BA (Hons) Product and Furniture Design

Awarding institution	Bath Spa University
Teaching institution	Bath Spa University
School	Bath School of Design
Main campus	Locksbrook Campus
Other sites of delivery	N/A
Other Schools involved in delivery	N/A
Name of award(s)	Product and Furniture Design
Qualification (final award)	BA (Hons)
Intermediate awards available	CertHE, DipHE, BA
Routes available	Single
Professional Placement Year	No
Duration of award	3 years full-time 4 years full-time (with Professional Placement Year)
Modes of delivery offered	Campus-based
Regulatory Scheme [1]	Undergraduate Academic Framework
Exemptions from regulations/framework[2]	No

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	TT18 TT19 (with Professional Placement Year)
Route code (SITS)	FPDSIN (3 Year Course) FPDSINSW (4 Year Course)
Relevant QAA Subject Benchmark Statements (including date of publication)	Art and Design (February 2017)
Date of most recent approval	June 2018
Date specification last updated	March 2022

[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/Pathway	Regulations /Framework	Brief description of variance	Approving body and date
BA (Hons) Product and Furniture Design	Undergraduate Academic Framework	Exemption requested to depart from Framework Paragraph 1.4	Academic Quality Standards Committee, 12 December 2018

Programme Overview

The Product and Furniture Design programme is a course for those who are motivated by making, designing and exploring a spectrum of furniture, products and objects. You are encouraged to experiment across materials and processes, and to apply your creative skills to design briefs, problems and opportunities. The course aims to create graduates who are flexible problem solvers and good collaborators, who can respond to issues across disciplines.

The course begins by equipping you with a foundation of processes for furniture and product design in digital and hand making, CAD and traditional materials. This is accompanied by opportunities to develop a broad knowledge of manufacturing processes and context. Through levels 5 and 6, the curriculum emphasises active external and industry engagement, and supports enterprising approaches.

As the course progresses you will be supported in developing your personal direction and positioning your design practice in the professional field. You will be encouraged to deepen your understanding of the contexts of your products, including the audience, market, professional platforms, and appropriate production methods and volume. Opportunities to develop professional skills through collaboration and project management are offered throughout the course, and you will continue to further your technical and production knowledge. Historical and Critical Studies also runs in in each year of the course, and culminates in a personal critical study that underpins your practice.

The curriculum on the Product and Furniture Design course aims to address the future of design and manufacturing, and embed an approach that incorporates additive manufacture, localised lower volume production, maker culture, and new platforms for products in global markets. You will be encouraged to develop a strong critical thinking ability and to develop a position on the social and ethical aspects of design and production.

Programme Aims

1. Offer a distinctive creative design education that foregrounds making and innovation
2. Develop furniture and product designers with a high level of technical competency, production knowledge, and sensitivity to three-dimensional form
3. Enable students to develop specialist material knowledge
4. Equip students with in-depth knowledge of the changing contexts for furniture and product design, and enable them to develop as creative professionals with personal vision
5. Create ethically and sustainably aware critical thinkers, able to challenge design, production and consumption practices
6. Prepare graduates to succeed in a globalised world, through regional and global industry engagement, and design for social, commercial and cultural contexts
7. Prepare learners to take enterprising approaches; adapt to new opportunities flexibly, innovate and solve problems, and develop intellectually through research based enquiry
8. Empower learners to confidently collaborate, communicate, and develop professional networks

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 employ making and manufacture processes to resolve ideas, recognising dialogue between material and idea	Applied knowledge of making and manufacture processes to design briefs, resolved three-dimensional outcomes to an appropriate technical standard	Realise ideas and problem solve through making, and produce three-dimensional outcomes
A2	Extend, consolidate and apply knowledge of material, identifying distinctive approaches, recognising and questioning material limitations	Employ appropriate materials within a specified context, through research and application	Employ a variety of materials, and use a range of making processes
A3	Systematic understanding of the key themes in the historical, social and cultural context for furniture and product design	Critical understanding of the historical, social, economic and political context for furniture and product design to contextualise practical work	Understand the traditions and cultural contexts for furniture and product design
A4	Apply a critical understanding of current professional design practice, audience and opportunities, to position practice or products and platform the work in public	Knowledge of current professional design practice, audience and opportunities to identify potential personal direction	Knowledge of the various forms of current practice in furniture and product design, and developing personal interests
A5	Communicate design practice information and solutions, through appropriate media, to specialist and non-specialist audiences including potential employers, collaborators and/or outworkers	Effectively communicate in appropriate media, digital and analogue, in two and three dimensions, to convey ideas to different audiences	Communicate ideas in two and three dimensions, employing analogue and digital methods
A6	Critically evaluate and accurately employ relevant digital technologies, independently and creatively	Accurately apply digital design and making skills, through relevant software and hardware, to set design briefs	Employ digital design and making technologies, with competency and relevant software
A7	Critically evaluate project management skills, demonstrating independence and the ability to adapt to new situations	Employ project management skills to plan and implement an individual or collaborative project	Knowledge of the principles of project management

A8	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	Manage experimental approaches and creative risk taking; independently generate and synthesise ideas	Evidence and reflect on creative risks and apply experimental approaches, as part of a defined enquiry	Respond to creative briefs through generated ideas and material experimentation
B2	Research strategically to expand and inform ideas and knowledge, and understanding of human experience	Research to inform, expand and challenge ideas, and to understand human needs and/or behaviours	Evidence 1st and 2nd hand research to inform and expand an idea or design
B3	Critically analyse and make judgements to inform direction, frame appropriate questions and identify a range of solutions	Evaluate and present criteria to analyse own and others' work	Analyse and reflect on own and others' work
B4	Construct informed arguments and contribute to current debates in furniture and product design	Critical reflection on selection and debate of information within a defined enquiry	Evidence gathering and selection of information from a variety of sources

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

Programme Content

This programme comprises the following modules

Subject offered as single and/or combined award

	BA (Hons) Product and Furniture Design			Status			
Level	Code	Title	Credits	Single	Major	Joint	Minor
4	FPD4000-20	Material Processes and Workshops	20	C			
4	FPD4001-20	Visual Research	20	C			
4	FPD4002-20	Digital Making and CAD	20	C			
4	FPD4003-20	Production in Furniture and Product Design	20	C			
4	HAC4005-20	History and Context: Introduction to Material and Visual Culture	20	C			
4	FPD4004-20	Communicating and Externalising	20	C			
5	FPD5000-20	Sustainability	20	C			
5	FPD5100-20	Human Centred Design	20	O			
5	FPD5001-20	Industry Live	20	C			
5	FPD5002-40	Personal and Professional Practice	40	C			
5	HAC5104-20	Furniture and Product Design: Contemporary Issues and Practice	20	C			
5	PPY5100-120	Professional Placement Year	120	C			
6	FPD6000-20	Defining your Practice	20	C			
6	FPD6001-20	Public Platform	20	O			
6	HAC6101-20	Visual and Material Culture: Final Study	20	C			
6	FPD6002-60	Final Project	60	C			

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.

Work Experience and Placement Opportunities

- The Work Experience module in level 5 supports students in finding an opportunity with an employer, or a self-initiated public platform
- Students have the option of a yearlong work placement between levels 5 and 6
- External and industry engagement opportunities in Industry Live and Human Centred Design simulate professional experience
- Active external engagement is encouraged throughout the course
- There are professional practice opportunities in level 6 modules Defining your Practice and Public Platform
- There are regular projects and workshops led by industry professionals throughout the course
- Students are required to keep a personal journal, which they present at all portfolio assessments, through which they document and reflect on personal research on current design practice. This can also take the form of an online blog.

In addition to the course external projects, 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 the professional experience, normally comprising of 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.

Graduate Attributes

	Bath Spa Graduates…	In Product and Furniture Design, 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	Collaborative design projects offering opportunities for leadership; Live industry projects; active external engagement throughout course
2	Will be able to understand and manage complexity, diversity and change	Curriculum enables students to apply creative and technical skills to diverse design opportunities and problems; Developing project management skills; Engagement with contemporary social and cultural context
3	Will be creative: able to innovate and to solve problems by working across disciplines as professional or artistic practitioners	Creative risk taking, problem solving through making and material, working across materials, scales and contexts
4	Will be digitally literate: able to work at the interface of creativity and technology	Developing students' skills in specialist digital design and making processes
5	Will be internationally networked: either by studying abroad for part of their programme, or studying alongside students from overseas	Through study abroad opportunities; international field trips; studying alongside overseas students

6	Will be creative thinkers, doers and makers	Through all practical aspects of the course
7	Will be critical thinkers: able to express their ideas in written and oral form, and possessing information literacy	In Historical and Critical Studies, and in the development of communication skills for professional design contexts
8	Will be ethically aware: prepared for citizenship in a local, national and global context	In Sustainability and Ethics, and through design briefs and context

Modifications

Module-level modifications

Code	Title	Nature of modification	Date(s) of approval and approving bodies	Date modification comes into effect
HAC6 101- 20	Visual and Material Culture - Final Study	New Module Descriptor	Approved by SQMC March 2022	2022/23
HAC4 005- 20	History and Context: Introduction to Material and Visual Culture	Changes to Module name and assessment item	Approved by SQMC March 2022	2022/23

Programme-level modifications

Nature of modification	Date(s) of approval and approving bodies	Date modification comes into effect
Change to Programme Name	Approved at SQMC March 2022	2022/23

Attached as appendices:

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

Appendix 1: Programme Structure Diagram - BA (Hons) Product and Furniture Design

Year 1			
Semester 1		Semester 2	
Material Processes and Workshops (20)	Digital Making and CAD (20)	Production in Furniture and Product Design (20)	History and Context: Introduction to Material and Visual Culture (20)
Visual Research (20)		Communicating and Externalising (20)	

Year 2			
Semester 1		Semester 2	
Industry Live (20)	Human Centred Design (20 optional)	Personal and Professional Practice (40)	Furniture and Product Design: Contemporary Issues and Practice (20)
Sustainability (20)			

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

Year 3/4			
Semester 1			Semester 2
Visual and Material Culture: Final Study (20)	Defining Your Practice (20)	Public Platform (20, optional)	Final Project (60)

Appendix 2: Map of Intended Learning Outcomes

Level	Module Code	Module Title	Status (C,R,R*,O) [4]	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	FPD4000-20	Material Processes and Workshops	C	x	x	x		x						x	x	x			
4	FPD4001-20	Visual Research	C	x			x	x				x	x		x	x		x	x
4	FPD4002-20	Digital Making and CAD	C	x	x		x		x	x			x	x		x	x		x
4	FPD4003-20	Production in Furniture and Product Design	C	x	x		x		x	x			x	x		x			x
4	FPD4004-20	Communicating and Externalising	C			x	x	x				x	x		x	x		x	x
4	HAC4005-20	History and Context: Introduction to Material and Visual Culture	C			x					x		x		x	x		x	
5	FPD5000-20	Sustainability	C		x	x	x		x			x	x		x	x		x	
5	FPD5100-20	Human Centred Design	O	x	x		x		x			x	x	x	x	x	x	x	
5	FPD5001-20	Industry Live	C	x	x			x	x	x			x	x	x	x	x	x	x
5	FPD5002-40	Personal and Professional Practice	C			x	x	x		x		x	x	x	x	x		x	x
5	HAC5104-20	Furniture and Product Design: Contemporary Issues and Practice	C			x					x		x		x	x		x	
5	PPY5100-120	Professional Placement Year	C				x		x	x			x	x		x	x	x	x
6	HAC6101-20	Visual and Material Culture: Final Study	C			x			x	x	x		x	x	x	x			
6	FPD6000-20	Defining your Practice	C	x	x		x	x		x		x	x	x		x		x	x
6	FPD6001-20	Public Platform	O				x	x		x				x		x	x	x	
6	FPD6002-60	Final Project	C	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x

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

Appendix 3: Map of Summative Assessment Tasks by Module

Level	Module Code	Module Title	Status (C,R, R*,O) [5]	Assessment method													
				Coursework						Practical					Written Examination		
				Composition	Dissertation	Essay	Journal	Portfolio	Report	Exhibition	Practical Project	Practical skills	Presentation	Set exercises	Written Examination	In-class test (seen)	In-class test (unseen)
4	FPD4000-20	Material Processes and Workshops	C					x									
4	FPD4001-20	Visual Research	C					x									
4	FPD4002-20	Digital Making and CAD	C					x									
4	FPD4003-20	Production in Furniture and Product Design	C					x									
4	FPD4004-20	Communicating and Externalising	C					x									
4	HAC4005-20	History and Context: Introduction to Material and Visual Culture	C			x		x									
5	FPD5000-20	Sustainability	C					x									
5	FPD5100-20	Human Centred Design	O					x									
5	FPD5001-20	Industry Live	C					x									
5	FPD5002-40	Personal and Professional Practice	C					x	x								
5	HAC5104-20	Furniture and Product Design: Contemporary Issues and Practice	C			x		x									
5	PPY5100-120	Professional Placement Year	C					x	x								
6	HAC6101-20	Visual and Material Culture: Final Study	C			x							x				

6	FPD6000-20	Defining your Practice	C					x							
6	FPD6001-20	Public Platform	O						x	x					
6	FPD6002-60	Final Project	C					x							

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