision, and future propositions. You are expected to learn about Urban Design in historical and contemporary veins and produce a collaborative project culminating in a creative proposition for an Urban sector or city with an accompanying set of parameters and design goals as defined by teaching staff.
320 study hours	

Aims
<ul style="list-style-type: none"> <li>To develop understanding of urban site environmental conditions and the key contemporary theories of urbanism.</li> <li>To develop appropriate and effective spatial representational communication skills.</li> <li>To support understanding and ability to make effective interventions in urban environments.</li> <li>To engage in an in-depth research inquiry around the critical examination of an architectural intervention, a building or a city.</li> <li>To consider the cause and effect relationships between the various forces and understand how constructed environments are shaped</li> <li>to engage with Architectural Practice as enterprise, advocacy, and agency to apply relevant research methods and strategies to your own practice and research interests</li> <li>To conduct an in-depth academic study of 5000 words</li> <li>To engage with the profession through the study of business &amp; commerce models, advocacy, enterprise and agency, architectural management &amp; administration, law, policy and topical concerns</li> </ul>

Learning Outcomes	
<p>The Learning Outcomes for the Unit are based on the ARB/RIBA General Criteria (GC).* These are the points in the GC relevant to this Unit.</p>	
GC1	Ability to create architectural designs that satisfy both aesthetic and technical requirements.
GC2	Adequate knowledge of the histories and theories of architecture and the related arts, technologies and human sciences.
GC3	Knowledge of the fine arts as an influence on the quality of architectural design.
GC4	Adequate knowledge of urban design, planning and the skills involved in the planning process.
GC5	Understanding of the relationship between people and buildings, and between buildings and their environment, and the need to relate buildings and the spaces between them to human needs and scale.
GC6	Understanding of the profession of architecture and the role of the architect in society, in particular in preparing briefs that take account of social factors.
GC7	Understanding of the methods of investigation and preparation of the brief for a design project
GC8	Understanding of the structural design, constructional and engineering problems associated with building design.

GC9	Adequate knowledge of physical problems and technologies and the function of buildings so as to provide them with internal conditions of comfort and protection against the climate.
GC10	The necessary design skills to meet building users' requirements within the constraints imposed by cost factors and building regulations.
GC11	Adequate knowledge of the industries, organisations, regulations and procedures involved in translating design concepts into buildings and integrating plans into overall planning.

*\* The General Criteria describe the subject material that must be covered by students gaining qualifications that are prescribed by ARB/RIBA at Part 1 & 2. There are 11 points in the GC, each with a maximum of 3 sub-clauses.*

Key topics covered on this unit			
Design studio	Technology and Environment	Cultural Context	Professional Studies
<ul style="list-style-type: none"> <li>• Collaborative urban Studies</li> <li>• Feasibility study (Individual) resulting in proposed architectural interventions</li> <li>• Creative design study</li> </ul>	<ul style="list-style-type: none"> <li>• Construction industry practice</li> <li>• Building defects</li> </ul>	<ul style="list-style-type: none"> <li>• Research Report 5000 words</li> <li>• Seminar presentation</li> </ul>	<ul style="list-style-type: none"> <li>• Architecture as business</li> <li>• Law &amp; contracts</li> <li>• Basic architectural finance</li> <li>• Risk</li> <li>• Project management</li> <li>• Entrepreneurship</li> </ul>

Unit Assessment Requirements
<p>Design Studio Folio presented as a PDF file comprising:</p> <ul style="list-style-type: none"> <li>• Presentation sheets, including appropriate scaled drawings</li> <li>• Scaled models</li> <li>• Creative exploration and supporting investigative studies</li> </ul>
<p>Cultural Context Folio presented as a PDF file comprising:</p> <ul style="list-style-type: none"> <li>• 5000-word Research Report</li> <li>• Visual studies</li> </ul>
<p>Technology &amp; Environment Folio presented as a PDF file comprising:</p> <ul style="list-style-type: none"> <li>• Visual studies, including written component</li> <li>• Record of active tasks</li> </ul>
<p>Professional Studies Folio presented as a PDF file comprising:</p> <ul style="list-style-type: none"> <li>• Visual studies, including written component</li> <li>• Record of active tasks</li> </ul>
<p>Presentation</p> <ul style="list-style-type: none"> <li>• You are required to present your work individually or in a group, and/ or participate in an equivalent formal activity to be specified within the Project Briefs</li> </ul>

**How you will be taught and receive feedback**

The unit will be taught through projects which cover all the curriculum areas and key topics required to meet the Learning Outcomes. Taught sessions will usually be a mix of workshops and/or studio time, lectures, seminars and both group and individual tutorials to allow you to gain skills, knowledge and understanding in a variety of ways.

Architectural education is conversational, and in that nature, unique in the sense that feedback is constantly present. You will be getting feedback on developing work in tutorials, reviews and from conversations with your tutors, guest critics and peers. You will be getting feedback in general lectures and seminars, and workshops. Feedback can be given in general to groups and also to individual work. Feedback gained from tutors and peers provide opportunities for you to reflect on your learning and the direction of your studies. Feedback can be in the form of verbal advice, visual notes, written guidance, or any combination of all three. All feedback supporting the development of the work before assessment is referred to as formative feedback.

Summative written feedback is provided at the end of the unit on the Assessment Feedback Form.



# BA (Hons) ARCHITECTURE

## UNIT OUTLINE ARCH3b: Integrated Architectural Project

Overview	
Year 3	This unit synthesises all the constituent, elemental and contributory streams of teaching and learning. You are tested with a holistic design project capable of addressing overlapping agendas and issues present in the contemporary metropolis and you are expected to work on an integrated design project to a high degree of resolution. Projects are expected to be considerate of culture, public life, technology, climate and environment, and be situated in contextual understanding
80 Credits	
20-week duration	
720 study hours	The final project showcases the outcomes of your undergraduate study. The expected accomplishment is to gain a set of transposable skills to meet or exceed the assessed benchmark for exemption from ARB Part I examinations, and achieve a readiness for professional, or other pathways.

Aims
<ul style="list-style-type: none"> <li>• Demonstrate a controlled understanding of materiality, and spatial design</li> <li>• Demonstrate an ability to integrate spatial and technical design with contextual understanding</li> <li>• Demonstrate knowledge and understanding of spatial and cultural location of creativity in relation to technological production</li> <li>• Demonstrate imaginative and creative ability in exploratory design</li> <li>• Demonstrate an ability to understand and respond to the current state of affairs in architectural thought and professional expectations</li> <li>• Integrate Skills acquired in Contextual Studies, Technical Studies, and Professional Studies</li> <li>• Achieve competence meeting or exceeding standards for exemption from ARB Part I examinations</li> <li>• Prepare for employment or other pathways</li> </ul>

Learning Outcomes	
<p>The Learning Outcomes for the Unit are based on the ARB/RIBA General Criteria (GC).* These are the points in the GC relevant to this Unit.</p>	
GC1	Ability to create architectural designs that satisfy both aesthetic and technical requirements.
GC2	Adequate knowledge of the histories and theories of architecture and the related arts, technologies and human sciences.
GC3	Knowledge of the fine arts as an influence on the quality of architectural design.
GC4	Adequate knowledge of urban design, planning and the skills involved in the planning process.
GC5	Understanding of the relationship between people and buildings, and between buildings and their environment, and the need to relate buildings and the spaces between them to human needs and scale.
GC6	Understanding of the profession of architecture and the role of the architect in society, in particular in preparing briefs that take account of social factors.
GC7	Understanding of the methods of investigation and preparation of the brief for a design project
GC8	Understanding of the structural design, constructional and engineering problems associated with building design.
GC9	Adequate knowledge of physical problems and technologies and the function of buildings so as to provide them with internal conditions of comfort and protection against the climate.
GC10	The necessary design skills to meet building users' requirements within the constraints imposed by cost factors and building regulations.

GC11	Adequate knowledge of the industries, organisations, regulations and procedures involved in translating design concepts into buildings and integrating plans into overall planning.
<p><i>* The General Criteria describe the subject material that must be covered by students gaining qualifications that are prescribed by ARB/RIBA at Part 1 &amp; 2. There are 11 points in the GC, each with a maximum of 3 sub-clauses.</i></p>	

Key topics covered on this unit			
Design studio	Technology and Environment	Cultural Context	Professional Studies
<ul style="list-style-type: none"> <li>• Integrated architectural project</li> </ul>	<ul style="list-style-type: none"> <li>• Technical detailing of integrated architectural project</li> </ul>		<ul style="list-style-type: none"> <li>• Mock interviews, preparation for employment</li> <li>• Topical study</li> <li>• Basic architectural finance</li> </ul>

Unit Assessment Requirements
<p>Design Studio Folio presented as a PDF file comprising:</p> <ul style="list-style-type: none"> <li>• Presentation sheets</li> <li>• Drawings / Models</li> <li>• Creative exploration and supporting investigative studies</li> </ul>
<p>Technology &amp; Environment Folio presented as a PDF file comprising:</p> <ul style="list-style-type: none"> <li>• Presentation sheets, including appropriate scaled drawings</li> <li>• Scaled Models</li> <li>• Creative exploration and supporting investigative studies</li> <li>• Visual Studies</li> <li>• Record of active tasks</li> </ul>
<p>Professional Studies Folio presented as a PDF file comprising:</p> <ul style="list-style-type: none"> <li>• 1000-word Essay</li> <li>• Visual Studies</li> <li>• Record of active tasks</li> </ul>
<p>Presentation</p> <ul style="list-style-type: none"> <li>• You are required to present your work individually or in a group, and/ or participate in an equivalent formal activity to be specified within the Project Briefs</li> </ul>

**How you will be taught and receive feedback**

The unit will be taught through projects which cover all the curriculum areas and key topics required to meet the Learning Outcomes. Taught sessions will usually be a mix of workshops and/or studio time, lectures, seminars and both group and individual tutorials to allow you to gain skills, knowledge and understanding in a variety of ways.

Architectural education is conversational, and in that nature, unique in the sense that feedback is constantly present. You will be getting feedback on developing work in tutorials, reviews and from conversations with your tutors, guest critics and peers. You will be getting feedback in general lectures and seminars, and workshops. Feedback can be given in general to groups and also to individual work. Feedback gained from tutors and peers provide opportunities for you to reflect on your learning and the direction of your studies. Feedback can be in the form of verbal advice, visual notes, written guidance, or any combination of all three. All feedback supporting the development of the work before assessment is referred to as formative feedback.

Summative written feedback is provided at the end of the unit on the Assessment Feedback Form.

### LEARNING AND TEACHING

Learning and teaching at NUA is a blend of on-campus practical sessions in our studios, workshops and labs, live-streamed digital sessions, and pre-recorded digital materials you can use on-demand. NUA emphasises learning and discovery through studio and workshop practice, critical reflection and experimentation with ideas, processes and materials.

Our approach reflects the mix of in-person and digital interaction that has become the way that creative industries work—helping to prepare students for their future careers.

- **On-campus taught sessions**

Teaching and learning sessions that are delivered on campus in a Covid-19 Secure environment such as group teaching sessions, technical and academic workshops and project activities. They appear on your timetable as scheduled sessions and enable you to meet the requirements and expectations of your course of study.

- **On-campus booked time**

You can book time on campus to access a workshop, computer or studio space via NUA's Virtual Learning Environment (VLE). The course can also book a studio space or computer lab for group work in addition to taught sessions to allow you to use the space to continue your work on campus, if you choose to do so. This will appear on your timetable as 'flexible study time'.

- **Live-streamed digital sessions**

These may be lectures, including visiting lecturer sessions, group teaching, seminars or tutorials and these live sessions enable us to deliver material that does not require you to be present on campus. These will appear on your timetable as scheduled sessions.

- **Pre-recorded, on-demand materials**

These additional materials supplement live streamed teaching and on-campus learning and are available through the course VLE.

Your progress will be assessed in a number of ways. All courses provide clear information about the work required for assessment, and the criteria which are used in assessment. Courses often make use of group reviews in which where students present their work to their colleagues for discussion. Self-evaluation and peer evaluation are used to help students engage with their learning and understand their progress on the course. You will have access to a wide range of staff, all of them committed to supporting learning. As well as academic staff, these include staff in technical workshops, the Library, Employability Service, and Student Support.

To fully benefit from the course, students are expected to attend all of the taught sessions that are included on the timetable. Timetables are made available at the start of term. For undergraduate students, the balance between taught study and independent learning changes as students progress through the course. As an approximation, an undergraduate student can expect to attend taught sessions for 35% of their time in Year 0, 30% in Year 1, 26% in Year 2 and 24% in Year 3. Postgraduate taught students can expect to attend taught sessions for approximately 20% of their study time.

### **Independent Learning**

Independent learning complements the teaching you receive on your course and allows time for skills and knowledge to be developed. Key aspects of learning develop through the acquisition of research skills, the generation and development of ideas, and independent study.

At undergraduate level, an increasing emphasis is placed on independent learning as students progress through their course. This enables them to make the best use of the University's resources in support of individual creative development. Independent learning may be based on projects or assignments set by staff, or it may be self-initiated. There are significant opportunities for self-initiated study at both undergraduate and postgraduate levels.

### **PAL Mentor Scheme**

Each undergraduate degree course has a system of peer support known as Peer Assisted Learning or PAL. This means that Year One students have ready access to trained Year Two students from their course, from before they arrive through to the end of the first year. The advice and support given by the PAL mentors is directly relevant to first year students and is delivered by Year Two or Three students who have had similar experiences themselves. This extra layer of support for first year students has been found to be very effective in helping to smooth the transition to higher education.

### **Collaboration**

One of the most exciting aspects of study at NUA is the opportunity for students to concentrate on their creative discipline. However, there are also valuable opportunities to learn from the experience of working collaboratively or as part of a team with students on other courses, or with external organisations. Collaborative projects may form part of the approved content of a course unit, with the outcomes of the collaboration being formally assessed, or they can be negotiated as part of a learning agreement. The chief benefit of collaborating in this way is that it reflects the realities of professional practice in the creative industries, and thus it enhances students' understanding of the professional context for their work.

### **Work-Related Learning**

All NUA courses offer students opportunities whenever possible to undertake work-related learning in order to reinforce their professional development and awareness. This includes: guest lectures or workshops led by visiting artists and designers; 'live' projects or commissions for external clients; mentoring by practising artists and designers; work placements and projects which simulate professional practice in the creative sectors. In addition, students are encouraged to participate in regional and national competitions for artists and designers such as the Starpack Packaging Awards and Design & Art Direction Awards, often achieving significant success.

Students also undertake voluntary projects, for example in schools, hospitals and the wider community. This experience is particularly valuable for those who want to pursue a career in teaching or community work. NUA is developing mechanisms by which such activity can be accredited towards a degree. The University regularly takes advice from the creative and cultural industries in order to maintain the currency of its courses and to ensure that the learning experience is relevant to future employment, freelance work and progression to postgraduate study.

## **Strategy for Learning**

All of these features of learning, teaching and assessment are underpinned by NUA's Strategy for Learning which sets out its principle aims and the ways in which learning and teaching will be enhanced at NUA. Academic and other staff involved in teaching and the support of learning regularly identify and share good practice with colleagues within the University and nationally. Each year NUA recognises the contribution made by staff through the Vice-Chancellor's Teaching Excellence Award.

Staff are able to apply for small grants for the development of new approaches to learning and teaching, and for funding to promote the application of their research and creative practice to inform and update their teaching. The University is committed to providing a future-focussed learning environment in which digital and physical learning and teaching sit side by side; supported and enhanced by the digital resources available through Workshops and the Library.

### ASSESSMENT

Assessment is the process of evaluating or assessing your learning. Sometimes it will involve consideration of work in progress, while at others it concentrates on work which you have completed and submitted as assessment requirements for each unit of study.

The University assesses you through the coursework that you produce as you complete each unit. Each unit will require that you present a portfolio of work which may include finished pieces of work, written work, your research, and a reflective journal which allows you to evaluate your learning and highlight your strengths and areas for further development.

There are two types of assessment that you will receive while on your course:

- Formative assessment is the process whereby your work and progress are assessed at regular intervals with accompanying feedback from staff in order to help to improve your performance. Staff will provide you with feedback on the progress of your work before you reach the assessment point at the end of the unit. This may take place one-to-one with a tutor (e.g. in a tutorial) or in group sessions.
- Summative assessment is the process whereby your work is evaluated and given a mark at the end of course unit. Summative assessment formally records your achievement of the unit's learning outcomes.

You will be assessed against the approved unit learning outcomes and assessment requirements as outlined in Unit Outlines. Project Briefs guide you through the specific areas of work in which you will be engaged in order to produce the work required for assessment and so successfully achieve the unit learning outcomes.

Many courses also employ self and peer evaluation or assessment within their overall assessment processes. Self-evaluation and self-assessment require you to reflect upon your learning and performance and to submit this to tutors. Peer evaluation and peer assessment are used when students have been working in teams and require each team member to reflect upon their peers' performance and to submit this to tutors.

### Feedback Following Assessment

Formative assessment is itself a process of feedback on your progress. You are also given feedback on your performance following each summative assessment. This is delivered in accordance with your unit outline and with reference to the NUA Student Agreement. Feedback on assessment performance will be given to you in a written report with opportunities to meet your tutor for further discussion.

### REQUIREMENTS FOR PROGRESSION ON THE COURSE

The general requirements for progression are as follows:

Progression from Year 1 to Year 2 (Honours degree): you must pass all Year 1 units and be awarded 120 credits (FHEQ Level 4)

Progression from Year 2 to Year 3: (Honours degree): you must pass all Year 2 units and be awarded 120 credits (FHEQ Level 5)

If you do not pass a unit at first attempt you will normally be offered at least one further attempt to pass the unit through resubmission. If you do not pass the unit after a resubmission attempt you will not be allowed to progress to the next stage of study and may have your course terminated.

See the University's Student Regulations and Procedures [here](#).

If you fail all 120 credits in a year of study you will not normally be offered resubmission opportunity and may have your course terminated, or be required to repeat the year, depending on your circumstances.

### REQUIREMENTS FOR THE AWARD OF A QUALIFICATION

To qualify for the award of Bachelor of Arts with Honours [BA (Hons)] you must have achieved a pass in all units and be awarded 360 credits.

*If you do not complete your course for any reason, you may qualify for an exit award as follows:*

- Completion of Year 1 – Certificate of Higher Education (120 credits at Level 4 (FHEQ))
- Completion of Year 2 – Diploma of Higher Education (240 credits with 120 credits at Level 5 (FHEQ))

### CIRCUMSTANCES THAT MAY RESULT IN COURSE TERMINATION

The University may terminate your place on a course if:

- Your attendance is deemed unsatisfactory;
- You do not meet the requirements for progression as set out in the Student Regulations and Procedures;
- You do not pay the University fees and/or any other required payments in line with our Undergraduate or Postgraduate (Taught) Student Tuition Fees Payment policies;
- You are found to have broken specific course or other regulations about student conduct or anti-social behaviour; or
- You need a visa to study at NUA and have broken the terms and conditions of that visa as set out by UK Visas and Immigration (UKVI). UKVI is the part of the Home Office responsible for deciding who has the right to visit or stay in the country, including the right to study.



### QUALITY ASSURANCE

The University was established as an independent higher education institution under Section 121 of the Education Reform Act 1988, and is a recognised body with taught degree awarding powers. The University is regulated by the Office for Students (OfS). Information about the University's status can be found on the [OfS Register](#) and on the [list of recognised bodies](#) published on the UK Government (GOV.UK) website. The OfS regulatory framework came fully into force from 1 August 2019. As part of its registration with the OfS the University is required to satisfy a number of conditions that relate to quality and standards.

Prior to 2016, the University was quality assured by the QAA. Read [NUA's latest review](#).

Quality in the University is assured by a number of systems and procedures. Many of these notably those which contribute to annual monitoring work to an annual cycle. Others, such as the Periodic Review of courses, operate over longer timescales. The objectives of the QME systems and procedures are:

1. To enhance the quality of courses and university professional services;
2. To attract a high quality student application and intake;
3. To ensure that the University is a reflective community committed to continuous enhancement;  
and
4. To retain the confidence of key stakeholders, including external accreditors and funding bodies.

**Date of Course Specification:** September 2020