

Title of Programme: Postgraduate Design


Programme Code: CTDES

Programme Specification

This programme specification is relevant to students entering:
01 September 2023

Associate Dean of School (Academic Quality Assurance):
Tony Rosella

Signature



A programme specification is a collection of key information about a programme of study (or course). It identifies the aims and learning outcomes of the programme, lists the modules that make up each stage (or year) of the programme, and the teaching, learning and assessment methods used by teaching staff. It also describes the structure of the programme, its progression requirements, and any programme-specific regulations. This information is therefore useful to potential students to help them choose the right programme of study, to current students on the programme, and to staff teaching and administering the programme.

Summary of amendments to the programme

Date	Section	Amendment
12/10/2023	D	Deleted the reference to online pathway (highlighted parts)
12/10/2023	TABLE 2 AND 3	Deleted the reference to online pathway (highlighted parts)

If you have any queries regarding the changes please email AQO@herts.ac.uk

Programme Specification Postgraduate Design

This programme specification (PS) is designed for prospective students, enrolled students, academic staff, and potential employers. It provides a concise summary of the main features of the programme and the intended learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if he/she takes full advantage of the learning opportunities that are provided. More detailed information on the teaching, learning and assessment methods, learning outcomes and content for each module can be found in Definitive Module Documents (DMDs) and Module Guides.

Section 1

Awarding Institution/Body	University of Hertfordshire
Teaching Institution	University of Hertfordshire
University/partner campuses	College Lane Campus
Programme accredited by	Not applicable
Final Award (Qualification)	MA
All Final Award titles	MA Interior Architecture and Design
(Qualification and Subject)	MA Graphic Design and Branding MA Illustration
FHEQ level of award	7

A. Programme Rationale

Postgraduate Design Programme – Overview

This programme addresses current and emergent trends in the Creative and Cultural Industries generally and in areas of Interior Architecture and Design, Graphic Design, and Illustration specifically.

This programme aims to give students an understanding of cutting-edge practice, develop their creative potential as a practitioner and give them the entrepreneurial skills they need to work successfully in their chosen specialist area of design.

PG Design includes:

Interior Architecture and Design explores a wide range of issues, including creative practice and space-making, as well as the use of materials, scales, and form in the creation of private, commercial, and public spaces. Working with a strong experimental ethos and developing solid technical skills, students examine the connection between architecture and interior design and the creation of both real and virtual spaces within an international, contemporary context.

Graphic Design and Branding adopts a creative, enquiring, and critical approach to the graphic image and its uses in contemporary practice. A wide variety of practices are supported, from traditional craft processes to contemporary digital image making. Students develop an individual professional practice informed by an awareness of the social, political, environmental, and commercial contexts of graphic design and the processes by which graphic signs operate to convey meanings in various environments.

Illustration allows students to develop their imaginative, creative, and technical potential through advanced knowledge and skills in the use of narrative storytelling and its relationship to illustration, as well as illustrative conventions in children's and adult literature, comics and other media. Students typically examine a range of media in the fields of illustration, including the role of image-making in new and traditional media and illustration's relationships with fine art and digital media.

Structure

At the heart of this is a learning and teaching methodology based around the idea of the enquiry, with the theoretically based common modules underpinning the practice-based modules. This concept structures our activities, promoting the transferable research skills characteristic of postgraduate education, enhancing critical

thinking and evaluation, requiring creative invention, analysis, and synthesis, and ensuring practice in a range of scenarios where communication of ideas and information takes place. There are full-time and part-time pathways, and all on-campus modules allow for student choice where learning is accessed online or on campus through hybrid delivery.

Career opportunities and distinctive features

Postgraduate Design aims to enable students to understand and operate within the complexity of our society and culture on a local and global scale. Sustainability, well-being, holistic design and their impact on the design industry are explored as recurrent themes in both theory and practice of design. The students are invited to adopt design methodologies that focus on the user experience, storytelling, and to acquire approaches of branding and design strategies according to the specificity of their subject. Through a combination of shared lectures, seminars, presentations, interdisciplinary projects and peer learning, students are encouraged to consider human-centred design from different viewpoints as collaborative opportunities between the three awards.

Students are encouraged to follow their aspirations whether to become freelancers or to join professional practices based on specific expertise or specialisms. From becoming experts in designing for well-being, sustainability, etc. to consultants in branding and communication, the programme offers the opportunity to understand the complexity of the professional world and facilitate the students to locate themselves within it.

B. Educational Aims of the Programme

Diversity and Inclusion

Our programmes are purposefully designed to enable all students to engage meaningfully with the curriculum by being accessible and representative. We will support students to shape their learning experience, removing barriers and enabling them to succeed. The curriculum explicitly includes multiple and representative perspectives, valuing collective identities and individual diversity. Learning, teaching and assessment activities help students to understand how they can enhance outcomes both for themselves and for others. All students belong to a learning community, and during their studies we really want to hear their voices, encourage them to listen to others, and express themselves.

The programme has been devised in accordance with the University's graduate attributes of programmes of study as set out in [UPR TL03](#).

Additionally this programme aims to:

Prepare students for the challenges of working professionally in a range of careers in Architecture and Design, Graphic Design and Illustration through:

- acquisition of knowledge, understanding and skills that serve the needs of local, national and global economies and to prepare students for work in the rapidly evolving world of the creative and cultural industries;
- provision of a postgraduate learning environment for students which encourages exchanges between students studying in diverse fields of design disciplines at an advanced level and within a supportive peer learning context;
- provision of an informed understanding of the professional and commercial contexts in the creative industries and the application of these to other relevant contexts;
- provision of a repertoire of transferable skills.

Subject specific (Interior Architecture and Design, Graphic Design and Branding, Illustration) aims are:

- to enable students to operate as practitioners within their chosen field with reference to knowledge and understanding and skills that are at the forefront of their discipline;
- to provide a challenging environment which stimulates debate and fosters innovative and creative approaches to the subject;
- to provide students with a critically well-informed understanding of their chosen individual and discreetly differing disciplines at an advanced level;
- to provide students with a learning environment and intellectual framework which enables them to develop a conceptual and intellectual awareness of their chosen disciplines and current best practices at an advanced level.

Graduate Attributes

Our graduates will be capable and professional, creative and enterprising, and will build their social and global awareness throughout. In addition to their subject expertise and proficiency, as a University of Hertfordshire graduate, they will be:

- Professionally focused
- Globally minded
- Sustainability driven
- Digitally capable and confident
- Inclusive and collaborative
- Evidence based and ethical

C. Intended Learning Outcomes

The programme provides opportunities for students to develop and demonstrate knowledge and understanding, skills and other attributes in the following areas. The programme outcomes are referenced the Frameworks for Higher Education Qualifications of UK Degree-Awarding Bodies (2014), and relate to the typical student. Additionally, the SEEC Credit Level Descriptors for Further and Higher Education (2021) have been used as a guiding framework for curriculum design.

Knowledge and Understanding:	Teaching/learning methods & strategies	Assessment
A1 Demonstrate a systematic knowledge and understanding of advanced techniques, processes and technologies relevant to the specialist award of study.	Acquisition of knowledge and understanding (A1 – A8) is through a mixture of: general and specialist group lectures, demonstrations and workshops, seminars and symposium discussions, individual and small group face-to-face and online tutorials;	Knowledge and understanding (A1 – A8) are assessed through a mixture of assignments using spoken and written media, posters and presentations, project outcomes and commentaries of various kinds.
A2 Demonstrate knowledge and understanding of research methods at Master's level to be applied in a creative and professional design practice;	processes of enquiry conducted during self-managed independent study;	
A3 Demonstrate knowledge and understanding of issues key to creative industries, institutions and academic environments in relation to the award of study.	reflective consideration of project work in process and on completion.	
A4 Demonstrate a critical awareness of the genres, aesthetic traditions, social, cultural and ethical frameworks relative to the award of study.	Throughout, the learner is encouraged to undertake independent study both to supplement and consolidate what is being taught/learnt and to broaden their individual knowledge and understanding of the subject.	
A5 Demonstrate knowledge of and an ability to reflect upon what it means to be a practitioner within the relevant field of study'.		

<p>For MA Interior Architecture and Design A6 Demonstrate an advanced awareness and knowledge of one or more specialisms within the field of Interior Architecture and Design.</p> <p>For MA Graphic Design and Branding A7 Demonstrate an advanced awareness and knowledge of one or more specialisms within the field of Graphic Design and Branding.</p> <p>For MA Illustration A8 Demonstrate an advanced awareness and knowledge of one or more specialisms within the field of Illustration.</p>		
Intellectual skills:	Teaching/learning methods & strategies	Assessment
<p>B1 Evaluate materials, processes, techniques and technologies and their application to specialist practice.</p> <p>B2 Evaluate and discuss critically current issues, debates and trends relevant to the chosen award of study.</p> <p>B3 Critically evaluate, develop and contextualise own work, with informed reference to current theory and practice at or near the forefront of their field of study.</p> <p>B4 Develop to a high level: visual language, conceptual skills and practical expertise in the specific area of the award which advance personal aspirations and potential opportunities at a professional level.</p>	<p>Intellectual skills (B1 – B4) are developed through the methods and strategies set out in A above.</p> <p>Throughout, the learner is encouraged to develop intellectual skills further by independent study.</p>	<p>Intellectual skills (B1 – B4) are assessed through the methods and strategies set out in A above.</p>
Practical skills:	Teaching/learning methods & strategies	Assessment

<p>C1 Initiate, develop and realise original creative work, which demonstrates initiative, personal responsibility, autonomy and a critical awareness of current practices, structures, audiences and registers of communication.</p> <p>C2 Effectively employ a range of media and technology to communicate ideas and information and create work which potentially evokes/invokes 'emotive responses' in others (audiences, etc.).</p> <p>C3 Work independently and take responsibility for project planning, implementation and decision-making at a professional level.</p> <p>For MA Interior Architecture and Design</p> <p>C4 Effectively employ current practices, techniques, and technologies within the field of Interior Architecture and Design to produce original creative work that demonstrates expertise and professionalism in its production.</p> <p>For MA Graphic Design and Branding</p> <p>C5 Effectively employ current practices, techniques, and technologies within the field of Graphic Design and Branding to produce original creative work that demonstrates expertise and professionalism in its production.</p> <p>For MA Illustration</p> <p>C6 Effectively employ current practices, techniques, and</p>	<p>Practical skills (C1 – C6) are developed through workshops, demonstrations and lecture discussions of underlying principles, theories and processes, through the use of skills and bodies of practice during self-managed independent study.</p>	<p>Practical skills (C1 – C6) are assessed through coursework assignments and project realisation.</p>
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technologies within the field of Illustration to produce original creative work that demonstrates expertise and professionalism in its production.		
Transferable skills:	Teaching/learning methods & strategies	Assessment
<p>D1 Communicate complex ideas clearly to a range of audiences in visual, written, and oral forms using appropriate academic and professional conventions;</p> <p>D2 Produce self-directed work of high quality, demonstrating initiative, autonomy, personal responsibility, originality and critical self-awareness, managing time and resources efficiently through appropriate project planning and organisation methods;</p> <p>D3 Effectively deploy a range of personal and entrepreneurial skills to meet professional aspirations;</p> <p>D4 Evaluate and reflect upon personal strengths and independently identify goals for continuing professional development.</p>	<p>Transferable skills (D1 – D4) are developed throughout the programme as part of self-managed independent study, in social learning situations and other group work activities, through reflection and commentaries on the work of self and others, through project process and realisation.</p> <p>Throughout, the learner is encouraged to develop transferable skills by maintaining a record of evidence and completing a reflective personal blog.</p>	<p>Transferable skills (D1 – D4) are assessed through coursework assignments and project realisation.</p>

D. Programme Structures, Features, Levels, Modules, and Credits

The programme is offered in full-time (1 year) and part-time (2 years) modes and leads to the award of a MA Degree in Interior Architecture and Design or a MA Degree in Graphic Design and Branding or a MA Degree in Illustration. Intake is normally in Semester A (September).

Professional and Statutory Regulatory Bodies

No accreditation

Work-Based Learning, including Sandwich Programmes

There is no work-based learning.

Programme Structure

The programme structure and progression information below (Table 1a and 1b) is provided for the award. Any

interim awards are identified in Table 1b. The Programme Learning Outcomes detailed above are developed and assessed through the constituent modules. Table 2 identifies where each learning outcome is assessed.

Table 1a Outline Programme Structure

MA Interior Architecture and Design

Mode of Study: Full Time

Entry point: Semester A

	Module Code	Credit Points	% Test	% Examination	% Coursework	% Practical	Semesters
Compulsory Modules							
Module Title							
Design Studio Practice 1	7CTA2049	15	0	0	100	0	A
Research Methods	7CTA2051	15	0	0	100	0	A
Advanced Design Skills Lab	7CTA2053	30	0	0	100	0	A
Design Studio Practice 2	7CTA2055	45	0	0	100	0	B
Professional Design Practice	7CTA2057	15	0	0	100	0	B
Major Study: Interior Architecture and Design	7CTA2059	60	0	0	100	0	C

Mode of Study: Part Time

Entry point: Semester A

Year 1

	Module Code	Credit Points	% Test	% Examination	% Coursework	% Practical	Semesters
Compulsory Modules							
Module Title							
Design Studio Practice 1	7CTA2049	15	0	0	100	0	A
Advanced Design Skills Lab	7CTA2053	30	0	0	100	0	AB
Design Studio Practice 2	7CTA2055	45	0	0	100	0	BC

Year 2

	Module Code	Credit Points	% Test	% Examination	% Coursework	% Practical	Semesters
Compulsory Modules							
Module Title							
Research Methods	7CTA2051	15	0	0	100	0	A
Professional Design Practice	7CTA2057	15	0	0	100	0	B
Major Study: Interior Architecture and Design	7CTA2059	60	0	0	100	0	ABC

MA Graphic Design and Branding

Mode of Study: Full Time

Entry point: Semester A

Compulsory Modules Module Title	Module Code	Credit Points	% Test	% Examination	% Coursework	% Practical	Semesters
Design Studio Practice 1	7CTA2049	15	0	0	100	0	A
Research Methods	7CTA2051	15	0	0	100	0	A
Advanced Design Skills Lab	7CTA2053	30	0	0	100	0	A
Design Studio Practice 2	7CTA2055	45	0	0	100	0	B
Professional Design Practice	7CTA2057	15	0	0	100	0	B
Major Study: Graphic Design and Branding	7CTA2061	60	0	0	100	0	C

Mode of Study: Part Time

Entry point: Semester A

Year 1

Compulsory Modules Module Title	Module Code	Credit Points	% Test	% Examination	% Coursework	% Practical	Semesters
Design Studio Practice 1	7CTA2049	15	0	0	100	0	A
Advanced Design Skills Lab	7CTA2053	30	0	0	100	0	AB
Design Studio Practice 2	7CTA2055	45	0	0	100	0	BC

Year 2

Compulsory Modules Module Title	Module Code	Credit Points	% Test	% Examination	% Coursework	% Practical	Semesters
Research Methods	7CTA2051	15	0	0	100	0	A
Professional Design Practice	7CTA2057	15	0	0	100	0	B
Major Study: Graphic Design and Branding	7CTA2061	60	0	0	100	0	ABC

The award of **MA Graphic Design and Branding** requires 180 credit points passed at level 7, including the Masters project.

MA Illustration

Mode of Study: Full Time

Entry point: Semester A

Compulsory Modules Module Title	Module Code	Credit Points	% Test	% Examination	% Coursework	% Practical	Semesters
Design Studio Practice 1	7CTA2049	15	0	0	100	0	A
Research Methods	7CTA2051	15	0	0	100	0	A
Advanced Design Skills Lab	7CTA2053	30	0	0	100	0	A
Design Studio Practice 2	7CTA2055	45	0	0	100	0	B
Professional Design Practice	7CTA2057	15	0	0	100	0	B
Major Study: Illustration	7CTA2063	60	0	0	100	0	C

Mode of Study: Part Time

Entry point: Semester A

Compulsory Modules Module Title	Module Code	Credit Points	% Test	% Examination	% Coursework	% Practical	Semesters
Design Studio Practice 1	7CTA2049	15	0	0	100	0	A
Advanced Design Skills Lab	7CTA2053	30	0	0	100	0	AB
Design Studio Practice 2	7CTA2055	45	0	0	100	0	BC

Year 2

Compulsory Modules Module Title	Module Code	Credit Points	% Test	% Examination	% Coursework	% Practical	Semesters
Research Methods	7CTA2051	15	0	0	100	0	A
Professional Design Practice	7CTA2057	15	0	0	100	0	B
Major Study: Illustration	7CTA2063	60	0	0	100	0	ABC

The award of **MA Illustration** requires 180 credit points passed at level 7, including the Masters project.

Structure of Full-Time Postgraduate Design Awards

FULL TIME		
SEMESTER A	SEMESTER B	SEMESTER C
DESIGN STUDIO PRACTICE 1 15 credits	DESIGN STUDIO PRACTICE 2 45 credits	MAJOR STUDY 60 credits
RESEARCH METHODS 15 credits		
ADVANCED DESIGN SKILLS LAB 30 credits	PROFESSIONAL DESIGN PRACTICE 15 credits	

Structure of Part-Time Postgraduate Design awards

Both on campus and online study modes share the same structure and, as far as possible, teaching. As far as possible part-time students are integrated with the full-time cohort as this brings many benefits of social learning and a sense of belonging to a community. Part-time students participate in lectures and activities together with full-time students for all the modules except Major Study Project which is mainly a student self-driven module.

Many part-time students also bring to their learning and to the programme relevant prior experiences, some of which may result in APEL.

YEAR 1 PART-TIME		
SEMESTER A	SEMESTER B	SEMESTER C
DESIGN STUDIO PRACTICE 1 15 credits	DESIGN STUDIO PRACTICE 2 45 credits	
ADVANCED DESIGN SKILLS LAB 30 credits		

YEAR 2 PART-TIME		
SEMESTER A	SEMESTER B	SEMESTER C
	MAJOR STUDY 60 credits	
RESEARCH METHODS 15 credits	PROFESSIONAL DESIGN PRACTICE 15 credits	

Table 1b Final and interim awards available

The programme provides the following final and interim awards:

Final Award	Award Title	Minimum requirements	Available at end of Level	Programme Learning Outcomes developed (see above)
Masters	Interior Architecture and Design	180 credit points including at least 150 at level 7	3 Semesters	A1, A2, A3, A4, A5, A6, B1, B2, B3, B4, C1, C2, C3, C4, D1, D2, D3, D4.
Masters	Graphic Design and Branding	180 credit points including at least 150 at level 7	3 Semesters	A1, A2, A3, A4, A5, A7, B1, B2, B3, B4, C1, C2, C3, C5, D1, D2, D3, D4.
Masters	Illustration	180 credit points including at least 150 at level 7	3 Semesters	A1, A2, A3, A4, A5, A8, B1, B2, B3, B4, C1, C2, C3, C6, D1, D2, D3, D4.

Interim Award	Award Title	Minimum requirements	Available at end of Level	Programme Learning Outcomes developed (see above)
Postgraduate Diploma	Design	120 credit points, including at least 90 at level 7	2, 3 Semesters	A1, A2, A3, A4, A5, B1, B2, B3, B4, C1, C2, C3, D1, D2, D3, D4.
Postgraduate Certificate	Design	60 credit points, including at least 30 at level 7	1-2 Semesters	A2; B2; C2; C3; D3

Masters and Diploma awards can be made "with Distinction" or "with Commendation" where criteria as described in [UPR AS14](#), Section D and the students' handbook are met.

Programme-specific assessment regulations

The programme is compliant with the University's academic regulations (in particular, [UPR AS11](#), [UPR AS12/UPR AS13](#) and [UPR AS14](#)) with the exception of those listed below, which have been specifically approved by the University:

None

Further points of clarification and interpretation relevant to this specific programme are given below:

Students are expected to commit to all elements of their programme of study, be punctual in their attendance and meet deadlines. Persistent, unexplained absence or late arrival/departure from lectures seminars, tutorials, and practical (either on campus or online), is not acceptable. Online teaching is typically synchronous, and students are expected to adjust their daily schedules to accommodate any differences in time zone.

Students may be required to attend some specific timetabled sessions for their programme and some modules have additional specific participation requirements in place which will normally be highlighted within the relevant DMD (Definitive Module Document) or other assessment documentation (module guide or assignment brief).

Other information relevant to the programme

Copyright: Students retain the Intellectual Property Rights, including copyright, in their films, images and other artefacts. Unless specifically notified by the student, the student grants the University the right to use any of their material for non-commercial academic use including the promotion of the Programme, School of Creative Arts and the University. The student may withdraw this consent at any time by contacting their programme leader or administrator.

E. Management of Programme & Support for student learning

Management

The programme is managed and administered through:

- Dean of School.
- Associate Dean of School (AQA) who has delegated responsibility for programmes in the School of Creative Arts.
- Academic Group Leader (Design) with an overview of the programme.
- A Postgraduate Coordinator supporting the Programme Leader and responsible for coordinating marketing and recruitment across the taught masters courses in the School.
- A Programme Leader who is responsible for the day to day management and admissions.
- A Tutor for each of the named awards.
- Module Leaders who are responsible for individual modules.
- Programme administrators
- A programme committee with responsibility for overseeing programme development, administration and student issues, the membership of which includes the programme administrator, academic group leader, programme leader, all teaching staff, student representatives, a technical officer and the Information Hertfordshire Manager.

Support

Students are supported by:

- An induction week at the beginning of each new academic session.
- Overseas orientation
- You will have a Personal Tutor who will be an important point of contact, able to help you gain a good understanding of the School and programme you are studying.
- Office of Dean of Students, Student Wellbeing (incorporating Counselling, Mental Health and Disability Support), Chaplaincy, and Day Nursery
- A versatile on-line inter-active intranet and learning environment.
- Guided student-centred learning on Canvas module sites
- Access to extensive digital and print collections of information resources
- Attractive modern study environments in 2 Learning Resources Centres
- Student Success Hubs, which include a Mathematics Drop-in Centre
- Medical Centre
- University Disability Advisors
- Careers and Employment
- Hertfordshire Student's Union
- Dedicated programme site

F. Other sources of information

In addition to this Programme Specification, the University publishes guidance to registered students on the programme and its constituent modules:

- A dedicated programme site
- A Definitive Module Document (DMD) for each constituent module;

The [Ask Herts](#) website provides information on a wide range of resources and services available at the University of Hertfordshire including academic support, accommodation, fees, funding, visas, wellbeing services and student societies.

As a condition of registration, all students of the University of Hertfordshire are required to comply with the University's rules, regulations and procedures. These are published in a series of documents called 'University Policies and Regulations' (UPRs). The University requires that all students consult these documents which are available on-line, on the UPR web site, at: <http://www.herts.ac.uk/secreg/upr/>. In particular, [UPR SA07](#) 'Regulations and Advice for Students' Particular Attention - Index' provides information on the UPRs that contain the academic regulations of particular relevance for undergraduate and taught postgraduate students.

In accordance with section 4(5) of the Higher Education and Research Act 2017 (HERA), the UK Office for Students (OfS) has registered the University of Hertfordshire in the register of English higher education providers. The Register can be viewed at: <https://www.officeforstudents.org.uk/advice-and-guidance/the-register/the-ofs-register/>.

G. Entry requirements

The normal entry requirements for the programme are:

For current entry tariff point requirements, please refer to the relevant page for the Course on the University website or on the online prospectus.

The programme is subject to the University's Principles, Policies and Regulations for the Admission of Students to Undergraduate and Taught Postgraduate Programmes (in [UPR SA03](#)), along with associated procedures. These will take account of University policy and guidelines for assessing accredited prior certificated learning (APCL) and accredited prior experiential learning (APEL).

If you would like this information in an alternative format please contact:

Hutton Hub Student Administration Service

Email: hhaq@herts.ac.uk

If you wish to receive a copy of the latest External Examiner's Report for the programme, please email a request to aqo@herts.ac.uk

Postgraduate Design

Table 2: Development of Intended Programme Learning Outcomes in the Constituent Modules

This map identifies where the programme learning outcomes are assessed in the constituent modules. It provides (i) an aid to academic staff in understanding how individual modules contribute to the programme aims (ii) a checklist for quality control purposes and (iii) a means to help students monitor their own learning, personal and professional development as the programme progresses.

Programme Learning Outcomes (as identified in section 1 and the following page)																							
		Knowledge & Understanding								Intellectual Skills				Practical Skills						Transferable Skills			
Module Title	Module Code	A1	A2	A3	A4	A5	A6	A7	A8	B1	B2	B3	B4	C1	C2	C3	C4	C5	C6	D1	D2	D3	D4
Design Studio Practice 1	7CTA2049			x	x					x	x	x		x	x	x					x		x
Research Methods	7CTA2051		x	x	x						x	x	x			x				x	x		
Advanced Design Skills LAB	7CTA2053	x	x		x	x				x		x	x	x	x					x	x		x
Design Studio Practice 2	7CTA2055	x	x	x	x	x				x	x	x	x	x	x	x				x	x	x	
Professional Design Practice	7CTA2057			x	x	x					x	x		x	x					x		x	x
Major Study: Interior Architecture and Design	7CTA2059	x	x	x	x	x	x			x	x	x	x	x	x	x	x			x	x	x	x
Major Study: Graphic Design and Branding	7CTA2061	x	x	x	x	x		x		x	x	x	x	x	x	x		x		x	x	x	x
Major Study: Illustration	7CTA2063	x	x	x	x	x			x	x	x	x	x	x	x	x			x	x	x	x	x

KEY TO PROGRAMME LEARNING OUTCOMES

Knowledge and Understanding

- A1. Demonstrate a systematic knowledge and understanding of advanced techniques, processes and technologies relevant to the specialist award of study;
- A2. Demonstrate knowledge and understanding of research methods at Master's level to be applied in a creative and professional design practice;
- A3. Demonstrate knowledge and understanding of issues key to creative industries, institutions, and academic environments in relation to the award of study;
- A4. Demonstrate a critical awareness of the genres, aesthetic traditions, social, cultural and ethical frameworks relative to the award of study;
- A5. Demonstrate knowledge of and an ability to reflect upon what it means to be a practitioner within the relevant field of study;

For the award of Interior Architecture and Design:

- A6. Demonstrate an advanced awareness and knowledge of one or more specialisms within the field of Interior Architecture and Design.

For the award of Graphic Design and Branding:

- A7. Demonstrate an advanced awareness and knowledge of one or more specialisms within the field of Graphic Design and Branding.

For the award of Illustration:

- A8. Demonstrate an advanced awareness and knowledge of one or more specialisms within the field of Illustration.

Intellectual Skills

Practical Skills

- C1. Initiate, develop and realise original creative work, which demonstrates initiative, personal responsibility, autonomy and a critical awareness of current practices, structures, audiences and registers of communication;
- C2. Effectively employ a range of media and technology to communicate ideas and information and create work which potentially evokes/invokes 'emotive responses' in others (users, audiences, etc.);
- C3. Work independently and take responsibility for project planning, implementation and decision-making at a professional level;

For the award of Interior Architecture and Design:

- C4. Effectively employ current practices, techniques, and technologies within the field of Interior Architecture and Design to produce original creative work that demonstrates expertise and professionalism in its production.

For the award of Graphic Design and Branding:

- C5. Effectively employ current practices, techniques, and technologies within the field of Graphic Design and Branding to produce original creative work that demonstrates expertise and professionalism in its production.

For the award of Illustration:

- C6. Effectively employ current practices, techniques, and technologies within the field of Illustration to produce original creative work that demonstrate expertise and professionalism in its production.

Transferable Skills

- | | |
|--|---|
| <p>B1. Evaluate materials, processes, techniques and technologies and their application to specialist practice</p> <p>B2. Evaluate and critically discuss current issues, debates and trends relevant to the chosen award of study</p> <p>B3. Critically evaluate, develop and contextualise own work, with informed reference to current theory and practice at or near the forefront of their field of study</p> <p>B4. Develop to a high level: visual language, conceptual skills and practical expertise in the specific area of the award, which advance personal aspirations and potential opportunities at a professional level.</p> | <p>D1. Communicate complex ideas clearly to a range of audiences in visual, written and oral forms using appropriate academic and professional conventions</p> <p>D2. Produce self-directed work of high quality demonstrating initiative, autonomy, personal responsibility, originality and critical self-awareness, managing time and resources efficiently through appropriate project planning and organisation methods</p> <p>D3. Effectively deploy a range of personal and entrepreneurial skills to meet professional aspirations.</p> <p>D4. Evaluate and reflect upon personal strengths and independently identify goals for continuing professional development.</p> |
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Table 3: Development of Graduate Attributes in the Constituent Modules

This map identifies where the Graduate Attributes are delivered in the constituent modules. It provides (i) an aid to academic staff in understanding how individual modules contribute to the development of the Graduate Attributes (ii) a checklist for quality control purposes and (iii) a means to help students monitor their own personal and professional development as the programme progresses. [Note that there is no requirement for the Graduate Attributes to be assessed through these modules]

D = Delivered

Module Title	Module Code	Professionally Focused	Globally Minded	Sustainability Driven	Digitally capable & confident	Inclusive and collaborative	Evidenced based and Ethical
Design Studio Practice 1	7CTA2049	D	D	D		D	D
Research Methods	7CTA2051		D				D
Advanced Design Skills LAB	7CTA2053	D		D	D	D	
Design Studio Practice 2	7CTA2055	D	D		D	D	
Professional Design Practice	7CTA2057	D	D	D	D	D	D
Major Study: Interior Architecture and Design	7CTA2059	D	D	D	D		D
Major Study: Graphic Design and Branding	7CTA2061	D	D	D	D		D
Major Study: Illustration	7CTA2063	D	D	D	D		D

Section 2

Programme management

Relevant QAA subject benchmarking statements

Type of programme

Date of validation/last periodic review

Date of production/ last revision of PS

Relevant to level/cohort

Administrative School

Language of Delivery

Art and Design, December 2019

Taught postgraduate

January 2023

March 2023

Level 7 entering September 2023

School of Creative Arts

English

Table 4 Course structure

Course details			
Course Code	Course Description	HECOS	UCAS
CTIADM	MA Interior Architecture and Design	100232	Not applicable
CTGDBM	MA Graphic Design and Branding	100232	Not applicable
CTILLM	MA Illustration	100232	Not applicable