

BA Interior Architecture

Programme Specification

1. Programme title	BA (Hons) Interior Architecture BA (Hons) Interior Architecture with Foundation Year
2. Awarding institution	Middlesex University
3a Teaching institution	Middlesex University
3b Language of study	English
4a Valid intake dates	September
4b Mode of study	Full-time/Thick Sandwich/Part-time
4c Delivery method	<input checked="" type="checkbox"/> On-campus/Blended <input type="checkbox"/> Distance Education
5. Professional / Statutory / Regulatory body	N/A
6. Apprenticeship Standard	N/A
7. Final qualification(s) available	BA (Hons) Interior Architecture BA (Hons) Interior Architecture with Foundation Year Dip HE Interior Architecture Cert HE Interior Architecture
8. Academic year effective from	2024/25

9. Criteria for admission to the programme

Recognition of Prior Learning (RPL) is permitted

Specific Admissions Policy and Procedures for Interior Architecture

Candidates apply through UCAS and should normally have completed at least 18 study units, including at least 2 6-unit awards. Candidates with fewer than 18 units or with only 1 6-unit award will be considered on an individual basis. Mature applicants whose work or life experience is relevant to the subject will also be considered.

Acceptance for entry is conditional on a satisfactory portfolio.

Evidence of competence in written and spoken English is also required – normally IELTS 6.0 with no less than

5.5 in any component or equivalent.

LEVEL 4 entry normally requires either a Foundation in Art and Design (or an equivalent qualification) or 112 UCAS Tariff points from a minimum of 2 A Levels or equivalent.

LEVEL 5 entry normally requires a Certificate of Higher Education (or equivalent) from another undergraduate programme in a relevant subject.

LEVEL 6 entry normally requires either a Higher National Diploma (or equivalent) or a Diploma of Higher Education from another undergraduate programme in a relevant subject.

10. Aims of the programme

The BA Interior Architecture programme aims to:

- Motivate and empower students to reimagine the urban environment through architectural interventions.
- Explore the potential futures of structures and environments as they near the end of their current lifecycle.
- Embed UN SDG Goals within all learning.
- Offer a shared Year 1 experience, where both Interior Architecture and Interior Design students develop as designers and learn collaboratively.
- Teach students to think empathetically, creatively, and independently.
- Equip graduates with a comprehensive set of industry-relevant skills tailored to the specific demands of Interior Architecture practice.
- Promote analogue and digital literacies and professional development strategies to enhance employability and personal growth.
- Create innovative place-makers able to participate in the complexities of designing sustainable, inclusive, and inspiring spaces for future generations to thrive.

11. Programme outcomes*

A. Knowledge and understanding

On completion of this programme the successful student will have knowledge and understanding of:

A1. Cultures and Contexts - the histories, theories, cultures and contexts of Interior Architecture.

A2. Methods and Practices - research methods and practices applicable to critically engaged Interior Architecture practice.

A3. Design Principles - the spatial principles of Interior Architecture.

A4. Design Processes - a range of spatial processes in relation to brief, site and context.

A5. Design Practices - the intersection between design thinking, technologies and materialities in Interior Architecture.

A6. Articulation and Representation - analogue and digital literacies for articulating and representing design thinking, ideation and iteration, including modelling, prototyping and fabrication techniques.

A7. Making Public - analogue and digital literacies for the communication and publication of design research, process and resolution.

A8. Employability - up-to-date professional practice standards and processes applicable to industry in Interior Architecture.

B. Skills

On completion of this programme the successful student will be able to:

B1. Cultures and contexts - interpret knowledge and understanding of the histories, theories, cultures and contexts of Interior Architecture to initiate design thinking.

B2. Methods and Practices - implement knowledge and understanding of research methods and practices to support and evidence critically engaged Interior Architecture practice.

B3. Design Principles

identify and explore the spatial principles of Interior Architecture to approach spatial design challenges.

B4. Design Processes - bring together critical analysis of brief, site and context to develop appropriate spatial strategies.

B5. Design Practices - apply knowledge and understanding of the intersection between design thinking, technologies and materialities to innovate and resolve spatial design challenges in Interior Architecture.

B6. Articulation and Representation - employ appropriate analogue and digital literacies for the articulation and representation of design thinking, ideation and iteration to communicate outcomes, including modelling, prototyping and fabrication techniques.

B7. Making Public - evidence knowledge and understanding of analogue and digital literacies for the communication and publication of design research, process and resolution to disseminate their practice.

B8. Employability - apply knowledge and understanding of contemporary professional practice standards and processes to prepare them for industry in Interior Architecture.

Teaching/learning methods

Throughout the program, students will acquire knowledge, understanding and skills by engaging in a series of design projects. These projects will challenge students to apply various aspects of their learning, as well as their individual creativity and originality, to specific design tasks.

The **Integrated Design Project** serves as the primary learning tool, facilitating the progressive acquisition, refinement, and demonstration of subject skills, knowledge, and understanding. These projects vary in scale, scope, complexity, and duration, contained within the **modules** that comprise each year of the programme.

Design projects may involve individual or group-based work, with a strong emphasis on participative and collaborative efforts. Group work fosters valuable professional skills, while peer learning enhances effectiveness. Ideas and proposals undergo rigorous testing and exploration in regular tutorials and reviews, where students receive advice and critical evaluation to develop and refine their work.

Your work and progress are supported and developed through a range of learning methods that include:

- Talks** –to engage with industry professionals and thought leaders, gaining insights and perspectives;
- Seminars** – to interrogate the interior as an evolving field of practice and enquiry;
- Workshops** – to acquire and develop specialist skills, to be applied across all modules;
- Digital means** to enhance research, communication, and design processes;
- Tutorials** – to support design development and to evaluate communication strategies and media;
- Studio Practice** – to develop collaborative working practices;

- **Reviews** – to present and articulate design proposals to receive feedback and guidance;
- **Visits** – to experience real-world contexts and the applications of design for the constructed environment;
- **Independent Study** – to develop autonomy in research, critical and reflective analysis, decision making and self- management;

The programme utilises the University's virtual learning environment and a variety of media and tools to support students in their understanding of module learning objectives and outcomes.

Assessment methods

Assessment is an integral part of learning, manifested both as grades and as feedback, and regular evaluation and critical review of your project work is as much a part of your learning process as seminars, workshops and project tutorials. You will receive feedback on all submitted or presented work, and you will be encouraged to reflect on and learn from it. The assessment of a piece of work can be either Formative or Summative.

Formative assessment is developmental in nature and is intended to provide a constructive commentary on your performance and how it can be improved and is a key part of the learning process. It is normally given throughout the learning process, using various forms of feedback (verbal, written, peer,...) which may include an indicative grading against the project assessment criteria.

Summative assessment is evaluative in nature and provides a criteria-based measure of the extent to which you have achieved the intended learning outcomes of a project or a module.

12. Programme structure (levels, modules, credits and progression requirements)

12.1 Structure of the programme

Foundation Year

Semester 1

- ADM0001
- ADM0002

Semester 2

- ADM0003
- ADM0004

Full Time

Year 1 / Level 4

Semester 1

- IAD1103
- IAD1102

Semester 2

- IAD1203
- IAD1202

Year 2 / Level 5

Semester 1

- INA2101
- INA2102

Semester 2

- INA2201
- INA2202

Year 3 / Level 6

Semester 1

- INA3101
- INA3102

Semester 2

- INA3201
- INA3202

Sandwich Mode

Year 1 / Level 4

Semester 1

- IAD1103
- IAD1102

Semester 2

- IAD1203
- IAD1202

Year 2 / Level 5

Semester 1

- INA2101
- INA2102

Semester 2

- INA2201
- INA2202

Year 3 / Placement Year

- IAD3003 (Placement module)

Year 4 / Level 6

Semester 1

- INA3101
- INA3102

Semester 2

- INA3201
- INA3202

Part Time

Year 1 / Level 4

- IAD1103
- IAD1102

Year 2 / Level 4

- IAD1203
- IAD1202

Year 3 / Level 5

- INA2101
- INA2102

Year 4 / Level 5

- INA2201
- INA2202

Year 5 / Level 6

- INA3101
- INA3102

Year 6 / Level 6

- INA3201
- INA3202

12.2 Levels and modules

Level 4

Compulsory

Students must take all of the following:

- IAD1103
- IAD1102
- IAD1203
- IAD1202

Optional

N/A

Progression requirements

Students must pass at least 90 credits to progress to Level 5.

To achieve Honours, failed credit will need to be repeated.

Level 5

Compulsory

Students must take all of the following:
following:

- INA2101
- INA2102
- INA2201
- INA2202

Optional

N/A

Progression requirements

Students must have passed at least 210 credits to progress to Level 6. *To achieve Honours, failed credit will need to be repeated.*

Level 6

Compulsory

Students must take all of the following:

- INA3101
- INA3102
- INA3201
- INA3202

Optional

IAD3003 - Optional Placement Module 120 Placement credit module (pass/fail).

Progression requirements

In order to graduate with an honours degree BSc Hons Interior Architecture award, students must have achieved 360 credit points.

Students that successfully complete the Placement module will also be awarded an Advanced Diploma in Professional Practice.

To graduate with an ordinary degree, 300 credit points with a minimum of 60 credit points at Level 6 must have been achieved.

University regulations apply

12.3 Non-compensatable modules

Module level – Level 6

Module Code – INA3202

13. Information about assessment regulations

This programme will run in line with general University Regulations:

<https://www.mdx.ac.uk/about-us/policies#regulations>

14. Placement opportunities, requirements and support (if applicable)

The program offers students the opportunity to undertake a year-long paid professional placement between Years 2 and 3 in Thick Sandwich (TKS) mode. To qualify for TKS mode, students must successfully complete all Level 5 academic modules. Upon completion of the placement year, students are required to submit a visual and reflective portfolio of their activities. Students that will successfully complete the Placement Year will receive an Advanced Diploma in Professional Practice in addition to their degree award.

Students will receive guidance and support in engaging with professionals and employers, including assistance with CV and portfolio preparation, as well as interview techniques. The Placement Year is administered with support and under the guidance of MDXworks Careers and Employability Service.

15. Future careers / progression

The programme focuses predominantly on core specialist and transferable skills necessary for a successful career in Interior Architecture. These skills are applicable in various professional settings, including design practice, independent consultancy, and diverse industry-related sectors such as multidisciplinary practices, local authorities, and cultural and educational institutions.

Recent graduates also have the option to advance to our MA Interiors (Architecture + Design) programme. Middlesex University offers financial support for students pursuing this path.

16. Particular 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 BA (Hons) Interior Architecture students benefit from access to:

- Specialist studio spaces and equipment
- Fully equipped 3D workshops
- Industry-relevant software
- A free 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) - Art and Design

<https://www.qaa.ac.uk/docs/qaa/subject-benchmark-statements/sbs-art-and-design-17.pdf>

19. Reference points

The Frameworks for Higher Education Qualifications of UK Degree Awarding Bodies

<https://www.qaa.ac.uk/docs/qaa/quality-code/qualifications-frameworks.pdf>

Education for Sustainable Development

<https://www.qaa.ac.uk/the-quality-code/education-for-sustainable-development>

Art and Design <https://www.qaa.ac.uk/docs/qaa/subject-benchmark-statements/sbs-art-and-design-17.pdf>

20. Other information

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 s/he takes 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.

21. Curriculum map for BA Film

This section shows the highest level at which programme outcomes are to be achieved by all graduates, and maps programme learning outcomes against the modules in which they are assessed.

Programme learning outcomes

Knowledge and understanding:

A1	Cultures and contexts Students will have knowledge and understanding of the histories, theories, cultures and contexts of Interior Architecture.
A2	Methods and Practices Students will have knowledge and understanding of research methods and practices applicable to critically engaged Interior Architecture practice.
A3	Design Principles Students will have developed knowledge and understanding of the spatial principles of Interior Architecture.
A4	Design Strategies Students will have knowledge and understanding of a range of spatial processes in relation to brief, site and context.
A5	Design Practice Students will have advanced knowledge and understanding of the intersection between design thinking, technologies and materialities in Interior Architecture.
A6	Articulation and Representation Students will have developed analogue and digital literacies for articulating and representing design thinking, ideation and iteration, including modelling, prototyping and fabrication techniques.
A7	Making Public Students will have knowledge and understanding of analogue and digital literacies for the communication and publication of design research, process and resolution.
A8	Employability Students will have knowledge and understanding of up-to-date professional practice standards and processes applicable to industry in Interior Architecture.

Skills:

B1	Cultures and contexts Students will be able to interpret knowledge and understanding of the histories, theories, cultures and contexts of Interior Architecture to initiate design thinking.
B2	Methods and Practices Students will be able to implement knowledge and understanding of research methods and practices to support and evidence critically engaged Interior Architecture practice.

B3	Design Principles Students will be able to identify and explore the spatial principles of Interior Architecture to approach spatial design challenges.
B4	Design Processes Students will be able to bring together critical analysis of brief, site and context to develop appropriate spatial strategies.
B5	Design Practices Students will be able to apply knowledge and understanding of the intersection between design thinking, technologies and materialities to innovate and resolve spatial design challenges in Interior Architecture.
B6	Articulation and Representation Students will be able to employ appropriate analogue and digital literacies for the articulation and representation of design thinking, ideation and iteration to communicate outcomes, including modelling, prototyping and fabrication techniques.
B7	Making Public Students will be able to evidence knowledge and understanding of analogue and digital literacies for the communication and publication of design research, process and resolution to disseminate their practice.
B8	Employability Students will be able to apply knowledge and understanding of contemporary professional practice standards and processes to prepare them for industry in Interior Architecture.

Programme Outcomes:

A1	A2	A3	A4	A5	A6	A7	A8	B1	B2	B3	B4	B5	B6	B7	B8
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Highest level achieved by all graduates

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Module Title	Module Code by Level	A1	A2	A3	A4	A5	A6	A7	A8	B1	B2	B3	B4	B5	B6	B7	B8
Design Thinking and Communication	IAD1103	X					X			X					X		
Studio: Spatial Design	IAD1102			X			X					X			X		
Studio: Exploring People & Place	IAD1203	X					X		X	X					X		
Studio: Designing for People & Place	IAD1202			X			X					X			X		

Interior Architecture Studio: Explore Public Interiors	INA2101		X	X			X			X	X	X			X		
Interior Architecture Studio: Design Public Interiors	INA2102				X		X		X			X	X		X		X
Interior Architecture: Context and Construction	INA2201	X	X				X		X	X	X				X		X
Interior Architecture Studio: Re-imagining Interiors	INA2202				X	X	X				X		X	X	X		X
Interior Architecture: Research for Design	INA3101	X	X				X	X	X	X	X				X	X	X
Interior Architecture Studio: Practices of Reuse	INA3102				X	X		X	X		X		X	X	X	X	X
Interior Architecture Studio: Explore Community	INA3201	X	X					X	X	X	X	X			X	X	X
Interior Architecture Studio: Design for Community	INA3202				X	X		X	X	X	X		X	X	X	X	X