

**CREATIVE
ARTS
BUSINESS
TECHNOLOGY**

Course Information

Interior Design MA




**22
/ 23**

MA Interior Design

The MA Interior Design is conceived as a laboratory for spatial investigation and innovation. Design and crafting issues of fabrication, meaning, representation, new media, interaction, perception, tactility, materiality, emergent technologies and their capacity for use and misuse in modes of experiential delivery all provide contemporary theoretical themes and frameworks within the course.


Students are encouraged to interrogate and extend their knowledge of spatial theory through highly experimental projects. The course utilizes the range of craft and digital workshops and laboratories available at UCA Canterbury to facilitate a methodology of extended 1:1 scale prototypes and tests, rigorously recorded, iterated and refined to develop advanced applied design research capabilities. It fosters a process of risk taking and inculcates an inherent understanding and celebration of the importance of repeated design failure in the creative process.

 **Awarded by**
UCA


 **Taught by**
UCA

 **Location**
Canterbury

 **Language**
English

 **Duration**
INCLUDING AS APPLICABLE:
Full time – over 1 year

 **Recognition/Accreditation**
Not Applicable

 **Regulation**
The University for the Creative Arts and its courses are regulated by the Office for Students.

This course has been designed in line with national standards and reference points, including the [Master's Degree Characteristics Statement](#)

For further information about how the course is quality assured see UCA's Quality Assurance Handbook

Highlights

The course is strategically situated within the Canterbury School of Architecture and Design at UCA, accessing industry leading resources in digital design, fabrication, and spatial interaction. The School has a long history of developing and nurturing well rounded, confident, and highly skilled graduates.

Within the School of Architecture and Design, the course leverages a holistic “art school” approach to teaching design and technology that enables delivery of an innovative curriculum. You will develop a critical methodology in skill acquisition and project development, greatly enhancing employability and adaptability within an ever-evolving industry. All courses in the school are taught through a “studio centric” approach, emphasising the importance of cross disciplinary skill sharing, as much as space and resource sharing. This cross-discipline studio culture enables exciting opportunities for collaboration and experimentation to occur organically.

In particular the MA Interior Design shares a common structure with the MA Architecture and MA Product Design, offering a high degree of scope for collaboration across disciplines.

The course culminates in the well-respected Canterbury MA Graduation show. As such it provides, prepares and requires students to address the challenge of independently realising and comprehensively articulating full-scale spatial installations for a high profile and public arts event.

Student Support

We aim to ensure, where possible, personal tutors remain with a student throughout their degree studies to discuss all matters relating to student well-being and academic support. Personal tutors and the Careers & Employability Team will also support students in discussions around their potential or preferred career direction.

Students are further supported by:

- Unit leader for each unit
- School support staff
- Personal academic tutors
- Careers and Employability Services
- Technical support with IT and software
- My UCA - a versatile online learning environment
- Induction and ongoing re-induction sessions
- Student Staff Course Boards
- Library and Learning Resources
- Gateway Services including support for finance, regulations, disability, well-being, accommodation, and international students
- UCA Students' Union

International students receive additional support from our International Office and specialist administrative staff not only when they first arrive but also throughout their programme of study.

Our Commitment

University for the Creative Arts (UCA) is committed to sustainable development and reducing the environmental impact of activities through our teaching, research and day to day operations. Our courses align to Education for Sustainable Development as defined by UNESCO (2019): 'Education for Sustainable Development empowers learners to take informed decisions and responsible actions for environmental integrity, economic viability and a just society, for present and future generations, while respecting cultural diversity. It is about lifelong learning, and is an integral part of quality education. ESD is holistic and transformational education which addresses learning content and outcomes, pedagogy and the learning environment. It achieves its purpose by transforming society.' Equality, diversity and inclusion are fundamental to our commitment to the extraordinary creativity of our staff and students. In the UK the standards we are required to adhere to are embodied in the 2010 Equality Act. Equally importantly is how these standards are evidenced through the values and behaviours of the University and the individuals of which it is comprised. As well as compliance with these standards we should in my opinion all be exemplars and role models. In terms of everyday actions, this means we should treat others with respect and dignity, and value their contributions because of, and not despite, our differences. The Vice-Chancellor is personally committed to diversity and in this regard the University has the highest expectations of every employee and student alike.

Who teaches this course?

All permanent members of the academic team hold a postgraduate qualification in a related discipline, as well as a teaching qualification or fellowship of the Higher Education Academy. Two members have completed PhD's and are active within the research community, and three further members of staff are in the process of developing or completing their PhD's.

Working alongside the permanent staff are a team of Associate Lecturers, who you will encounter on a regular basis delivering design studio tutorials, workshops, and live projects. Our Associate Lecturer colleagues are active design practitioners and bring with them a wealth of knowledge, experience, and industry connections.

You will also be supported in your learning by an extensive technical team with vast technical and practical knowledge to share with you.

What will learning look like?

Learning and teaching within the MA is founded upon a pedagogic implementation of aspects of conversation theory and second order cybernetic discourse. Key to the approach is the primacy of establishing an intellectual creative space for individual learners to form a feedback loop between the practices of embodied making, reflective thought and public critical dialogue. The course encourages candidates to develop individual creative methodologies and research agendas that can drive such a process; to empower them to take full ownership of them; and to assume responsibility for delivering ambitious, self-managed, final outcomes.

In order to facilitate the above emergence, the MA units generally move from periods of more structured teaching and explicit exploration in the early stages of the year, towards increasingly self-directed independent project work. Course staff carefully observe and support a learner's progress towards such capabilities. The following structured teaching techniques are generally utilised during the MA year:

- Weekly one to one studio based design tutorials in which the 'tutor' aim is to act as a conversational guide and creative facilitator; explicitly stepping back from the literal dictation of ideas to require a student to find their own way to determining and agreeing future courses of action.
- Regular constructive critical reviews and public debate; at key design stages and concerning personal research avenues, to refine communication and aid a culture of interdisciplinary exchange at post graduate level and beyond.
- Lectures and student led seminars for the presentation of theoretical issues and their extended discussion relative to studio research and practice.
- Repeated emphasis on the importance of physical fabrication and practical testing to encourage haptic discoveries, material techniques and real delivery as an inherent part of the generation of design research thinking.
- An encoding of degrees of iterative failure and the recognition of how these have resulted in learning as a recognised deliverable within each unit.

The nature of the MA candidate profile is such that a proportion of learners originate from cultural, linguistic and creative contexts that are in practice alien to the course ethos. To both utilize such diversity and facilitate best possible engagement methods, formal unit teaching on the course is supplemented by a planned series of seminars and group conversations, run weekly by UCA Learning Enhancement and Support staff, within the MA space and reflecting upon studio preoccupations. Engagement with such opportunities can be extended to meet particular individual student needs as and where appropriate.

Assessment for most units is via synoptic design portfolio, with the exception of contextual studies units, where assessment is via the production of a structured narrative or essay.

By the end of the course you will be able to:

Knowledge

- **LO1** Initiate and implement an individual self-directed research project using research methods, materials, techniques and modes of representation appropriate to contemporary design practice
- **LO2** Demonstrate a thorough knowledge of, and critical engagement with, relevant practical, theoretical and professional contexts and be able to situate and interpret their own work within these.

Understanding

- **LO3** Understand and build upon historic and contemporary relationships between art, design and architecture and to use this broader perspective to provide an integrated, innovative approach to contemporary practice
- **LO4** Demonstrate an ability to analyse, synthesise and evaluate a range of external sources to inspire, inform and implement the generation and development of original ideas and solutions within a systematic research project

Application

- **LO5** Execute the independent realisation of a final built project to an ambitious degree of scale or complexity; showcasing development of experimental and innovative approaches to fabrication, technology, materiality, production and or representation within contemporary spatial practice
- **LO6** Identify the potential for their work within specific professional contexts and developed appropriate spoken, written and visual communication skills to clearly articulate their concepts, methods and proposals to both specialist, broad and international audiences
- **LO7** Demonstrate a reflective and evaluative approach to their own work, acting independently and decisively in identifying, implementing and sustaining future research thought and experimental practice at professional levels

Our approach to employability is to:

The course has a high degree of engagement with industry; from visits to practitioners' studios; to a wide range of guest critics and lecturers engaging with the course at review and presentation moments; and finally, by virtue of its location within Canterbury School of Architecture & Design, and exposure to the 'Multistory' annual guest lecture series.

Graduates of the course have gone on to take up posts at a wide range of design offices and disciplines such as:

- Interior Design
- Interaction Design
- Digital Fabrication
- Retail Design
- Leisure and Hotel Design
- Design Management

MA INTERIOR DESIGN
Academic Year 2022/23

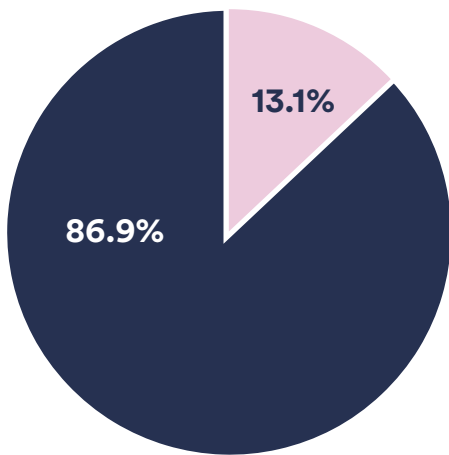
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FULL-TIME AUTUMN STARTS	Launch	CIND7011 Contexts and Methods [30 credits] [15 weeks]															CIND7012 Project Development [60 credits] [15 weeks]															CIND7013 Final Realisation [60 credits] [15 weeks]														
		CIND7002 Exploratory Practice [30 credits] [15 weeks]																																												

MA INTERIOR DESIGN
Academic Year 2022/23

		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
FULL-TIME FEBRUARY STARTS	Launch	CIND7011 Contexts and Methods [30 credits] [15 weeks]															CIND7012 Project Development [60 credits] [15 weeks]															CIND7013 Final Realisation [60 credits] [15 weeks]														
		CIND7002 Exploratory Practice [30 credits] [15 weeks]																																												

Overall methods of assessment	Written exams	Practical exams	Coursework
Level 7	0%	0%	100%

Study hours



■ Structured ■ Independent ■ Placement or Live Professional Activity

Additional Course Costs

A basic set of drawing tools, modelling tools and sketch books. A USB drive.

Equipment/materials recommended

A reasonable Windows or OSX laptop is useful, though not mandatory.

Visits

We normally have one foreign field trip to a location yet to be decided about half way through the academic year. Previous trips have included a visiting exchange with the staff and students from Innsbruck University and have formed an intrinsic part of our design activism and review processes. Costs for these are usually between £300-£400; the trip is not mandatory, but we hope you will be able to participate.

Students should also be prepared for an initial orientation walking tour of London in the first week of the first semester - details for this will be included in the studio handbook, due to be published in September. Other day trips may be included during the year but are optional.

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