Programme Specification 2025-26

1.	**Programme title**	MA Interiors (Architecture and Design)
2.	**Awarding institution**	Middlesex University
3a	**Teaching institution**	Middlesex University London
3b	**Language of study**	English

4a	**Valid intake dates and mode of study**

Mode of Study	Cohort	Delivery Location	Duration
Full-time (FT)	Semester 1	Hendon	1 Years
Part-time (PT)	Semester 1	Hendon	2 Years

4c	**Delivery method**	On Campus/Blended Learning

5. Professional/Statutory/Regulatory body (if applicable)
N/A

6.	**Apprenticeship Standard** (if applicable)	N/A

7. Final qualification(s) available
Target Award Title(s)
MA Interiors (Architecture and Design)
Exit Award Title(s)
PGCert Interiors (Architecture and Design)
PGDip Interiors (Architecture and Design)

8. Academic year effective from	2025-26

9. Criteria for admission to the programme
A good undergraduate degree (normally a 2:2 or better) in a subjects specific or related design subject, or a recognised, equivalent professional qualification. Applicants with a good undergraduate degree in an unrelated subject but with substantial professional

experience within the field of interiors, and who are able to demonstrate an aptitude for working in the subject at postgraduate level.

•We celebrate inclusivity and diversity and welcome applicants without the normal qualifications but who have extensive and substantial work experience in appropriate fields.

Portfolio and English Language Requirements:

•Applicants must submit a digital portfolio that demonstrates subject-related knowledge, skills, and critical engagement.

•Speakers of English as another language must provide evidence of proficiency with an IELTS score of 6.5 or higher (no component below 6.0) or an equivalent qualification.

•An Introductory Study Statement outlining subject interests, motivations, and a specific area of interest for advanced study.

University Policies:

•Admission policies align with the University's commitment to inclusivity, supporting students with disabilities as outlined in the University Regulations.

The University aims to ensure that its admissions processes are fair, open and transparent and aims to admit students who, regardless of their background, demonstrate potential to successfully complete their chosen programme of study where a suitable place exists and where entry criteria are met. The University values diversity and is committed to equality in education and students are selected on the basis of their individual merits, abilities and aptitudes. The University ensures that the operation of admissions processes and application of entry criteria are untaken in compliance with the Equality Act.

We take a personalised but fair approach to how we make offers. We feel it's important that our applicants continue to aspire to achieving great results and make offers which take into account pieces of information provided to us on the application form.

This includes recognition of previous learning and experience. If you have been working, or you have other learning experience that is relevant to your course, then we can count this towards your entry requirements and even certain modules once you start studying.

10. Aims of the programme

The programme aims to:

The MA Interiors [Architecture + Design] programme aims to:

•Cultivate a high level of expertise in innovative, speculative, and experimental approaches to interior architecture and design, with a particular focus on adaptive reuse strategies and sustainable practices. The programme highlights interdisciplinary collaboration, integrating insights from architecture, urbanism, design, art, and related fields to prepare students for the evolving demands of the built environment.

•Promote experimental communication and digital literacy by challenging students to explore various tools and platforms, including digital technologies, physical and virtual prototyping, and public dissemination. This enables students to effectively communicate their projects and broader design concepts to diverse audiences.

•Empower students with interdisciplinary, collaborative, and co-leadership skills that enable them to work within diverse, global teams and lead complex projects. The programme ensures that students are ready for leadership roles in future-proof industries and practices that emphasise sustainable solutions.

•Enable students to critically engage with and evaluate diverse research methodologies for design, drawing strong connections between theory and practice. This research-informed, practice-led approach ensures that students' design projects are rooted in rigorous academic inquiry and practical application.
•Position students to work in an international context, focusing on globally relevant design challenges and solutions while fostering an understanding of cultural diversity and historical significance in interior environments. This equips graduates to address the multifaceted requirements of international and multicultural settings.

11.	**Programme learning outcomes**

Programme - Knowledge and Understanding
On completion of this programme the successful student will have a knowledge and understanding of:

1. Cultures and Contexts
evaluate histories, theories, cultures, and contexts of Interior Architecture and Design for advanced design thinking.

2. Methods and Practices
demonstrate expertise in employing research methods and practices to support and substantiate critically engaged Interior Architecture and Design practices.

3. Design Principles
demonstrate mastery in identifying and exploring a diverse array of design principles.

4. Design Processes
conduct professional-level critical analysis of briefs, sites, and contexts to develop advanced spatial strategies.

5. Design Practice
apply specialised skills at a professional level, integrating design thinking, technologies, and materialities.

6. Articulation and Representation
utilise advanced methodologies to articulate and represent design ideation and iteration, effectively communicating outcomes to industry standards.

7. Making Public
showcase mastery in both analogue and digital literacies to effectively communicate and publish design research, processes, and final outcomes.

8. Employability
take ownership and demonstrate autonomy in managing their learning while upholding professional standards and processes relevant to Interior Architecture and Design.

12. Teaching/learning methods
Throughout the programme, students will acquire knowledge, understanding, and skills by engaging in a series of research and design projects. These projects will challenge students to apply various aspects of their learning, individual creativity, and originality to specific design briefs. The delivery methods incorporate different activities to ensure flexibility,

inclusivity, and accessibility.

Inclusive and research-informed teaching practices are embedded across all learning activities. Faculty members integrate their own research and the latest developments in the field, exposing students to cutting-edge theories and methodologies. Students are encouraged to adopt research-led approaches that integrate critical analysis and reflection into their design practice. The use of digital platforms, group-based projects, and tailored support ensures that all students are engaged and fully participating in the learning process.

Students' work and progress are supported through the following teaching and learning methods:

•Talks– Engaging directly with diverse insights and perspectives across the field with industry professionals and thought leaders provide students with diverse insights and perspectives from across the field, emphasising both local and global contexts

•Seminars – Encouraging critical interrogation of interior architecture and design as an evolving discipline, these sessions promote inclusive discussion and debate, allowing students to bring their diverse experiences and viewpoints into the conversation.

•Workshops – Offering opportunities to develop and hone specialist skills (e.g., digital tools, material exploration, model-making), workshops ensure students gain practical expertise that can be applied across all modules. The workshops embrace an inclusive approach by supporting various learning styles, offering flexibility in how skills are developed.

•Design Reviews & Tutorials – Regular tutorials provide personalised support for design development, helping students refine their strategies and communication methods in an inclusive environment. During reviews, students present their proposals and receive feedback from tutors, peers, and guest professionals, building confidence and incorporating diverse perspectives into their work.

•Studio Practice – Studio-based activities focus on collaborative, interdisciplinary work, encouraging students to engage in teamwork and knowledge exchange. This method emphasises inclusivity, as students work together to solve design problems, learning from peers with different perspectives and expertise.

•Visits – In person or virtual visits to real-world contexts offer students hands-on experience with design in action, promoting understanding of how their work can respond to environmental, cultural, and social contexts. The visits cater to inclusive learning by providing tangible, experiential learning opportunities that connect theory to practice.

•Digital Platforms – Utilising the University's virtual learning environment (VLE) and other digital tools, students are empowered to enhance their research, communication, and design processes. These platforms support accessible learning, ensuring that all resources are available regardless of location or physical constraints. They also encourage collaboration through shared digital spaces.

•Independent Study – Independent study is a crucial part of the programme, where students develop autonomy in research, critical thinking, and decision-making. Students are guided to structure their independent study with clear objectives, and tutorials provide ongoing feedback. The programme promotes inclusivity by allowing flexibility in how students engage with independent study based on their individual needs and learning styles.

On successful completion of the programme students will:

1. Cultures and Contexts
evaluate histories, theories, cultures, and contexts of Interior Architecture and Design for advanced design thinking.
2. Methods and Practices
demonstrate expertise in employing research methods and practices to support and

substantiate critically engaged Interior Architecture and Design practices.
3. Design Principles
demonstrate mastery in identifying and exploring a diverse array of design principles.
4. Design Processes
conduct professional-level critical analysis of briefs, sites, and contexts to develop advanced spatial strategies.
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apply specialised skills at a professional level, integrating design thinking, technologies, and materialities.
6. Articulation and Representation
utilise advanced methodologies to articulate and represent design ideation and iteration, effectively communicating outcomes to industry standards.
7. Making Public
showcase mastery in both analogue and digital literacies to effectively communicate and publish design research, processes, and final outcomes.
8. Employability
take ownership and demonstrate autonomy in managing their learning while upholding professional standards and processes relevant to Interior Architecture and Design.

Approx. number of timetabled hours per week (at each level of study, as appropriate), including on-campus and online hours :
FT 10-12 PT 5-6
Approx. number of hours of independent study per week (at each level of study, as appropriate): FT 40-38 PT 20-19

13. Employability
13a Development of graduate competencies
13b Employability development

The MA Interiors [Architecture + Design] programme is designed to equip students with advanced competencies and skills necessary for success in the interior architecture and design industries. The curriculum is tailored through consultation with industry professionals and external partners, ensuring students acquire the specialised skills required for leadership roles and advanced practice within the field. Modules are structured to promote critical thinking, innovation, and advanced skill development, preparing students for both professional practice and further academic research.

Leadership, Influence, and Collaborative Innovation

At the MA level, students are expected to lead their own research interests and design projects, through self-directed inquiry. Studio-based learning will foster collaboration, working with staff, other members of the cohort and your wider community of practice will influence and guide your academic journey. Students will lead complex projects, working across disciplines and with external collaborators, refining their ability to drive change and lead the future of design. By engaging with live projects, real-world case studies, and industry partners, students hone their leadership and influence, preparing them for strategic roles in the industry.

Entrepreneurship

Entrepreneurship is a key focus of the MA programme, as students are encouraged to think beyond traditional roles and develop their own design initiatives. MA students will gain experience in negotiating larger, more complex projects, looking for potential opportunities for development within a given environment. Students will be challenged to pitch ideas and participate in competitions while developing skills to organise and collaborate with professionals from various sectors. Self-directed projects in the latter stages of the programme enable students to explore multiple directions, aligning their personal and professional aspirations with market opportunities and emerging industry trends.

Advanced Communication, Empathy, and Inclusion

Effective communication and empathy are critical skills for MA-level designers, particularly when addressing complex, multifaceted projects. MA students will further develop their ability to communicate their spatial design ideas persuasively to diverse audiences, including stakeholders, clients, and collaborators. The programme will deepen their understanding of inclusive design practices, with an emphasis on human-centered, empathetic approaches to solving design challenges. Students will learn to use advanced research methodologies to design environments that are inclusive, accessible, culturally responsive and sustainable.

Curiosity and Lifelong Learning

MA students are expected to demonstrate a high level of intellectual curiosity and a commitment to lifelong learning. At the MA level, students are encouraged to take ownership of their learning journeys by engaging in targeted research and design projects that push the boundaries of the Interior design discipline. They are challenged to continually explore new ideas, trends, and technologies and to critically evaluate how these innovations might impact the future of interior architecture and design. Throughout the programme, students will reflect on their learning processes, adapting and evolving their practices as they engage with cutting-edge research and global design challenges.

Resilience and Adaptability

Resilience and adaptability are crucial at the MA level, as students are tasked with navigating the complexities of real-world design challenges. The programme encourages students to develop resilience by critically engaging with feedback, learning from failures, and iterating their designs to meet high standards. Through advanced studio work and tutorials, MA students will encounter a range of professional scenarios, helping them build the flexibility and adaptability needed to thrive in a rapidly changing industry.

Technological Mastery

Technological proficiency is essential for MA graduates, and the programme integrates advanced digital skills, including the use of cutting-edge software and fabrication technologies, alongside hands-on making technologies like laser cutting, 3D printing, and augmented reality (AR) applications. At the MA level, students are expected to not only use these technologies proficiently but also to critically evaluate and innovate with them, positioning themselves at the forefront of digital advancements in design.

Strategic Problem Solving and Project Delivery

MA students will develop advanced problem-solving skills, learning to approach design

challenges from strategic, systems-thinking perspectives. Feedback from tutors, members of the cohort and other commentators, test the design process led approach to problem solving. The programme will focus on enabling students to handle complex, multi-layered problems, integrating research, creativity, and project management to deliver robust solutions to a deadline.

Employability is systematically embedded and evaluated within the MA Interiors [Architecture + Design] programme to ensure students are prepared for career success in both academic and professional settings. The programme integrates career readiness through various targeted activities and engagement with different interested parties

Students engage in industry-driven projects that simulate real-world challenges, focusing on adaptive reuse and sustainable practices. These projects help build essential skills such as strategic problem-solving, design communication, and project management. Workshops and seminars develop professional competencies like client interaction, negotiation, and public presentation, while reinforcing digital fluency and research-informed practices.

Regular interaction with employers and industry professionals is integral to the programme. Guest lectures, studio critiques, and collaborative workshops with practicing architects and designers provide insights into industry expectations. Students gain valuable exposure through participation in design competitions, public exhibitions, and showcases, enabling direct feedback from potential employers and interested parties.

Employability skills are assessed through continual feedback from both academic staff and industry experts during reviews and presentations. This ensures alignment with current industry standards. The final project acts as a comprehensive evaluation tool, showcasing students' technical and conceptual skills to external stakeholders, enhancing visibility and career opportunities.

The programme's employability initiatives are regularly evaluated based on student feedback, graduate destination data, and industry consultations to maintain relevance and effectiveness at all levels of study.

Through collaboration with the Careers and Employability Service (MDXworks), students have the opportunity to engage in workshops and 1:1 activities to support their articulation of employability skills development, graduate competencies and career aspirations.

13c Placement and work experience opportunities (if applicable)

N/A

13d Future careers / progression

Graduates of the MA Interiors [Architecture + Design] programme are well-prepared for advanced roles in interior architecture, design studios, architectural firms, and multidisciplinary design agencies. Career opportunities include:
•Interior Architect / Designer: Leading the design and development of interior spaces, focusing on adaptive reuse, sustainability, and innovation.
•Exhibition / Set Designer: Creating immersive environments for events, galleries, and productions.
•Design Strategist: Developing strategic solutions for businesses, enhancing customer experiences, and optimizing interior spaces.
•Consultant: Advising on design solutions, sustainability strategies, and processes for clients

and stakeholders.
•Entrepreneur: Starting a personal design practice, consultancy, or studio, leveraging entrepreneurial skills developed during the programme.
•Academic and Research Pathways: Graduates are also well-equipped to pursue PhD programmes or further research, contributing to the advancement of knowledge in interior architecture and design.

With a global outlook, graduates can work on international projects, thanks to the programme's focus on cultural diversity, global design challenges, and adaptive reuse, preparing them for careers worldwide.

14. Assessment methods

Students' knowledge and understanding is assessed by:
-Live presentations
-Written or Visual Essay
-3D Prototyping
-Presentation Documents
-Research Field Book
-Design Development Journal
-Final Portfolio or Thesis publication

15. Programme Structure (level of study, modules, credits and progression requirements)

Structure is indicative for Part-time routes.

Students must take all of the compulsory modules and choose following programme requirements from the optional modules.

Non-compensatable modules are noted below.

Available Pathways

Not Applicable

Year 1
Year 1 Level 7 FT & PT

Code	Type	Module Title	Credits at FHEQ Level
IAD4101	Compulsory	Rethink and Reuse 2025-26	30 at Level 7
IAD4102	Compulsory	Research & Record 2025-26	30 at Level 7

IAD4201	Compulsory	Design Development: Adaptive Reuse 2025-26	30 at Level 7
IAD4202	Compulsory	Research by Design 2025-26	30 at Level 7
IAD4301	Compulsory	Sustainable Interiors: Synthesis 2025-26	60 at Level 7

Year 2
Year 2 Level 7 PT

Code	Type	Module Title	Credits at FHEQ Level
IAD4101	Compulsory	Rethink and Reuse 2026-27	30 at Level 7
IAD4201	Compulsory	Design Development: Adaptive Reuse 2026-27	30 at Level 7
IAD4301	Compulsory	Sustainable Interiors: Synthesis 2026-27	60 at Level 7

*Please refer to your programme page on the website re availability of option modules

16. Programme-specific support for learning

The staff team possesses a wide variety of skills and experiences, ranging from academic research to professional practice, ensuring the currency of the discipline.

All MA Interiors [Architecture + Design] students benefit from access to:
•Specialist studio spaces and equipment (for campus-based students)
•Fully equipped 3D workshops
•Industry-relevant software
•Adobe Suite subscription
•Library subject specialists to support student research
•Access to the Material Library

17. HECos code(s)	101316: Interior Design and Architecture

18. Relevant QAA subject benchmark(s)	

19. University Regulations

This programme will run in line with general University Regulations: [Policies | Middlesex University](https://www.mdx.ac.uk/about-us/policies/)

https://www.mdx.ac.uk/about-us/policies/

20. Reference points

The Frameworks for Higher Education Qualifications of UK Degree Awarding Bodies
https://www.qaa.ac.uk/d...ications-frameworks.pdf

Education for Sustainable Development
https://www.qaa.ac.uk/t...sustainable-development

Art and Design
https://www.qaa.ac.uk/d....pdf?sfvrsn=71eef781_22 (2019)

21. Other information *(if applicable)*

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 they take 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.

22. Programme learning outcomes

Knowledge, understanding and skills

1	**Cultures and Contexts** Students will evaluate histories, theories, cultures, and contexts of Interior Architecture and Design for advanced design thinking.
2	**Methods and Practices** Students will demonstrate expertise in employing research methods and practices to support and substantiate critically engaged Interior Architecture and Design practices.
3	**Design Principles** Students will demonstrate mastery in identifying and exploring a diverse array of design principles.

4	Design Processes

Students will conduct professional-level critical analysis of briefs, sites, and contexts to develop advanced spatial strategies.

5	Design Practice

Students will apply specialised skills at a professional level, integrating design thinking, technologies, and materialities.

6	Articulation and Representation

Students will utilise advanced methodologies to articulate and represent design ideation and iteration, effectively communicating outcomes to industry standards.

7	Making Public

Students will showcase mastery in both analogue and digital literacies to effectively communicate and publish design research, processes, and final outcomes

8	Employability

Students will take ownership and demonstrate autonomy in managing their learning while upholding professional standards and processes relevant to Interior Architecture and Design.

Programme learning outcomes - Highest level achieved by graduates

1	2	3	4	5	6	7	8
7	7	7	7	7	7	7	7

22b. Mapping by level of study and module

Module Title	Module Code by Level of study	1	2	3	4	5	6	7	8
Level of study (year)									
Rethink & Reuse	IAD4101		x	x	x		x		
Research & Record	IAD4102	x	x	x	x				
Design Development: Adaptive Reuse	IAD4201			x	x	x	x		
Research by Design	IAD4202		x	x			x	x	
Sustainable Interiors: Synthesis	IAD4301					x	x	x	x