

Programme Specification



1. Programme title	BA (Hons) Interior Design BA (Hons) Interior Design with Foundation Year
2. Awarding institution	Middlesex University
3. Teaching institution	Middlesex University
4. Details of accreditation by professional/statutory/regulatory body	N/A
5. Final qualification	BA (Hons) Interior Design BA (Hons) Interior Design with Foundation Year Dip.HE Interior Design Cert.HE Interior Architecture + Design
6. Year of validation Year of amendment	
7. Language of study	English
8. Mode of study	Full-time/ Part-time/ Thick Sandwich

9. Criteria for admission to the programme

These regulations are made in accordance with the Academic Regulations for University Awards and conform to the Middlesex Academic Credit Scheme (MACS) and the Common Academic Framework.

Specific Admissions Policy and Procedures for Interior Design

Candidates apply through UCAS and should normally have completed at least 18 study units, including at least 2 6-unit awards. Candidates with fewer than 18 units or with only 1 6-unit award will be considered on an individual basis. Mature applicants whose work or life experience is relevant to the subject will also be considered. The normal minimum age of entry is 18.

Acceptance for entry is conditional on a satisfactory interview and portfolio. Evidence of competence in written and spoken English is also required – normally IELTS 6.0 with no less than 5.5 in any component or equivalent.

LEVEL 4 entry normally requires EITHER a Foundation in Art and Design (or an equivalent qualification) OR 112 UCAS Tariff points from a minimum of 2 A Levels or equivalent.

LEVEL 5 entry normally requires a Certificate of Higher Education (or equivalent) from another undergraduate programme in a relevant subject.

LEVEL 6 entry normally requires EITHER a Higher National Diploma (or equivalent) OR a Diploma of Higher Education from another undergraduate programme in a relevant subject.

International candidates who have completed at least 2 years study on a recognised course at Higher Diploma or Degree level may be accepted in Level 5, or exceptionally Level 6 of the programme, subject to pre-accreditation of their prior programme of study and submission of a satisfactory portfolio (hard copy; CD-ROM/DVD; USB memory stick; active website; etc.).

10. Aims of the programme

BA Interior Design focuses on the creation of new commercial interiors that are inserted or installed into existing buildings or other places, relatively independent of their site contexts, for short-term use. Interior Design projects are therefore often generic and can be applied to many different sites.

The programme aims to:

- Provide an informed, challenging and supportive environment that enables students to exploit their abilities and develop their competencies in Interior Design.

- Generate an enquiring, critical and creative environment in which a synthesis between academic, practical, theoretical, contextual and professional issues can be identified, explored, and challenged in the development and communication of design for commercial interiors and branded environments.
- Equip graduates with a thorough knowledge and understanding of the theoretical and historical underpinnings of contemporary design, of processes and practice, and of the diverse contextual and commercial factors that shape the designs of interior environments.
- Enable students to develop conceptual and practical skills to address functional, economic, social and environmental issues through design practice.
- Produce thoughtful, innovative, informed and professional designers who are responsive to the needs and aspirations of employers, clients, users and the wider community.

11. Programme outcomes

A. Knowledge and understanding

On completion of this programme successful students will have knowledge and understanding of:

A1 Research – Cultural, historical, political and socio-economic contexts and how research and analysis of these contexts informs the design process and decision making.

A2 Process – How the design of interiors is initiated, from the inception of a design concept through the process of design development to resolution and communication of the design proposal.

A3 Design – The highest standards in design, recognizing creative currency, innovation and design quality relative to contemporary Interior Design practice.

A4 Making – The importance of materiality in

Teaching/learning methods

Design projects are the primary learning vehicle for the achievement of all module, level and programme Learning Outcomes.

In the first year and first half of the second year of study students will be taught through three Contexts + Skills modules and three Practice modules. Each 30 credit Context + Skills module will run concurrently with a 30 credit Practice module and outcomes will be assessed together through portfolio submission at the end of each 60 credits of study. For the remainder of the course advanced skills teaching and learning and historical and contextual understanding will be embedded within 60 credit modules.

Design projects are developed through introductions, group and individual tutorials, studio practice, guided independent study and presentation reviews.

interiors and how, and from what, interiors environments are formed, fitted-out and finished in order for designs to function and be appropriately experienced with an economic, ethical and ecological conscience.

A5 Communication– How the design of interiors is communicated and represented coherently across a range of media and techniques, from freehand drawing to advanced visualisation programmes.

A6 Practice – Professional standards and practice procedures applied to Interior Design, and how professional skills are deployed in the relationship with audiences, clients, markets, uses, consumers and participants in interior environments.

A7 Employability – Self-evaluation and personal and professional career development and employability opportunities within practices and professions related to the design of interiors.

Design project development is supplemented in the Contexts + Skills modules by lectures, seminars, workshops, study visits, etc. as appropriate to the particular topic, to enhance skills learning and knowledge and understanding of the subject.

Assessment methods

Design project work is assessed formatively by feedback in tutorials, presentation reviews and on e-submissions. Other assignments and exercises are assessed formatively by presentations and e-submission.

Modules are assessed and given summative grades after their conclusion, following the submission of a comprehensive portfolio of project work, submitted twice a year, in January and May. In the final year this includes an exhibition of the work submitted at the end of the year.

B. Skills

On completion of this programme successful students will be able to:

B1 Research – Critically source, analyse and reflect upon and articulate appropriate research material from a wide variety of cultural, historical, political and socio-economic contexts

B2 Process - Translate the intentions of a design brief into a coherent and appropriate design proposal, clearly illustrating the design process from the conceptual idea through

Teaching/learning methods

Design projects are the primary learning vehicle for the achievement of all module, level and programme Learning Outcomes.

In the first year and half of the second year of study students will be taught through three Contexts + Skills modules and three Practice modules. Each 30 credit Context + Skills module will run concurrently with a 30 credit Practice module and outcomes will be assessed together through portfolio submission at the end of each 60 credits of study. For the remainder of the course advanced skills teaching and learning and historical and

design development to final design resolution and substantiated through rigorous and relevant research material.

B3 Design – Produce appropriate design solutions to briefs of varying complexity, that reflect understanding of relevant creative currency and innovative design quality. Make considered and informed critical judgements relative to the multi-sensory experience, aesthetic, functional and technical qualities of existing and proposed interiors.

B4 Making - Produce design proposals that illustrate an understanding of material possibilities, making processes and construction detail necessary to implement designs for interiors, competently communicated through detail drawing and model-making.

B5 Communication - Represent design proposals orally, visually and in writing, to professional standards and practice, using appropriate analogue and digital tools and media. Presentation material will include professional quality portfolios and research documents.

B6 Practice – Illustrate skills of collaborative team-working, problem-solving, self-management, autonomy, flexibility and ethical responsibility appropriate to professional design practice.

B7 Employability – Self-evaluate personal and professional performance relative to employability opportunities and communicate effectively with potential employers, both orally and in writing, to demonstrate interview competency.

contextual understanding will be embedded within 60 credit modules

Design projects are developed through introductions, group and individual tutorials, studio practice, guided independent study and presentation reviews.

Design project development is supplemented in the Contexts + Skills modules.

Skills are developed and enhanced through introductions/inductions, lectures, workshops group and individual tutorials, studio practice, guided independent study and presentation reviews.

Assessment methods

Students' cognitive skills are assessed through design project coursework submissions, in the form of visual, written and oral presentations and assessed against the relative learning outcomes.

12. Programme structure (levels, modules, credits and progression requirements)

12. 1 Overall structure of the programme

Programme Structure Diagram – Full Time

YEAR ONE (Level 4)

Term 1 October – January

IAD1110
Fundamental Contexts + Skills
(30 Credits)

IAD1120
Fundamental Practice
(30 Credits)

Term 2 January – May

IAD1130
Interpreting Contexts + Skills
(30 Credits)

IAD1140
Interpreting Practice
(30 Credits)

YEAR TWO (Level 5)

Term 1 October – January

IAD2110
Developing Contexts + Skills
(30 Credits)

IAD2120
Developing Practice
(30 Credits)

Term 2 January – May

IAD2230
Interior Design: Application
(60 Credits)

YEAR THREE (Level 6)

Term 1 and 2

IAD3110
Interior Design: Integration -
Research + Practice
(60 Credits)

Term 2

IAD3120
Interior Design: Integration-
Major Project
(60 Credits)

Programme Structure Diagram – Full Time (Thick Sandwich mode)

YEAR ONE (Level 4)

Term 1 October – January

IAD1110
Fundamental Contexts + Skills
(30 Credits)

IAD1120
Fundamental Practice
(30 Credits)

Term 2 January – May

IAD1130
Interpreting Contexts + Skills
(30 Credits)

IAD1140
Interpreting Practice
(30 Credits)

YEAR TWO (Level 5)

Term 1 October – January

IAD2110
Developing Contexts + Skills
(30 Credits)

IAD2120
Developing Practice
(30 Credits)

Term 2 January – May

IAD2230
Interior Design: Application
(60 Credits)

YEAR THREE (Level 6)

Term 1 October – January

IAD2150
Interiors: Placement 1
(60 Credits)

Term 2 January – May

IAD3150
Interior Design: Placement 2
(60 Credits)

YEAR FOUR (Level 6)

Term 1 and 2

Term 2

IAD3110
Interior Design: Integration - Research +
Practice
(60 Credits)

IAD3120
Interior Design: Integration-
Major Project
(60 Credits)

Programme Structure Diagram – Part-time

YEARS ONE AND TWO

Year 1

IAD1110
Fundamental Contexts + Skills
(30 Credits)

IAD1120
Fundamental Practice
(30 Credits)

Year 2

IAD1130
Interpreting Contexts + Skills
(30 Credits)

IAD1140
Interpreting Practice
(30 Credits)

YEARS THREE AND FOUR (Level 5)

Year 3

IAD2110
Developing Contexts + Skills
(30 Credits)

IAD2120
Developing Practice
(30 Credits)

Year 4

IAD2230
Interior Design: Application
(60 Credits)

YEARS FIVE AND SIX (Level 6)

Year 5

IAD3110
Interior Design: Integration -
Research + Practice
(60 Credits)

Year 6

IAD3120
Interior Design: Integration-
Major Project
(60 Credits)

12.2 Levels and modules

Starting in academic year 2010/11 the University is changing the way it references modules to state the level of study in which these are delivered. This is to comply with the national Framework for Higher Education Qualifications. This implementation will be a gradual process whilst records are updated. Therefore the old coding is bracketed below.

Level 4 (1)

COMPULSORY	OPTIONAL	PROGRESSION REQUIREMENTS
Students must take all of the following: IAD1110 IAD1120 IAD1130 IAD1140	N/A	Successful completion of all modules

Level 5 (2)

COMPULSORY	OPTIONAL	PROGRESSION REQUIREMENTS
Students must take all of the following: IAD2110 IAD2120 IAD2230	N/A	Successful completion of all modules

Level 6 (3)

COMPULSORY	OPTIONAL	PROGRESSION REQUIREMENTS
Students must take all of the following: IAD3110 IAD3120	TKSW MODULE IAD2150 IAD3150	Successful completion of all modules

12.3 Non-compensatable modules (note statement in 12.2 regarding FHEQ levels)

Module level	Module code
4	IAD1110

4	IAD1120
4	IAD1130
4	IAD1140
5	IAD2110
5	IAD2120
5	IAD2230
5	IAD2150 (OPTIONAL PLACEMENT MODULE)
6	IAD3150 (OPTIONAL PLACEMENT MODULE)
6	IAD3110
6	IAD3120

13. Curriculum map

See attached.

14. Information about assessment regulations

Please refer to the Middlesex Regulations: <http://www.mdx.ac.uk/regulations/>

Automatic or Self-deferral is not permitted on any modules within the Interior Design programme. Students wishing to defer must consult with the Assessment and Achievement Officer for Art & Design, and also inform their Year Tutor / Module Leader and Programme Leader.

15. Placement opportunities, requirements and support

In Year 2 of the programme considerable emphasis is placed on professionalism and employability. Students will normally be offered an opportunity to gain experience of professional practice. Students will receive guidance and support in undertaking any form of professional/employer engagement.

In addition, a year-long paid professional placement may be undertaken between Years 2 and 3 of the programme in Thick Sandwich (TKS) mode. Students must complete all the Level 5

academic modules successfully to be eligible to transfer to TKS mode. Assistance in identifying and obtaining a placement is provided, together with guidance in CV and portfolio preparation, and interview technique.

The Placement Year is run with support, and under the guidelines, of MDX Works.

The presentation of a reflective, visual report and portfolio of activity, after completion of the work experience, supports the generation of the outcomes on the placement modules.

Students who successfully complete the Placement Year will be awarded an Advanced Diploma in Professional Practice in addition to the degree award.

16. Future careers (if applicable)

The programme focuses predominantly on core specialist and transferable skills necessary for a successful career as an Interior Designer, within a professional practice, or as self-practitioners. Recent employers have included Brinkworth, Casson Mann, Fitch, Imagination, United Designers, Daziel and Pow and many other internationally successful design consultancies and practices.

Another option recent graduates have taken is to progress onto our MA Interiors (Architecture+Design) programme. There are many incentives, including financial support for any Middlesex University students wishing to follow this path.

17. Particular support for learning (if applicable)

The staff team have a wide variety of skills and experiences and many are actively engaged in professional practice outside the University, ensuring awareness of current practice.

Support for self-directed learning appraisal and analysis through individual and group work.

Campus support includes workshop availability (with prior arrangement) and relevant Health and Safety inductions by technical staff on all specialist equipment.

ILRS facilities and resources, including specialist books, journals, videos, DVDs, slides, special collections and computer programmes and subject dedicated librarians.

18. JACS code (or other relevant coding system)

W250

19. Relevant QAA subject benchmark group(s)

Art and Design

20. Reference points

- Relevant University regulations: <http://mdx.ac.uk/regulations/>
- QAA Subject Benchmark Statement for Art & Design / BA (Hons) Interior Design.
- The Framework for Higher Education in England, Wales and Northern Ireland.
- Student, staff, external examiners and graduate feedback comments.
- Learning and Teaching Policy and Strategy

21. Other information

The programme runs in parallel with the BA (Hons) Interior Architecture programme and together they address the broad subject domain of interiors. The programmes share modules and are taught collectively in Year 1 and for half of Year 2.

Please note programme specifications provide a concise summary of the main features of the programme and the learning outcomes that a typical student might reasonably be expected to achieve if s/he takes full advantage of the learning opportunities that are provided. More detailed information about the programme can be found in the rest of your programme handbook and the university regulations.

Curriculum map for BA Interior Design

This section shows the highest level at which programme outcomes are to be achieved by all graduates, and maps programme learning outcomes against the modules in which they are assessed.

Programme learning outcomes:

Knowledge and understanding	
A1	Research – Cultural, historical, political and socio-economic contexts and how research and analysis of these contexts inform the design process and decision making.
A2	Process – How the design of interiors is initiated, from the inception of a design concept through the process of design development, resolution and communication of the design proposal.
A3	Design – The highest standards in design, recognizing creative currency, innovation and design quality relative to current Design practice.
A4	Making – The importance of materiality in interiors and how, and from what, interior environments are formed, and the order for designs to function and be appropriately experienced with an economic, ethical and ecological conscience.
A5	Communication – How the design of interiors is coherently communicated and represented across a range of media, from freehand drawing to advanced visualization programmes.
A6	Practice – Professional standards and practice procedures applied to Interior Design, and how professional skills are developed in relationship with audiences, clients, markets, uses, consumers and participants in interior environments.
A7	Employability – Self-evaluation and personal career development and employability opportunities within interior design professions.
Skills	
B1	Research – Critically source, analyse and reflect upon and articulate appropriate research material from a wide range of historical, political and socio-economic contexts.
B2	Process – Translate the intentions of a design brief into a coherent and appropriate design proposal, clearly illustrating the design process from the conceptual idea through design development to final design resolution and substantiated through research material.
B3	Design - Produce appropriate design solutions to briefs of varying complexity, that reflect understanding of relevant design theory, innovative design quality. Make considered and informed critical judgements relative to the multi-sensory experiential and technical qualities of existing and proposed interiors.
B4	Making - Produce design proposals that illustrate an understanding of material possibilities, making processes and the order necessary to implement designs for interiors and competently communicated through detail drawing and model making.
B5	Communication – Represent design proposals orally, visually and in writing, to professional standards and practice using analogue and digital tools and media. Presentation material will include professional quality portfolio and research material.
B6	Practice – Illustrate skills of collaborative team-working, problem-solving, self-management, autonomy, flexibility and resilience appropriate to professional design practice.

B7	Employability – Self-evaluate personal and professional performance relative to employability opportunities and with potential employers, both orally and in writing to demonstrate interview competency.
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Programme outcomes													
A1	A2	A3	A4	A5	A6	A7	B1	B2	B3	B4	B5	B6	B7
Highest level achieved by all graduates													
6	6	6	6	6	6	6	6	6	6	6	6	6	6

Module Title	Module Code by Level	A	A	A	A	A	A	A	B	B	B	B	B	B	B
		1	2	3	4	5	6	7	1	2	3	4	5	6	7
Fundamental Contexts + Skills	IAD1110	X			X	X			X			X	X		
Fundamental Practice	IAD1120		X	X						X	X				
Interpreting Contexts + Skills	IAD1130	X			X	X			X			X	X		
Interpreting Practice	IAD1140		X	X						X	X				
Developing Contexts + Skills	IAD2110	X			X	X			X			X	X		
Developing Practice	IAD2120		X	X						X	X				
Interior Design: Application	IAD2203	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Interior Design: Integration - Research + Practice	IAD3110	X	X	X	X	X	X		X	X	X	X	X	X	
Interior Design: Integration - Major Project	IAD3120	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Interiors: Placement 1	IAD2150		X	X	X	X	X	X		X	X	X	X	X	X
Interior Design: Placement 2	IAD3150		X	X	X	X	X	X		X	X	X	X	X	X