

Course Information Sheet

BA (Hons) Interior Design

Mode and course length – Full-Time (4 years)

Location – ARU Cambridge Campus

Awarding Body – Anglia Ruskin University. As a registered Higher Education provider Anglia Ruskin University is regulated by the Office for Students.

Overview

Develop your creative vision and get a fresh perspective on design. Discover the relationships between design, experience and narrative to become a unique designer with a distinctive creative voice.

Exciting and intriguing spaces offer experiences that make us want to return again and again. On our BA (Hons) Interior Design you will learn to create effective design proposals, while considering how to develop spaces that connect stories with people.

Design can reveal a lot about the users in the space or community they inhabit. You will explore how to embed significant stories into your designs, stories that will help others to develop social connections and make your designed spaces important to the wider community.

For example, you might consider how someone behaves in a space, what inspires their social interactions, then develop your design proposal around the needs for this activity, such as a communal kitchen where neighbours can meet each other and learn to cook locally grown food. Here we ask, 'What connects someone to their place?'

Throughout the course, you'll be encouraged to propose design questions - not just solutions, allowing you to better understand a space before you redesign it. Such questions might include: how can public spaces cater for multiple activities and users?; how much space do we need to live in?; how can we respond to changes on the high street by offering an alternate experience?; or how do major brands reinvent themselves to respond to new markets?

We think your ideas, design skills and team work are important. You'll develop these by working together in small teams at different stages of your degree, sometimes alongside students from other year groups or other art courses, as well as engaging in a consistent conversation with your tutors throughout all three years of the course.

Our small studio groups ensure there are at least two tutors for every 20 students. Your tutors will get to know you and your work very well, helping you to become a resilient and creative designer ready to work in industry.

In all of your work, you'll be able to draw on the shared languages of our specialist team, including spatial and architectural design, object design, film, theatre, and lighting design. This varied combination of ideas makes our graduates unique.

You'll also have opportunities to take part in live projects set by industry as well as work placements. In a recent live project, our second year students designed and built the setting for our third years' degree show exhibition in Cambridge and London.

Course Delivery

Our courses are delivered through teaching and learning methods which provide students with the widest possible exposure to a modern and innovative higher education experience.

These methods vary and could include attendance at lectures and seminars, undertaking laboratory exercises or work-based activities, practical work, performances, presentations, field trips, other relevant visits and e-learning through Canvas, our online learning management system.

Each course is divided into a number of 'modules' which focus on particular areas, each of which has a specific approach to its delivery. This information is published to students for each module they take via the Module Definition Form (MDF) and Canvas.

Assessment

Our studio projects will allow you to focus on your creative development, while you'll also demonstrate your process and creative decisions through a combination of portfolio, written and practical studio work.

Fees

Information about your course fee including any annual fee increases or deposits (if required) can be found in your offer letter.

Additional Costs

Materials- Estimated £900, London show- £40 (£20 per trimester), Freerange Magazine Participation- £140 (fourth year only),

Optional field trips- £150 each, one per year

Modules

Core Modules

Year 1: Foundation in Art and Design

This module will provide students with the necessary skills to begin studying at level 4 in Art, Design and related courses.

Students will be introduced to the core skills necessary to succeed in higher education, including researching and referencing appropriately, demonstrating appropriate ICT skills, and communicating effectively verbally and in writing.

Students will be introduced to practical art and design skills including developing skills of visual storytelling, image-making both in traditional and digital media, visual language and communication, formulating an independent creative response to a broad range of subject matter.

Students will also be introduced to the fundamentals of design from a creative perspective, and to some of the key ideas/movements dominating art, design and culture, during the past few centuries.

Students will work extensively in groups and collaboratively, with students from art and design, architecture and engineering pathways.

The module is made up of the following 8 constituent elements:

- Interactive Learning Skills and Communication (ILSC)
- Information Communication Technology (ICT)
- Composition and Style
- Creative Workshops 1
- Approach to Design
- Critical and Contextual Studies
- Creative Workshops 2
- Specialist Project

Year 2: Interior Design Studio 1

This module is a studio based module and will introduce you to the foundational design principles and communication techniques of Interior Design which you will develop in later modules. Students in this module will explore the conceptual aspects of interior design using a range of key communication skills such as drawing as a creative process, developing three dimensional awareness in design and developing the technical and aesthetic principles that are fundamental to the space, form and order of the built environment, using scale, proportion, colour, texture and spatial thinking. This introductory and exploratory module will be underpinned by a series of lectures on design theory designed to reinforce your understanding of theoretical principles in order to be able to develop a strong rationale. A series of projects will explore 3D form by applying the laws of

geometry as follows: studies of the human form will be made in terms of researching and analysing how the body works, planning for single person space using anthropometric and ergonomic references, principles of duality, and a final domestic design expressing the identity of a particular client. Weekly individual or group assignments and discussions address the development of your practice and the progress of your design assignments and projects.

Year 2: Spatial Drawing

You will explore, map and draw several three-dimensional spaces using the visual communication tools employed by interior designers. The module encourages you to think and learn about drawing as a tool kit which you can apply to your design studio projects, forming a foundation for communication and development of your ideas. Through a series of exercises and workshops you will learn how to produce basic drawing set and the connection between two-dimensional documentation and three-dimensional spatial awareness. You will compile a set of drawings which clearly describe a series of given spaces in their three-dimensional qualities.

Year 2: Interior Design Studio 2

This module is a developed studio based module where students will further explore the skills of technical and aesthetic principles that are fundamental to the space, form and order of the built environment, using scale, proportion, colour, texture and spatial thinking. The studio has a continued focus on spatial design principles and design communication and will explore freehand perspective drawings and advanced practice in hatching and rendering techniques. Design communication is developed through one-point and two-point perspective of objects, interiors and exterior spaces. The studio will introduce students to furniture design; its types, uses and history. Students will test their research through a furniture brief. The second design project continues to develop students' critical 3D thinking in spatial design. Students explore the relationship between people and the spatial environment through an exhibition/museum brief. The interior design project helps students to investigate how people move and behave in space, the relationship between interior and exterior spaces, and basic interior design elements such as light, colour and materials. This module will be underpinned by a series of lectures on design theory designed to reinforce your understanding of theoretical principles in order to be able to develop a strong rationale. Weekly individual or group assignments and discussions address the development of your practice and the progress of your design assignments and projects.

Year 2: Digital Media 1

Digital Media 1 is a core foundational design skill where students focus on 2D professional digital communication tools. Students undertaking this module will be introduced to key digital communication tools. Students' skills will be built and developed through a variety of discipline specific projects, briefs and by undertaking specific workshops. Students will be encouraged to explore image manipulation, image making and visual communication techniques that will contribute to their studio practice modules while discovering the capabilities of the selected programs.

Year 2: Building Technology in Interior Design

Building Technology in Interior Design is designed to support design project modules by providing you with information about construction and finishing materials to apply in your design work. The module introduces the basic types of construction elements, materials and details, from foundations to primary and secondary interior structures. Different types of finishing materials, joinery and ironmongery are explored focusing on their properties and fitting details. Finishing touches on ceilings, walls, floors and other surfaces of interiors are explored as well as fabrics and upholstery. Detailing and materials are also discussed so that you will be able to link these with your studio briefs. The module covers basic information needed by interior designers on building services such as heating, ventilation, water supply and drainage. Spread of fire is discussed, to make you aware of materials and design solutions that are required for fire safety in buildings. A group research project is conducted to prepare a material folder for future reference. Each group is asked to conduct research on different types of interior finishes (for properties, types, cost, dimensions and construction details) and to bring samples for presentation. The research is then presented in the studio. Visit/s are arranged to help you make contact with particular materials or various stages of construction.

Year 3: Interior Design Studio 3

Interior Studio 3 develops students' conceptual and problem solving skills by offering opportunities for specialisation and the exploration of more complex design problems. Students in this studio continue to explore the role and responsibilities of the interior designer, with two interior design projects which investigate the challenges of public (as opposed to domestic) space;

retail, leisure and working environments. Lectures are designed to enhance your knowledge and understanding of architectural construction, construction materials and domestic services, introducing technical processes and exemplary case studies that can then be applied to your own design practice. Special design concepts such as Universal Design, Eco design, green materials and way finding will be explored and incorporated into design solutions to enable students' understanding and implementation of user needs, requirements and expectations.

Year 3: Digital Media 2

Building on your skills from Digital Media 1, you will consider the organisation of work flow and create rendered work with a high level of detail and quality. You will be encouraged in this module to build image and to mix various software with hand generated drawings, photographs and artefacts.

In this skills module you will make use of additional elements of industry standard CAD software packages and make use of those you are already familiar with to a higher level of proficiency. The aim of which is to further develop your visual communication and presentation skills to a professional level. Portfolio outcomes arising from this module give students a strong foothold with their search for internships and Summer placements.

You will be encouraged to link your work in this module with a studio project and to create persuasive three dimensional models, visual imagery and drawings which will help convey your design proposals and develop your portfolios. It is possible to also align your work with 3D manufacturing software and equipment.

The taught sessions will run over the trimester initially with formative small projects. The module is supported by small group exercises, tutorials, one to one tuition and online workshops supported by the university through Linda.com.

It is recommended that students do test prints throughout the module to examine how their work will be read on and off screen.

For final submission, students may use tiler aps to reduce printing costs.

Year 3: Debates and Practices

This module's purpose is to explore the links between critical studies and practice. It is intended to enable you to enrich your knowledge and develop your articulacy about your specialism and draw on wider perspectives in relation to your own work. It will be especially attentive to debates about contemporary practice. The module will be seminar based and may be held in the studio, when appropriate and possible. Discussions will engage theory and history with your own developing ideas about contemporary production. The agenda will be open and respond to current events, work and interests.

Year 4: Interior Design Studio 5

Interior Design Studio 5 helps you to engage in a creative relationship with the given site/s to produce speculative 3D and portfolio projects. These project may later creatively inform or enrich your larger projects which you will undertake in your second trimester in your Major Project.

In this Studio you will be encouraged to examine the given site and to develop a series of three dimensional design proposals. These proposals will respond to both site and to any relevant design focusing questions which you develop through creative studio research and / or through your Research Project.

To aid your design methodology, you will develop and document design narratives of activities and users through your detailed site explorations. This exploration will include various mapping activities, research activities, three-dimensional experimentation and drawing experimentation. You will be asked to make use of or to respond to the surrounding social, environmental and architectural landscapes.

The outcomes of this studio may be purely speculative. Your proposals need however to be visually resolved for this level of study. Your spatial exploration needs to be tested and communicated and should align with the narratives you have developed in the studio.

Year 4: Major Project: Interior Design

The Major Project is the culmination of the Art and Design undergraduate practice courses. Depending upon your course, you will pursue the Major Project individually or as member of a group. At the outset, you will prepare a demanding proposal for an

independent creative project, to be approved by your supervising tutor. In this final project, you will need to demonstrate your capacity to work to a planned schedule, research your options imaginatively, take account of current thinking on the issues your project raises, develop your work in convergent and divergent ways, respond positively to criticism and arrive at creative solutions. You will be expected to display, in both preparatory and finished work, an advanced understanding of the methods, techniques, materials and processes appropriate to your chosen media. Your developmental work will be subject to peer and tutor review and assessed with your finished work.

This module is exempt from the full ethical approval process in accordance with section 6 of the Academic Regulations (www.anglia.ac.uk/academicregs).

Optional Modules

(Subject to availability)

Year 2: Design: Contextual Studies

The module is designed to introduce the skills required during your course of study for researching, analysing and writing about art and design. It provides an overview of some of the major developments in art and design relevant to your subject discipline, considering issues of both industry practice and critical theory in relation to the social, cultural and intellectual climate of their times. The module may draw on examples from graphic design, interior design, fashion, industrial design, architecture, product design, media communications and fine art, but is taught with a particular emphasis on your own discipline. A constant question for us therefore concerns the possible definitions of 'design' itself. As well as this subject-specific content, the module also includes a series of workshops and exercises which introduce the skills of library research, critical analysis of visual imagery, essay writing and academic referencing, which will provide a foundation for your studies later in the course.

This module must be taken by all students, except in the specific circumstances where an international student may be required to take an additional English for Study module instead, in order to improve their English Language level.

Year 2: English for Study 1

This is the first in a series of English for Study modules. It aims to support those students who are at or below IELTS 6.0, or equivalent, in their academic writing/discussion abilities. It develops both students' grammatical accuracy and their ability to extract key points from a variety of spoken texts. It further requires students to demonstrate increasing awareness of essay planning and the importance of summary writing and referencing skills in academic essays. Discussion skills are also developed to ensure students are able to contribute in both seminar and tutorial discussions. The module, taught over two hours per week will consist of a variety of activities including group debates, and discussions, presentations, listening and comprehension exercises from authentic audio, and audio-visual material of academic lectures. Students will also be guided in independent learning, via the Language Centre and Library and the Language Laboratories through a wide range of media resources including newspapers and academic journals, videos, and internet.

Year 2: English for Study 2

This is the second in a series of English for Study modules. It aims to further develop students' essay writing skills and reading techniques. It concentrates on advanced writing and organisational skills: planning essays, writing introductions, paragraph development and writing conclusions as well as looking at style and the development of argument. Emphasis is also put on the importance of relevant and accurate referencing and paraphrasing and issues surrounding plagiarism and collusion. The module also focuses in on text referencing such as tables and charts etc., and bibliography structure and appendices. Problematic areas of grammar are also looked at including the passive voice, conditionals and inversion to enhance style. The module, taught over two hours per week will consist of a variety of activities including group debates, and discussions, reading comprehension exercises from authentic texts, and academic journals. Students will also be guided in independent learning, via the Language Centre and Library and the Language Laboratories through a wide range of media resources including books, academic journals, videos, and internet.

Year 3: Identities

How do we define ourselves? How do we define others? How do images perpetuate stereotypes and how do artists and film makers unpick these and explore alternatives? These questions are at the root off this module. There is an opportunity to explore identity formation from psychoanalytic or sociological or philosophical perspectives. How fluid, open and multiple are our

identities? You may select the image of the artist or film maker as a topic to consider. Notions of body-image and role-play can be explored. The interconnections between memory and history are important in how we see ourselves. Gender, sexuality, ethnicity, nationhood, class are all important aspects of identity to consider. Feminist theories and 'postcolonial' studies are a major contribution to the explanations of and debates about identities. How have artists and film makers explored these issues? This is an opportunity for you to decide on a focus of study that may well link into your own interests in the studio.

Year 3: Design for the Screen

Design for the Screen is a module which explores how designers collaborate with directors, cinematographers and costume designers to visually portray character, period, place, mood, quality in order to support and develop visual story telling for the screen. The module considers the responsibilities of different roles in pre-production and looks at how designers communicate and document collaborative decisions, how designers get information to set, and the chain of communication through the art department. During the module, you will make presentations, watch and discuss selected screenings covering the material, and practice using the elements of mise-en-scène for a selected script. During the module you will also examine different sorts of design typologies that assist in your visual decisions and ultimately with your collaborations with key creative members of screen production. In completing this module, you will undertake the breakdown of a script to identify design potential. You will use your breakdown to explore how to manipulate the elements of design for the screen and the languages of genre. Elements explored include colour, texture, scale, lens and stock choices, choreography, tempo, special effects, costume and composition. The module provides an opportunity for you to review a variety of different design styles and visual languages used in screen culture which assist and inform design decisions.

Year 3: Installation Practice

Within this module you will explore various approaches to installation which as a discipline manifests ideas around context, physical space and the nature of the artwork itself. Work can be developed in a variety of ways - whether installations of sculpture, paintings, mixed media work, film, video, sound, photography etc. From collections of ephemeral materials to substantial assemblages. For this module you will be split up into working groups in order to explore the qualities of specific locations in relation to your practice. Work may well be situated in and around the Anglia Ruskin campus, the city of Cambridge or other specific sitings. For each of these projects, you must demonstrate intensive working practice, research and engagement with the problems, both in the sense of what your own work and ideas require, as well as a sensitivity (both practical and ideas-based) to the individual space or context itself. Seminars and critiques will be held as well as some input regarding the history of installational practice from the early 1960s to the present. At the end of the module you will have contributed to the staging of your work within an installational framework in your chosen location.

Year 3: Business for the Creative Arts

This module introduces you to the practical tools you will need to set yourself up in business in the creative arts, either as a company, a partnership, a freelancer or an employee. It also asks you to explore, imaginatively and creatively, a sector of the creative industries, and your own potential opportunities within it. The outcome of the module is a basic business plan or employment strategy developed from your ideas. Emphasis is placed on self-reflection, innovative thinking and communication skills.

Subjects covered include: the Creative Industries; analysing business ideas; types of business model; assessing your market; ideas behind marketing; basic accounts; tax and legal issues; and planning for start-up. You will be asked to translate these into practice by applying them to your own ideas, which will then become part of your own business plan or employment strategy.

The module is delivered by lectures, seminars, student presentations, critiques and workshops.

Year 3: The Lit Environment

The module examines how spaces may become luminous environments. This module covers the theory and the application of knowledge of the lighting of environments and the documentation of your creative decisions. You will explore the impact of lighting and how it is used to articulate both functional and aesthetic requirements of a design brief. A significant aspect of this investigation is how your decisions will create a variety of interrelated narratives in the environment. You will build a strong foundation of technical knowledge covering aspects of lighting design for interior applications, along with hands-on demonstrations of different light sources. Practical project activities are undertaken allowing you to design and visualise and then document your own lighting intentions.

Year 3: Site-Specific Work

This module consists of a project geared towards researching a specific site and finding ways and means of interacting with that site which will be shared by all those opting for the module. Many of the issues that may have been experimented with already (for example other Level 5 Fine Art modules such as Installation Practice) may well be brought to bear upon it in but these are not pre-requisites. The given site will most likely be the grounds of the Institute of Astronomy, University of Cambridge, and you will be encouraged to think of ways of relating and researching ideas relevant to the site. This might include reflecting upon the physical locations within the grounds, or thinking more obliquely about the kinds of practice and research that takes place within the Institute itself, and the corresponding issues of 'space' and 'place' in connection with these issues. Tutorial guidance will be focussed upon advising about ideas and research towards a practical outcome or intervention within the site. Critiques of projected pieces at earlier stages will also take place.

Year 3: Interior Design Studio 4

In this studio module you are asked to undertake design projects of increasing complexity exploring questions around narratives in a variety of spaces and scales. Designers are asked to make creative connections between a diverse range of clients and activities, and bring together aspects of human movement in public spaces in everyday and in extraordinary narratives. You are asked to consider these questions within conceptual design thinking, and then enrich this through the practical aspects of construction and design detailing.

You will also continue to hone your design visual and collaborative communication skills to an appropriate level of competence.

Year 3: Short Fiction Film

The internet has brought about a resurgence in the short film, with online platforms, web series, traditional dramas, branded content, "viral" commercials, the short film is no longer just seen as a calling card for future feature film makers. However, the ever-growing competition for the viewer's attention requires the filmmaker to produce stories that are well told, aimed at a specific target audience, original in content and style, unpredictable but not illogical, and short. Additionally, to succeed in the market the filmmaker has to be ultra efficient. This module is designed to bring you closer to this ideal. It capitalises on the skills and knowledge acquired in the level 4 module Screen Practice 1 and the craft skills modules of Level 5. In this module you have the opportunity to explore a range of styles, conventions and methods of addressing audiences. Working in small production groups you devise, develop and produce short fiction films. In the course of the module you are provided with technical support, opportunities for critical and technical discussions, briefings, critiques, reviews and tutorial support.

Year 4: Research Project

The Research Project is intended to foster your independent study with the guidance of a tutor. You will devise your own project which will reflect on /co-ordinate with / enhance your own studio work and interests. Self-reflexivity and a critical distance will be encouraged. The seminars provide a forum for students to learn from each other's research. There will be opportunities for individual tutorials with a member of staff. The Research Project may include a variety of relevant topics, including reporting on work experience. It may be illustrated with photographs, drawings, video. The approach is to be discussed with the tutor concerned.

Year 4: Research Assignment

The Research Assignment is intended to foster your independent study with the guidance of a Supervisor. On the Research Assignment module, you will devise your own project which will reflect on / co-ordinate with / enhance your own studio work and interests. Self-reflexivity and a critical distance will be encouraged. The classes provide a forum for students to learn from each other's research. There will be opportunities for individual tutorials with a member of staff. The Research Assignment may include a variety of relevant topics, and the topic will be negotiated with your supervisor. It may be illustrated with photographs, drawings, video. The approach is to be discussed with the supervisor concerned.

Year 4: Working in the Creative Industries

Gaining work experience enhances employability, and work based learning offers you the chance to gain industry knowledge, skills, contacts and networking opportunities.

This module is designed to give you the opportunity to explore a working environment in the industry that they have identified as

relevant to their present or future needs. The module will encourage self-managed learning, and serves to increase employability by developing personal organisation, team-working, and networking skills - thereby increasing self-reliance and confidence. The experience can be used as a basis for directing and focussing your career plans, and can influence your final year projects.

You are required to identify, negotiate and agree with an employer (or employers) the terms of the placement in association with a module tutor, to ensure that the module learning outcomes can be achieved. You will create a reflective report on your work experience. This will include: the application procedure you have conducted (CV, letter and portfolio); market and background information on the employer; your role(s) on the placement(s); academic and vocational analysis; skills and experiences (opportunities, advantages, constraints, aptitudes and interests). You will also be asked to include a workplace diary that logs activity and supports an analysis of the learning achieved. The employer will be asked to complete a Student Feedback package on completion of the placement. The work placements may be carried out in a variety of settings depending upon your requirements, areas of interest and availability of opportunities. The minimum period will be 100 hours, and you can undertake more than one placement for the module.