

BA (Hons) Interior Design

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Awarding institution	Bath Spa University
Teaching institution	Bath Spa University
School	School of Design
Main campus	Locksbrook Road Campus
Other sites of delivery	Sion Hill Campus
Other Schools involved in delivery	N/A
Name of award(s)	Interior Design
Qualification (final award)	BA (Hons)
Intermediate awards available	CertHE, DipHE, BA
Routes available	Single
Professional Placement Year	Optional
Duration of award	3 years full-time 4 years full-time (with Professional Placement Year or with Integrated Foundation)
Modes of delivery offered	Campus-based
Regulatory Scheme[1]	Undergraduate Academic Framework
Exemptions from regulations/framework[2]	Yes

Professional, Statutory and Regulatory Body accreditation	N/A
Date of most recent PSRB approval (month and year)	N/A
Renewal of PSRB approval due (month and year)	N/A
UCAS code	HH19 HH20 HH21
Route code (SITS)	INTDSIN INTDSIN-SW INTDSIN-FY
Relevant QAA Subject Benchmark Statements (including date of publication)	Art and Design (February 2017)
Date of most recent approval	February 2019
Date specification last updated	February 2019

[1] This should also be read in conjunction with the University's Qualifications Framework

[2] See section on 'Exemptions'

Exemptions

The following exemptions are in place:

Programme	Regulations /Framework	Brief description of variance	Approving body and date
BA (Hons) Interior Design	Undergraduate Academic Framework	Exemption requested to depart from Framework, Paragraph 1.4	Academic Quality Standards Committee, 20 February 2019

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Programme Overview

The Interior Design programme explores existing buildings and spaces to find new and innovative ways in which they can be used. In a time when sustainability is paramount, finding new uses for old buildings is of key importance. The focus will be on the design of spaces used by the general public across a broad range of different sectors from leisure spaces such as restaurants and hotels, to commercial offices and retail spaces, to the arts and education sector, galleries and museums.

The course is largely project based and a series of Design Studio projects will ask you to work on your own interpretation of a set brief. The course will encourage you to see design in the broadest context as a way to express ideas in three dimensional, spatial form and develop your own personal approach to the subject. Alongside developing design skills you will also have the opportunity to acquire the practical skills – e.g. sketching, drawing to scale, surveying, model making – used in practice.

From the outset you will work on design proposals based on briefs structured to develop and build your skills. For example, level 4 projects will introduce the basics of observation, drawings, measured surveys and structures. Level 5 will build on these and focus on broader technical issues such as environment, services and detail construction. At level 6, your final year, projects include the construction of an element of your design work at full size, and a major project that is a culmination of all aspects of your work to enable a more in depth understanding of construction and the tactile qualities of materials.

Design Studio modules are supported by a series of subject related modules. Communications modules focus on expanding your visual skills – e.g. drawing, model making, photography - to effectively communicate your ideas and proposals in portfolio, presentations and formal critiques. Professional Context modules allow you to explore the professional world, to develop knowledge of contemporary designers, how they work, and the projects they have completed. This may include visits to factories, production companies, studios, exhibitions and recently completed projects. Historical and Critical Studies modules aim to build your knowledge of broader design history, cultural issues in Design and expand your critical writing skills.

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Programme Aims

1. To equip graduates with the skills required of creative professionals, to enable them to adapt themselves to the needs of their chosen career path in practice, education or related field.
2. To equip students with design skills and technical competence to enable exploratory, experimental work that develops an individual style or identity.
3. To promote interior design skills through study of a range of different sectors.
4. To equip students with visual and technical skills and market awareness relevant to the professional design environment.
5. To promote sound knowledge of the historical and critical context for interior design.
6. To promote and encourage a range of critical research skills.
7. To promote an understanding of discipline relationships, communication and negotiation skills with audiences, clients, markets and users, both independently and in collaboration with others.
8. To encourage the ability to self-manage workload, meet deadlines and to exercise skills in which to accommodate change, unfamiliarity and uncertainty.
9. To encourage the ability to work individually, in teams and collaboratively with other disciplines

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Programme Intended Learning Outcomes (ILOs)

A Subject-Specific Skills and Knowledge

	Programme Intended Learning Outcomes (ILOs) On Achieving Level 6	On Achieving Level 5	On Achieving Level 4
A1	Critically determine and use appropriate methods and processes required to deliver an investigative and creative approach to creative outcomes.	Determine and use appropriate methods and processes required for investigation and delivery of creative outcomes.	Use a range of technical and practical skills, methods, concepts and competencies, central to interior design.
A2	Systematically understand and apply the broad range of drawing, photographic, survey and digital design skills needed as a contemporary interior designer.	Critically understand and apply the developed drawing skills, including 3D and digital, needed as an interior designer.	Use skills in drawing, (in the widest sense, for example this might include pen and ink, photographic, collage etc.), surveying and the basics of vector driven software.
A3	Define, evidence and communicate a systematic understanding of interior design concepts, and the role of the interior designer, situated and applied within a contemporary context.	Effectively employ an informed understanding, including practical and material enquiry, to interior design concepts within a contemporary context.	Understanding of design concepts and the role of a contemporary interior designer.
A4	Effectively communicate designs and design process through appropriate media and platforms, including portfolio and exhibition, to a professional and/or non-specialist audience.	Ability to apply design processes and techniques to a specific audience /market and develop communication skills through applied use of appropriate media.	Demonstrate skills in presentation techniques to communicate design process, with competency in relevant media.
A5	Conceptually understand the requirements of an interior design brief and the impact of key social and political issues to investigate and resolve a design project.	Ability to apply knowledge and critical understanding of political and social issues that have an impact on design to resolve an interior design brief.	Employ understanding of key social and political issues that have an impact on design in introductory interior design briefs.
A6	Ability to critically employ historical and theoretical perspectives, undertake critical evaluation of the creative process, and to engage in contemporary debates in visual and material culture and wider society.	Ability to effectively employ historical and theoretical perspectives, reflect effectively on the creative process, and analyse contemporary issues in visual and material culture and wider society.	Ability to investigate selected historical and theoretical connections and reflect on the creative process.

B Cognitive and Intellectual Skills

	Programme Intended Learning Outcomes (ILOs) On Achieving Level 6	On Achieving Level 5	On Achieving Level 4
B1	Systematically interrogate creative design briefs to understand and inform experimental design approaches and creative processes and independently generate and synthesise ideas.	Reflect on creative risks and apply experimental approaches, through the generation of ideas and iterative processes as part of a defined enquiry in response to creative briefs.	Respond to creative design briefs through the generation of ideas and iterative processes.
B2	Critically reflect, analyse and evaluate interior design practice informed by subject knowledge and an understanding of process and outcomes in a range of contexts.	Reflect on and analyse own and others' design work informed by an expanded and relevant subject knowledge and understanding.	Reflect, on own and others' design work.
B3	Extensively record, document and interpret information from a range of activities to initiate and develop own ideas and projects to inform the design process.	Seek out visual and written information to inform, expand and challenge ideas, to understand defined issues within the field of enquiry to inform the design process.	Gather and respond to visual and written information from a variety of sources to inform the design process.
B4	Undertake extended research to recognise, evaluate and critically reflect on subject specific texts and debates within the broader design context.	Engage in further research to read and understand subject specific texts and engage in debate within a defined design enquiry.	Identify, read and interpret subject specific texts and basic theories and concepts.

C Skills for Life and Work

	Programme Intended Learning Outcomes (ILOs) On Achieving Level 6	On Achieving Level 5	On Achieving Level 4
C1	Autonomous learning[3] (including time management) that shows the exercise of initiative and personal responsibility and enables decision-making in complex and unpredictable contexts.	Autonomous learning (including time management) as would be necessary for employment requiring the exercise of personal responsibility and decision-making such that significant responsibility within organisations could be assumed.	Autonomous learning (including time management) as would be necessary for employment requiring the exercise of personal responsibility.

C2	Team working skills necessary to flourish in the global workplace with an ability both to work in and lead teams effectively.	Team work as would be necessary for employment requiring the exercise of personal responsibility and decision-making for effective work with others such that significant responsibility within organisations could be assumed.	Team work as would be necessary for employment requiring the exercise of personal responsibility for effective work with others.
C3	Communication skills that ensure information, ideas, problems and solutions are communicated effectively and clearly to both specialist and non-specialist audiences.	Communication skills commensurate with the effective communication of information, arguments and analysis in a variety of forms to specialist and non-specialist audiences in which key techniques of the discipline are deployed effectively.	Communication skills that demonstrate an ability to communicate outcomes accurately and reliably and with structured and coherent arguments.
C4	IT skills and digital literacy that demonstrate core competences and are commensurate with an ability to work at the interface of creativity and new technologies.	IT skills and digital literacy that demonstrate the development of existing skills and the acquisition of new competences.	IT skills and digital literacy that provide a platform from which further training can be undertaken to enable development of new skills within a structured and managed environment.

[3] i.e. the ability to review, direct and manage one's own workload

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Programme content

This programme comprises the following modules

Key:

Core = C

Required = R

Required* = R*

Optional = O

Not available for this status = N/A

If a particular status is greyed out, it is not offered for this programme.

Subject offered as single and/or combined award

BA (Hons) Interior Design				Status			
Level	Code	Title	Credits	Single	Major	Joint	Minor
4	IDE4000-20	Communications 1: Observation, Survey, Drawing	20	C			
4	IDE4001-20	Design Studio 1: Retail / Space and Light	20	C			
4	IDE4002-20	Professional Context 1: Knowing Designers	20	C			
4	IDE4003-20	Communications 2: Model Making / Structures	20	C			
4	IDE4004-20	Design Studio 2: Arts and Education / Materials and Details	20	C			
4	HAC4002-20	Introduction to Visual and Material Culture: Design	20	C			
5	IDE5000-20	Design Studio 3: Leisure and Hospitality / Construction in Detail	20	C			
5	IDE5100-20	Design Studio 4: Environment and Services	20	O			
5	IDE5002-20	Professional Context 2: Work Experience	20	C			
5	IDE5003-40	Design Studio 5: Industry Live / External Audience	40	C			
5	HAC5000-20	Interior Design: Contemporary Issues and Practice	20	C			
5	PPY5100-120	Professional Placement Year	120	O			
6	HAC6100-20	Visual and Material Culture: Final Study	20	C			
6	IDE6100-20	Design Studio 6: Full Size Detail, Hands-on Making	20	O			
6	IDE6001-20	Professional Context 3: Portfolio and CV	20	C			
6	IDE6000-60	Design Studio 7: Final Major Project	60	C			

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Assessment methods

A range of summative assessment tasks will be used to test the Intended Learning Outcomes in each module. These are indicated in the attached assessment map which shows which tasks are used in which modules.

Students will be supported in their development towards summative assessment by appropriate formative exercises.

Please note: if you choose an optional module from outside this programme, you may be required to undertake a summative assessment task that does not appear in the assessment grid here in order to pass that module.

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Work experience and placement opportunities

The course will provide you with a range of opportunities to participate on external projects:

- The *Professional Context 2: Work Experience* module in level 5 supports students in finding an opportunity to work in a professional studio, for an employer, or on a self-initiated public project such as an exhibition.
- External and industry engagement opportunities in *Professional Context 2: Work Experience* and in *Design Project 5: Industry Live / External Audience* simulate professional experience
- Active external engagement is encouraged throughout the course
- Industry professionals will be invited to take part in delivery of modules, give talks and lectures about their work and act as critics or reviewers throughout the course
- Students are required to keep a personal journal / blog, which they present along with all portfolio submissions, to document and reflect on their work including design projects, lectures, visits, research and etc.

In addition to the external projects as part of the course, you will have the opportunity to consider undertaking the *Professional Placement Year (module PPY5100)*. This is coordinated and supported by the Careers and Enterprise team, and you will also be assigned a Professional Placement Year tutor.

In advance of starting a Professional Placement Year, the module preparation provides you with the opportunity to create a Development Plan, to identify, apply for, and secure professional experience, normally comprising 1-3 placements.

During the Professional Placement Year, you would commit to working for the external organisation/s for a period of 9-13 months, between the second and third year of your course.

At the start of your final year, you return to university and submit a Placement Report detailing your development on placement. By successfully completing the module, you are entitled to the addition of “with Professional Placement Year” to your degree title, evidencing your work and outcomes in respect of your placement, and demonstrating your ability to secure and sustain graduate-level employment.

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Graduate Attributes

	Bath Spa Graduates...	In [subject], we enable this...
1	Will be employable: equipped with the skills necessary to flourish in the global workplace, able to work in and lead teams	Developing subject specific technical skills and knowledge; embedding professional practice into all levels; collaborative design projects with external partners; active engagement with industry
2	Will be able to understand and manage complexity, diversity and change	Building complexity through each level of the course; developing project management skills; engagement with contemporary social and cultural context for design
3	Will be creative: able to innovate and to solve problems by working across disciplines as professional or artistic practitioners	Learning through active hands-on project work; developing an iterative approach in response to feedback, self-reflection and critique; creative risk taking and problem solving; independent motivation
4	Will be digitally literate: able to work at the interface of creativity and technology	Developing skills in specialist digital design software and processes; utilising digital applications to enhance communication and promotion
5	Will be internationally networked: either by studying abroad for part of the their programme, or studying alongside students from overseas	Study abroad opportunities; offering international field trips; studying alongside overseas students; encouraging participation in internationally focused live projects, events and/or research projects
6	Will be creative thinkers, doers and makers	Ensuring that creative interior design practice and confident attitudes to experimentation are expectations of all students; encouraging and delivering innovation; a practice-based course that has 'thinking through making' at its heart
7	Will be critical thinkers: able to express their ideas in written and oral form, and possessing information literacy	Expression in written, oral and visual form developed through practical, historical, professional and communication modules; critical thinking developed as part of the informed and responsive iterative approach to design
8	Will be ethically aware: prepared for citizenship in a local, national and global context	Inclusion of specific issues in design that have impact at all levels; exercising responsibility and consideration of others; embedding sustainability, ethics, heritage and diversity into interior design briefs and context

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Modifications

Module-level modifications

Code	Title	Nature of modification	Date(s) of approval and approving bodies	Date modification comes into effect

Programme-level modifications

Nature of modification	Date(s) of approval and approving bodies	Date modification comes into effect

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Attached as appendices:

1. Programme structure diagram
2. Map of module outcomes to level/programme outcomes
3. Assessment map
4. Module descriptors

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Appendix 1: Programme Structure Diagram – (subject name)

BA (Hons) Interior Design programme structure diagram

Level 4	
Semester 1	Semester 2
IDE4000-20 Communications 1: Observation, Survey, Drawing (20)	IDE4003-20 Communications 2: Model Making / Structures (20)
IDE4001-20 Design Studio 1: Retail / Space and Light (20)	IDE4004-20 Design Studio 2: Arts and Education / Materials and Details (20)
IDE4002-20 Professional Context 1: Knowing Designers (20)	HAC4002-20 Introduction to Visual and Material Culture: Design (20)

Level 5	
Semester 1	Semester 2
IDE5000-20 Design Studio 3: Leisure and Hospitality / Construction in Detail (20)	IDE5003-40 Design Studio 5: Industry Live / External Audience (40)

IDE5100-20 Design Studio 4: Environment and Services (20 optional)	
IDE5002-20 Professional Context 2: Work Experience (20)	HAC5000-20 Interior Design: Contemporary Issues and Practice (20)

PPY5100-120 Professional Placement Year
(120, optional and only as part of 4-year course)

Level 6	
Semester 1	Semester 2
HAC6100-20 Visual and Material Culture: Final Study (20)	IDE6000-60 Design Studio 7: Final Major Project (60)
Design Studio 6: Full Size Detail, Hands-on Making (20 optional)	
Professional Context 3: Portfolio and CV (20)	

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Appendix 2: Map of Intended Learning Outcomes

Please indicate (x) in the relevant boxes the modules in which level/programme Intended Learning Outcomes are being assessed.

(Note: not all modules will be expected to align with all ILOs for the level; rather, in designing each level of the programme, thought should be given to how the overall diet enables a student to meet all of the ILOs.)

(The number of columns can be adjusted to accommodate the ILOs as set out in the Programme Specification section of the Definitive Programme Document.)

Level	Module Code	Module Title	Status (C,R,R*,O)[4]	Intended Learning Outcomes															
				Subject-specific Skills and Knowledge								Cognitive and Intellectual Skills				Skills for Life and Work			
				A1	A2	A3	A4	A5	A6	A7	A8	B1	B2	B3	B4	C1	C2	C3	C4
4	IDE4000-20	Communications 1: Observation, Survey, Drawing	C	x	x		x						x	x		x	x	x	x
4	IDE4001-20	Design Studio 1: Retail / Space and Light	C	x	x	x	x	x				x	x	x		x		x	x
4	IDE4002-20	Professional Context 1: Knowing Designers	C			x	x		x				x	x	x	x		x	x
4	IDE4003-20	Communications 2: Model Making / Structures	C	x	x	x	x		x				x	x	x	x	x	x	x
4	IDE4004-20	Design Studio 2: Arts and Education / Materials and Details	C	x	x	x	x	x				x	x	x		x		x	x
4	HAC4002-20	Introduction to Visual Culture: Design	C			x			x				x		x	x		x	
5	IDE5000-20	Design Studio 3: Leisure and Hospitality / Construction in Detail	C	x	x	x	x	x				x	x	x		x		x	x
5	IDE5100-20	Design Studio 4: Environment and Services	O	x	x	x	x	x				x	x	x		x		x	x
5	IDE5002-20	Professional Context 2: Work Experience	C			x	x		x				x	x	x	x	x	x	x
5	IDE5003-40	Design Studio 5: Industry Live / External Audience	C	x	x	x	x	x				x	x	x	x	x		x	x
5	HAC5000-20	Interior Design: Contemporary Issues and Practice	C			x			x				x		x	x		x	
5	PPY5100-120	Professional Placement Year	O			x		x	x				x	x		x	x	x	
6	HAC6100-20	Visual and Material Culture: Final Study	C			x			x				x	x	x	x		x	
6	IDE6100-20	Design Studio 6: Full Size Detail, Hands-on Making	O	x	x	x	x	x				x	x	x	x	x	x	x	x

6	IDE6001-20	Professional Context 3: Portfolio and CV	C			x	x	x	x				x	x		x	x	x	x
6	IDE6000-60	Design Studio 7: Final Major Project	C	x	x	x	x	x	x			x	x	x	x	x	x	x	x

[4] C = Core; R = Required; R* = Required*; O = Optional

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Appendix 3: Map of Summative Assessment Tasks by Module

Please indicate in the relevant boxes which summative assessment methods are used in each module and, where appropriate, the assessment length. Please delete or add columns and/or rows as necessary. An illustrative example, which should be deleted, is provided in the first line. The titles 'Coursework', 'Practical' and 'Examination' are the headings under which the University is required to return data for the Key Information Set (KIS) and should not be changed. The specific headings under those are the ones given in the KIS guidance issued to Schools by Student Services; please amend them as necessary to fit the summative assessment diet on this programme and the most appropriate of the KIS data headings.

Level	Module Code	Module Title	Status (C, R,R*,O)[5]	Assessment method													
				Coursework					Practical					Written Examination			
				Composition	Dissertation	Essay	Journal	Portfolio	Report	Performance	Practical Project	Practical skills	Presentation	Set exercises	Written Examination	In-class test (seen)	In-class test (unseen)
4	IDE400 0-20	Communications 1: Observation, Survey, Drawing	C					x									
4	IDE400 1-20	Design Studio 1: Retail / Space and Light	C					x									
4	IDE400 2-20	Professional Context 1: Knowing Designers	C					x	x					x			
4	IDE400 3-20	Communications 2: Model Making / Structures	C					x	500 words								
4	IDE400 4-20	Design Studio 2: Arts and Education / Materials and Details	C					x									
4	HAC40 02-20	Introduction to Visual and Material Culture: Design	C			x		x									
5	IDE500 0-20	Design Studio 3: Leisure and Hospitality / Construction in Detail	C					x									
5	IDE510 0-20	Design Studio 4: Environment and Services	O					x									

5	IDE500 2-20	Professional Context 2: Work Experience	C						1000 words				x				
5	IDE500 3-40	Design Studio 5: Industry Live / External Audience	C				x	x									
5	HAC50 00-20	Interior Design: Contemporary Issues and Practice	C			x		x									
5	PPY51 00-120	Professional Placement Year	C					x	x								
6	HAC61 00-20	Visual and Material Culture: Final Study	C			x		x									
6	IDE610 0-20	Design Studio 6: Full Size Detail, Hands-on Making	O					x			x						
6	IDE600 1-20	Professional Context 3: Portfolio and CV	C						x				x	x			
6	IDE600 0-60	Design Studio 7: Final Major Project	C					x									

[5] C = Core; R = Required; R* = Required*; O = Optional

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