

BA (Hons) Interior Design

(Bachelor's with Honours)

Definitive Programme Document

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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)	Interior Design
Qualification (final award)	BA (Hons)
Intermediate awards available	CertHE, DipHE
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) 6 years part-time
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	TBC
Route code (SITS)	TBC
Relevant QAA Subject Benchmark Statements (including date of publication)	Art and Design (August 2020)
Date of most recent approval	January 2025
Date specification last updated	January 2025

Exemptions

The following exemptions are in place:

Programme/Pathway	Regulations/Framework	Brief description of variance	Approving body and date
BA (Hons) Interior Design	Undergraduate Academic Framework	Inclusion of a 40-credit module at Level 5	Curriculum Approval Panel, January 2025

Programme Overview

Our BA (Hons) Interior Design programme aims to create curious thinkers and creative designers & makers, resulting in confident, versatile graduates. We teach you how to develop your ideas through the design process, employ visualisation and making skills and new technologies, and take regenerative approaches to design, placing the wellbeing of the inhabitants first.

Year 1 develops your intellectual curiosity, emphasising collaborative and explorative work to build your creative skills. You will be introduced to core design processes through design projects. You will also learn about the social and cultural context for design.

Year 2 focuses on building your knowledge through projects introducing you to different approaches to design, giving you opportunities to explore spatial concepts, materials and processes, and industry sectors. You will have opportunities to experience projects with industry collaborators, become familiar with professional standards, and produce work that will help you build your portfolio.

The final year is based on developing your identity as a designer, working on a final major project tailored to your professional interests. At the end of the year, you will exhibit your final year work in our degree show, which platforms your work to a public audience including regional industry.

You will learn in a strong interdisciplinary culture based in our studio at Locksbrook campus, a hub of creativity. During the programme you will have access to shared university workshops including textiles, ceramics, metalwork, 3D printing, photography, plastics, casting, and woodwork. You will be taught by academic and technical staff and practicing design professionals, and participate in industry led briefs, talks from professional designers, and study visits. Throughout your study you are supported to enter competitions and awards and to

undertake work placements. The programme also offers you the opportunity to take part in an exchange with international partners and participate in trade shows.

Programme Aims

1. Produce thoughtful and enquiring designers, able to explore and develop creative design outcomes in a spatial setting.
2. Develop critically aware and independent learners who put the wellbeing of the inhabitants first and are empowered to excel as professionals.
3. Provide learners with the making and technical skills and material knowledge to realise interior design outcomes.
4. Create ethically and environmentally aware thinkers, prepared for (able to adapt to) the challenges of the changing global landscape.
5. Produce confident graduates with a thorough knowledge and understanding of the diverse practical and contextual factors that shape the designs of interior environments.
6. Equip learners with individual, collaborative and transferable skills that will enhance their employability.

Programme Intended Learning Outcomes (ILOs)

A Subject-Specific Skills and Knowledge

	Programme Intended Learning Outcomes (ILOs)	On Achieving Level 5	On Achieving Level 4
	On Achieving Level 6		
A1	Creativity- Generate concepts and refine design outcomes, reflecting an individual creative approach.	Creativity- Develop concepts and propose design solutions, making an individual response to a brief.	Creativity- Generate ideas and develop design outcomes.

	Programme Intended Learning Outcomes (ILOs) On Achieving Level 6	On Achieving Level 5	On Achieving Level 4
A2	Context- Systematically interpret practical and contextual factors within an interior design project.	Context- Investigate practical and contextual factors within an interior design project.	Context- Identify practical and contextual factors applicable to an interior design project.
A3	Process- Communicate your design ideas and intentions, selectively applying appropriate materials, techniques, and technologies to an authoritative self-initiated body of work.	Process- Communicate your ideas and select appropriate materials, techniques and technologies to inform your work.	Process- Communicate your ideas and use materials and techniques within the design process.
A4	Collaboration – Respond skillfully to creative interior design briefs in partnership with peers and industry.	Collaboration – Generate responses to design briefs in partnership with peers and industry.	Collaboration – Propose concepts in partnership with peers.
A5	Employability - Identify employment opportunities and professionally communicate your design outcomes using relevant media and platforms, to an industry and/or non-specialist audience.	Employability - Identify your professional interests within the design field and appropriately communicate your design outcomes.	Employability - Identify the fields and sectors for employment in interior design.
A6	Awareness – Critically analyse ethical and environmental debates within a challenging global interior design landscape and interpret them within your work.	Awareness – Use ethical and environmental debates to inform your design work.	Awareness – Explain environmental debates and associated design approaches.

B Cognitive and Intellectual Skills

	Programme Intended Learning Outcomes (ILOs) On Achieving Level 6	On Achieving Level 5	On Achieving Level 4
B1	Critical thinking – Synthesise information from a range of sources and draw conclusions to inform the direction of your work.	Critical thinking – Collect and extract insights from a range of sources, to inform your work.	Critical thinking – Collect information to make comparisons and to inform your work.
B2	Reflection and evaluation – Critically reflect on your individual and collaborative work in depth and systematically evaluate ideas and arguments to inform your design practice.	Reflection and evaluation – Critically reflect on your individual and collaborative work, and identify personal learning to inform your design practice.	Reflection and evaluation – Reflectively comment on your work and that of others.
B3	Research – Systematically and critically employ historical and theoretical perspectives and engage in contemporary debates within interior design.	Research - Employ historical and theoretical perspectives, and contemporary debates within interior design.	Research - Explain the impact of historical and theoretical perspectives on design practice.

C Skills for Life and Work

	Programme Intended Learning Outcomes (ILOs) On Achieving Level 6	On Achieving Level 5	On Achieving Level 4
C1	Work Independently Exercise initiative, independence and personal responsibility to manage your own learning and time.	Work Independently Exercise independence and personal responsibility to manage your own learning and time.	Work Independently Manage your own learning and time.

	Programme Intended Learning Outcomes (ILOs) On Achieving Level 6	On Achieving Level 5	On Achieving Level 4
C2	Work with Others Work collaboratively with others to achieve individual and common goals, solve problems creatively and build interpersonal relationships to flourish in a global workplace.	Work with Others Work collaboratively with others to achieve individual and common goals, solve problems creatively.	Work with Others Work collaboratively with others.
C3	Communicate with Impact Communicate clearly, effectively and impactfully with specialist and non-specialist audiences.	Communicate with Impact Communicate clearly and effectively with others.	Communicate with Impact Communicate accurately and reliably with others.
C4	Demonstrate Digital Fluency Use digital skills productively, critically and ethically to enhance creativity and communication.	Demonstrate Digital Fluency Use digital skills productively, critically and ethically.	Demonstrate Digital Fluency Use digital skills productively.

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 award

BA (Hons) Interior Design				Status	
Level	Code	Title	Credits	Single	Joint
4	IDE4005-20	Introduction to Design Practices	20	C	
4	IDE4006-20	Ideation and Communication	20	C	
4	IDE4007-20	Technical Practice I: Construction Detailing	20	C	
4	IDE4008-20	Spatial Exploration	20	C	
4	IDE4009-20	Technical Practice II: Digital Integration	20	C	
4	CDT4000-20	Wicked Problems: The Complexity of Critical Design Thinking	20	C	
5	IDE5005-20	Speculative Design	20	O	
5	IDE5006-40	Inclusionary Design	40	C	
5	IDE5007-20	External Audiences I	20	C	
5	IDE5008-20	Industry Ready I	20	C	
5	CDT5000-20	Critical Design Thinking and Contemporary Issues	20	C	
5	PPY5100-120	Professional Placement Year	120	O	
6	IDE6002-20	External Audiences II	20	O	
6	CDT6000-20	Design Futures: Independent Critical Project	20	C	
6	IDE6003-20	Research, resource, resolve	20	C	
6	IDE6004-40	Final Major Project	40	C	
6	IDE6005-20	Industry Ready II	20	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.

The main approach to assessment used in Interior Design is the submission of a portfolio of work, the contents of which is identified by the individual project brief. Interior Design students learn through design projects, following the stages of the design process usually comprising of research, development of ideas, analysis, reflection and outcome. This reflects professional interior design practice.

The work you submit for a portfolio assessment is likely to include the following:

- A digital folder of evidence showing investigation into a range of sources, contemporary and historical, relevant to Interior Design. This could include research into your client, inclusivity, materials, products, site surveys and analysis, and target audiences
- Individual design briefs and proposals
- Sketch work, experimentation with different media, physical models and mock-ups
- Technical drawings and presentation packages including specifications, visuals and renders

You will communicate your design ideas, through your portfolio of work. There will be specific modules that will require you to communicate your work to external audiences, such as clients or designers, but also to your lecturers and peers through informal reviews and presentations.

The presentation of your work, will be done through the form of documents, including research folders, technical drawings documents, sketches, experimentations with different media, visualisations of your design outcomes, evaluation of own work, three dimensional models, posters, booklets, and also through informal verbal presentations to your lecturers and peers.

There will be opportunities to collaborate, work with your peers, students from other courses, clients or designers to realise your design ideas and outcomes.

Depending on the level of your studies, you are expected to reflect on, analyse and evaluate your learning and outcomes and decision making. In level 4 you experiment with your ideas, learning about different materials and processes, and developing core skills. In level 5 you make more active decisions and work on a range of industry related project briefs, and in level 6 you plan and carry out your projects with more independence, writing your own design briefs.

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

- External and industry engagement opportunities in External Audiences I, and External Audiences II 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 / sketchbook, which they present along with all portfolio submissions, to document and reflection their work including design projects, lectures, visits, research 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 Employability 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.

Additional Course Costs

Table of Additional Costs:

Module Code & Title	Type of Cost	Cost

Graduate Attributes

	Bath Spa Graduates...	In Interior Design, we enable this...
1	Confidently Self-Aware Reflect on and recognise my unique skills, strengths, and values and be able to apply and articulate them in a range of different contexts.	Through reflective and evaluative approaches to learning, including constructive reviews with peers, staff and professionals. Through teaching activities supporting you to identify your career direction.
2	Emotionally Attuned Be mindful of how my actions and emotions impact those around me so I can better navigate difficult situations and build effective interpersonal relationships.	Through collaborative learning opportunities that support self-awareness.
3	Inclusive Collaborator Contribute independently to collaborative projects while working effectively with others, valuing diversity and respecting individual differences.	By working in collaborative but also live client or competition projects that require learning independently and with peers.

	Bath Spa Graduates...	In Interior Design, we enable this...
4	Adaptable Innovator Embrace challenges, taking risks where needed and applying individual and collective problem solving.	By working with live clients or competitions to find design solutions to real-world problems.
5	Critical Thinker Keep an open mind, ask curious questions and think creatively to gain a deeper and broader understanding of global perspectives and the world around me.	Through our explorative approach to design briefs, addressing social, economic and environmental challenges.
6	Forward Thinker Set goals, plan ahead and utilise resources to support my personal ambitions and achieve my own version of success.	By developing strategic thinking skills and contextualising your interests within in interior design.
7	Ethical Leader Act with empathy, making decisions grounded in ethical principles while advocating for sustainability and positive social change.	Through projects that address environmental and social sustainability, placing the needs of the inhabitants first.
8	Responsible Self-Starter Be accountable for my actions and decisions while demonstrating creativity, proactivity, and a focus on solutions.	By creating a thriving studio culture that our students can actively participate in, developing their creative thinking.
9	Compassionately Resilient Respond to setbacks with a reflective and positive attitude, flexibility and a self-caring approach.	By creating a positive and supportive learning culture, building your confidence through exploration.
10	Digitally Resourceful Utilise and responsibly leverage existing and emerging technologies to solve problems and communicate.	By developing skills in industry related design software, learning about new technologies and using new methods of processing and application.

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

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) Interior Design

Single Honours	
Semester 1	Semester 2
Level 4	
Core Modules	
IDE4005-20 Introduction to Design Practices	IDE4008-20 Spatial Exploration
IDE4006-20 Ideation and Communication	IDE4009-20 Technical Practice II: Digital Integration
IDE4007-20 Technical Practice I: Construction Detailing	CDT4000-20 Wicked Problems: The Complexity of Critical Design Thinking
Rule Notes: N/A	
Level 5	
Core Modules	
IDE5006-40 Inclusionary Design 40 credits	IDE5007-20 External Audiences I
	IDE5008-20 Industry Ready I
	CDT5000-20 Critical Design Thinking and Contemporary Issues
Optional Modules	
IDE5005-20 Speculative Design	N/A
Rule Notes: N/A	

Single Honours	
Semester 1	Semester 2
Optional: Professional Placement Year 120 credits	
Level 6	
Core Modules	
CDT6000-20 Design Futures: Independent Critical Project	IDE 6004-40 Final Major Project
IDE6003-20 Research, resource, resolve	IDE 6005-20 Industry Ready II
Optional Modules	
IDE6002-20 External Audiences II	
Rule Notes: N/A	

Appendix 2: Map of Intended Learning Outcomes

Level	Module Code	Module Title	Status (C, R, R*, O) ¹													
				Subject-specific Skills and Knowledge									Skills for Life and Work			
				A1	A2	A3	A4	A5	A6	B1	B2	B3	C1	C2	C3	C4
4	IDE4005-20	Introduction to Design Practices	C	x			x		x		x			x		
4	IDE4006-20	Ideation and Communication	C			x					x				X	
4	IDE4007-20	Technical Practice I: Construction Detailing	C			x				x					x	
4	IDE4008-20	Spatial Exploration	C	x	x			x		x		x	x			

Level	Module Code	Module Title	Status (C, R, R*, O) ¹													
				Subject-specific Skills and Knowledge									Skills for Life and Work			
				A 1	A 2	A 3	A 4	A 5	A 6	B 1	B 2	B 3	C 1	C 2	C 3	C 4
4	IDE4009-20	Technical Practice II: Digital Integration	C			x									x	x
4	CDT4000-20	Wicked Problems: The Complexity of Critical Design Thinking	C			x			x	x	x	x	x		x	
5	IDE5005-20	Speculative Design	O	x		X			x	X		x				
5	IDE5006-40	Inclusionary Design	C	x	x	x			x	X		X			x	x
5	IDE5007-20	External Audiences I	C	x	x		x			X	x		x	x	X	x
5	IDE5008-20	Industry Ready I	C					x		x		x			x	
5	CDT5000-20	Critical Design Thinking and Contemporary Issues	C			x			x	x	x	x	x		x	
5	PPY5100-120	Professional Placement Year	O									x	x	x	x	
6	IDE6002-20	External Audiences II	O	x	X		x			x			x	x	X	
6	CDT6000-20	Design Futures: Independent Critical Project	C			x			x	x	x	x	x		x	

Level	Module Code	Module Title	Status (C, R, R*, O) ¹													
				Subject-specific Skills and Knowledge									Skills for Life and Work			
				A 1	A 2	A 3	A 4	A 5	A 6	B 1	B 2	B 3	C 1	C 2	C 3	C 4
6	IDE6003-20	Research, resource, resolve	C		x				X	x		x	x			
6	IDE6004-40	Final Major Project	C	x	X	x		X	x	x			x		x	x
6	IDE6005-20	Industry Ready II	C					x			x			x	x	

L e v e l	Mo d u l e C o d e	Mod u l e T i t l e	Stat us (C, R,R *,O) ⁱ	Assessment method														
					Coursework						Practical					Written Examination		
				Pr o j e c t	Co m p o s i t i o n	Dis s e r t a t i o n	E s s a y	Jo u r n a l	Po r t f o l i o	R e p o r t	Perf o r m a n c e	Pr a c t i c a l P r o j e c t	Pr a c t i c a l s k i l l s	Pre s e n t a t i o n	Se t e x e r c i s e s	Wri t t e n E x a m i n a t i o n	I n - c l a s s t e s t (s e e n)	In - c l a s s t e s t (u n s e e n)
4	ID E4 00 7- 20	Tech nical Pract ice I: Co nstru ction Detail ing	C					x			x							
4	ID E4 00 8- 20	Spati al Expl orati on	C					x										
4	ID E4 00 9- 20	Tech nical Pract ice II: D igital Integ ratio n	C					x			x							

Level	Module Code	Module Title	Status (C, R, R*, O) ¹	Assessment method														
					Coursework						Practical					Written Examination		
				Project	Composition	Dissertation	Essay	Journal	Portfolio	Report	Performance	Practical Project	Practical skills	Presentation	Set exercises	Written Examination	In-class test (seen)	In-class test (unseen)
5	ID E5 00 7-20	External Audiences I	C						x									
5	ID E5 00 8-20	Industry Ready I	C						x									
5	CD T5 00 0-20	Critical Design Thinking and Contemporary Issues	C						x									

[illegible]

