COURSE SPECIFICATION

Awarding body:	**Norwich University of the Arts**
	The University is a recognised body with taught degree awarding powers. The University is subject to regulation by the Office for Students (OfS).
Course title:	BA (Hons) Architecture four-year degree
Level of Study:	The level of study is aligned to Level 6 Descriptors of the Office for Students (OfS) Sector Recognised Standards (SRS) (May 2022)
Award:	Bachelor's degree with honours (BA (Hons))
Mode of Study:	Full-time
Duration of Course:	4 years
Language of Study:	English
Course Accreditation:	None
	The University has made an application to the Royal Institute of British Architects (RIBA) New Courses Group seeking Candidate Status; outcome pending (due mid-2026).
	Please note that the Architects Registration Board (ARB) has changed its registration requirements and is no longer accrediting undergraduate degrees. Further information about ARB and changes to their prescription of architectural qualifications can be found on the ARB website - www.arb.org.uk.
Relevant QAA Subject Benchmarks:	**Architecture (2020)**
	Subject Benchmark Statements set out expectations about standards of degrees in a range of subject areas. They describe what gives a discipline its coherence and identity, and define what can be expected of a graduate in terms of the abilities and skills needed to develop understanding or competence in the subject.
	For further information see the Subject Benchmark statement
Tuition Fees:	For details of tuition fees see: Fees and Funding
Other Course Costs:	The cost of materials for producing course work is not included in the tuition fee. Due to the choice and diversity it is not possible to generalise about the costs that you might incur. On average students of arts, design and media courses spend around £285 in their first year rising to £425 in their second year and £680 in their graduating year.
	The course may also offer an opportunity to attend one or more study visits. These visits are not compulsory, and costs vary depending on the location and duration of the study visit.
	For details see: https://norwichuni.ac.uk/courses/course-costs/

JOINING THE UK REGISTER OF ARCHITECTS

Under the Architects Act 1997, only those on the Architects Register are permitted to use the title of 'Architect' in business or practice in the UK. The current route to registration involves completion of three accredited qualifications - Part 1, Part 2, and Part 3 - and a minimum of 24 months professional experience. After completion of these components, you can register as an Architect with the Architects Registration Board (ARB) and join the Royal Institute of British Architects (RIBA) as a Chartered Architect.

In 2023, the ARB published and consulted on proposals for a new framework for the initial education and training of Architects, under the title Tomorrow's Architects. Under the new framework, you will need to hold an ARB-accredited master's-level qualification and an accredited practice qualification (or an accredited combined qualification) that show you have met the necessary Competency Outcomes (the threshold competencies that all architects on the Register are expected to have) and have the practice experience required to join the Register of Architects and become an Architect.

ADMISSION REQUIREMENTS

Entry Requirements / Interview/ Portfolio:

Information on how to apply and how we make our decisions on your application is available on our website at: https://norwichuni.ac.uk/study-at-norwich/undergraduate-apply/

AIMS AND OUTCOMES OF UNDERGRADUATE STUDY

The Aims and Outcomes of the Year 0 programme at the University have been developed with reference to the descriptors for (a) the QCF Level 3, and (b) the FHEQ Level 4. Entry requirements for the University's Year 0 programme include the satisfactory achievement of Level 3 qualifications. The academic standards expected of students who successfully complete the Year 0 programme therefore exceed QCF Level 3. Teaching, learning and assessment on the Year 0 programme are designed to provide students with further preparation for one of the University's undergraduate degree courses at FHEQ Level 4 (Year 1 of undergraduate study).

In defining the Year 0 programme at Norwich University of the Arts, consideration has also been given to the QAA guidance paper *International students - studying in the UK* (January 2012) in designing programmes of study that recognise variations in student expectation along with the benefits associated with diversity.

The Aims of the Year 0 programme at the University are to:

- Provide an inclusive, supportive and stimulating learning environment to prepare students for the specialist study of arts, design and media;
- Enable students to gain an awareness of the nature and scope of arts, design and media practice, context and theory;
- Provide students with opportunities for imaginative, exploratory and rigorous creative practice;
- Provide an educational experience that prepares students for further study;
- Provide courses that make students aware of their potential future contribution to social, economic and cultural life;
- Provide curriculum content which is current and takes into consideration the work of a range of contemporary creative practitioners.

The Aims of Undergraduate Study are to:

- Provide students with an inclusive and stimulating curriculum for the specialist study of art, design, architecture and media.
- Maintain and nurture a commitment to intellectual and personal development as a basis for a lifetime of learning and professional practice.
- Provide students with opportunities for innovative, imaginative and intellectually rigorous opportunities for creative practice along with skills appropriate to the named award.
- To enable students to establish and develop key skills in areas of creative practice, research and professional practice as they apply to the subject.
- Provide students with the required practical and project management skills to realise ideas.
- Provide courses that prepare students for employment and professional practice and/or further study.
- Provide courses that enable graduates to make a useful contribution to the social, economic and cultural life of the region and beyond.
- Enrich curriculum content and ensure course currency through the professional practice, research and scholarship of staff.
- Emphasise the cultural, technical and vocational relevance of course provision.
- Develop effective collaborations with the creative and cultural industries, professional bodies, other HEIs and wider art, design, architecture and media communities.

GENERIC SKILLS

Students who successfully complete a Year 0 programme will:

- Be able to work with increasing independence in an area appropriate to the relevant sphere of creative practice;
- Be able to work with some flexibility and to recognise change and uncertainty in practice;
- Have begun to develop a professional approach in working towards achieving their full potential as a creative practitioner;
- Be able to work collaboratively, having regard to the views and needs of others;
- Have developed the ability to make effective use of basic processes and materials appropriate to course requirements;
- Be able to work with due regard to Health and Safety procedures and apply them to their chosen area of specialism or context;
- Be able to interpret and comment on their subject practice using spoken, written, spoken and visual means of communication.

Holders of Undergraduate Awards will:

- Have developed the skills to embark on a professional career or further course of study in a related field.
- Demonstrate a professional approach and work towards achieving their full potential as a creative or technical practitioner.
- Possess the qualities and transferable skills necessary for employment and progression to other qualifications assuming personal responsibility and decision-making.
- Be digitally literate in relation to the skills essential for professional practice and its representations.
- Be able to locate their work within relevant professional, cultural and historical frameworks.
- Be able to practice professionally in an area appropriate to their subject skills and expertise.
- Have developed the capacity to critically examine the context within which their practice is based.
- Be able to analyse information and experience to formulate and present reasoned arguments.
- Have an understanding of the extent of their knowledge, and how this influences analysis and interpretation based on that knowledge in their area of practice.
- Be able to interpret and communicate their practice using spoken, written and visual language.
- Be able to work flexibly to manage change and uncertainty.
- Be able to work independently and collaboratively while having regard to the views and needs of other stakeholders.
- Have developed the ability to make effective use of processes and materials appropriate to the subject.
- Be able to work with due regard to Health and Safety, Ethics, Sustainability and Risk Assessment considerations as they apply in in a range of professional contexts.

COURSE DIAGRAM

BA0a: Introductory Studies	BA0b: Specialist Studies
10 weeks	20 weeks

BAAID1a: Creative Learning – Body, Surface, Spaces	BAAID1b: Explore and Experiment – Body, Surface, Spaces
40 Credits	80 Credits
10 Weeks	20 Weeks

ARCH2a: Societies – Thresholds and Intersections	ARCH2b: Societies – Collectives and Aggregations
40 Credits	80 Credits
10 Weeks	20 Weeks

ARCH3a: Architectural Ecologies I	ARCH3b: Architectural Ecologies II
40 Credits	80 Credits
10 Weeks	20 Weeks

COURSE OVERVIEW

Architecture at Norwich University of the Arts is grounded in critical practice, social and environmental care, and creative experimentation. As a student on the BA (Hons) Architecture course, you will explore how architecture addresses real-world challenges through inventive and responsible design. Working within a specialist arts university, you will collaborate across disciplines, develop unique design methodologies, and shape your own architectural voice.

The course is the first stage of your architectural education and prepares you for further study and future practice in architecture and spatial design. You will explore architecture as a way of thinking and making, with design at the core of a curriculum that prioritises environmental sustainability, cultural engagement, and professional readiness.

- The course positions architecture as a **critical and responsible practice**, where design is a site of experimentation and ethical engagement with social and environmental change. You are encouraged to explore architecture beyond aesthetics, examining how spatial practices can challenge norms and imagine more inclusive futures.

- Our projects are **environmentally engaged, locally situated, and globally aware**. Norfolk's coastal and wetland ecologies provide a living laboratory for our critical research in sustainable construction, resource reuse, and climate resilience.

- Our **integrated first year**, with the BA (Hons) Interior Design course, fosters a common language of spatial thinking through joint studio projects, drawing, modelling, and mapping, building confidence in design communication and conceptual development.

- Reflecting real-world practice, the course fosters **creative collaborations across disciplines**. From Year1 you will engage in cross-disciplinary projects, studio talks, and workshops, developing adaptability and coordination skills crucial for contemporary architectural roles.

- Architecture at Norwich is **studio-based and research-led**, understood as both a technical discipline and a creative and critical cultural act. Through seminars, symposia, and embedded research themes, you will learn to frame your design work within broader historical, philosophical, and political contexts.

The University's curriculum is organised into 'Units' of varying lengths that integrate all learning across the three-year course. Within the units, you will be taught in four curriculum areas: Design Studio, Technology and Environment, Cultural Context, and Professional Studies.

Each Unit includes all teaching, learning, and assessment. In a Unit, students engage in multiple design projects of increasing complexity, supported by lectures, seminars, and work in the other curriculum areas. Formative assessments are provided throughout each Unit, with summative assessment at the end of the Unit.

In Year 1, you will work alongside Interior Design students as you are introduced to the fundamentals of spatial design, encouraging you to explore how people interact with materials, forms, and environments. In Unit **BAAID1a** "*Creative Learning - Body, Surface, Spaces*" and Unit **BAAID1b** "*Explore and Experiment - Body, Surface, Spaces*", you will develop core design and communication skills through sketching, drawing and model-making, while building your understanding of scale, site, context, and sustainable and ethical practice.

In Year 2, the focus shifts to exploring society and social space. In units **ARCH2a** "*Societies: Thresholds and Intersections*" and **ARCH2b** "*Societies: Collectives and Aggregations*", you will engage with representation in varied forms and media, both as a tool and a site of research. Your research will be situated within real-world constraints, emphasising the collaborative nature of the architectural process.

In Year 3, the focus expands from society to ecologies, relational networks of climate, species, materials, energies, and habitats across scales. In Unit **ARCH3a** "*Architectural Ecologies I*", you will investigate sites under environmental and climate strain, with the support of technical, theoretical and speculative literature. The year culminates with the production of an integrated architectural project in **ARCH3b** "*Architectural Ecologies II*" and its presentation in a public exhibition.

Year 0 Unit: BA0a

Unit Title:	Introductory Studies
Reference:	BA0a
Year:	0
Duration:	10 Weeks
Study Time:	400 Hours

Description

This Unit is designed to help you to develop the practical skills and awareness of processes and research methods that are fundamental to developing a sustainable creative practice. You will be encouraged to develop a questioning and experimental approach to both your practice and thinking. Adapting to the working patterns and the level of enquiry, required for university study, can be difficult and this Unit will enable you to establish the tools and methods to navigate your studies successfully.

Key to the success of this Unit is the ability to test, question, record, and develop responses to the projects set, and to allow ideas to emerge from a process of experimentation, reflection and editing. Seldom is the first idea the best idea and you will be encouraged to explore your work from multiple directions, allowing you to arrive at the best solution for any given problem. You will also be introduced to the mapping skills that will allow you to develop an understanding of the context of your emergent work that will lay the foundation for further studying and career goals.

In the initial stages of the Unit, you will also gain an understanding of the importance of visualisation skills within the creative process, as a means to generate, develop, and communicate ideas. Within this Unit there are a number of creative workshops that will introduce you to key ideas and working processes, both practically and conceptually. You will also be introduced to a range of different technical workshops throughout the University, through a series of timetabled inductions. Projects will be informed by a programme of research seminars, with an accompanying portfolio of research tasks, referencing conceptual skills and the work of individuals and movements across a broad terrain of contemporary creative practice.

Topics covered in this unit

Creative Practice	Research Practice and Critical Thinking	Careers and Personal Development
Generating ideas, taking creative risks, and developing work through an iterative process	Developing awareness of the interplay between practice and theory	Navigating resources and developing life skills for university
Developing practical skills to advance your practice	Gaining critical and contextual awareness of key creative practitioners	Building communication skills
Using a journal to build skills in reflective learning	Developing research strategies and methods to support critical enquiry	Developing safe working practices on campus

In this unit we aim to support you in:

- Familiarising yourself with the University and how to navigate your studies
- Developing research skills for creative enquiry, questioning and reflection
- Gaining confidence in experimentation and methods to develop your practice
- Developing communication skills for visual, oral and written work.

Learning Outcomes

Upon successful completion of this unit, you will be able to:

Research	Show an understanding of RESEARCH methods to develop reference material for visual and written work
Experimentation and Iteration	Develop your creative work through a process of EXPERIMENTATION and ITERATION.
Communication	COMMUNICATE effectively the development of your creative practice
Professional Practice	Show skills in INDEPENDENT LEARNING in the development of your creative work.

Assessment Requirements

You are required to submit all the following for assessment:

- Body of creative work
- Supporting documentation
- Reflective Learning Summary
- 1000-word text

Year 0 Unit: BA0b

Unit Title:	Specialist Studies
Reference:	BA0b
Year:	0
Duration:	20 Weeks
Study Time:	800 Hours

Description

Within this unit you will use and build upon the skills acquired within BA0a to begin to develop your creative practice, continuing to use key skills of research, questioning, ideas development, iteration, and reflection. You will be asked to map your practice thematically and contextually and navigate set projects from you own areas of specialism. At this stage you will have begun to establish the early building blocks of your creative practice, utilising practical skills, skills in reflection and contextualisation. You will be encouraged to engage iterative processes from within your chosen specialism, demonstrating a willingness to test, edit and refine your work through to resolved outcomes. You will also be asked to make good use of self-evaluation and feedback to support you through the process of development and improvement as you seek to best express your ideas.

You will begin to learn more independently, further utilising time management, and self-reflection skills. Through this unit you will be encouraged to further define the context in which you situate your practice, both in terms of realising the work, and how it is received by an audience of peers and others.

As part of this unit, you will be supported by weekly research seminars that help you to build a contextual framework for your practical work that draws on your growing knowledge of contemporary, historical and critical concepts relevant to your subject specialism. You will also be asked to consider different aspects of sustainability, the social, political, cultural and environmental concerns surrounding making work in today's creative contexts. You will be asked to consider your own position in relation to these issues and demonstrate both a social and an ethical awareness.

As you progress through the unit you will be asked to articulate concepts and contexts within your supporting documentation and a portfolio of research tasks, culminating in and the ten-minute presentation which situates your practice within your chosen specialism.

Topics covered in this unit

Creative Practice	Research Practice and Critical Thinking	Careers and Personal Development
Using enquiry, iteration, and reflection to develop creative projects	Questioning, contextualising, and evaluating information, and utilising an understanding of the interchange between practice and theory	Developing time management and project planning skills
Developing knowledge and ability in subject specific media, techniques, processes, and creative approaches	Locating, understanding, and analysing key concepts and contexts relevant to your specialist subject	Building skills in team working
Developing reflective practice through documenting process and outcome	Developing writing skills utilising reliable sources and academic conventions.	Developing communication and presentation skills and confidence in expressing ideas and themes to a range of audiences

In this unit we aim to support you in:

- Developing independent research skills to advance your creative work and understanding of the historical and critical context of your practice, relevant to chosen discipline.
- Enabling the development of an individual creative practice through effective time-management, organisational skills, and a willingness to fully engage in the creative process.
- Using self-evaluation and critical reflection.
- Developing an ability to communicate intended ideas and themes, through visual, written work, and verbal critique.
- Managing your creative process through to project realisation.

Learning Outcomes

Upon successful completion of this unit, you will be able to:

Research	Apply RESEARCH skills to locate contextual references relevant to your work.
Knowledge and Skills	Show KNOWLEDGE and SKILLS in a range of processes and materials that support development of a body of work.
Experimentation and Iteration	Apply skills in research, EXPERIMENTATION and ITERATION in developing and realising a body of work
Reflection and Evaluation	Show an ability to inform the development of your work through a process of REFLECTION and EVALUATION.
Communication	Show an ability to COMMUNICATE ideas and themes through visual and written work.
Professional Practice	Exercise PERSONAL RESPONSIBILITY in managing the development of your work.

Assessment Requirements

You are required to submit all the following for assessment:

- Body of creative work
- Supporting documentation
- Portfolio of Research Tasks
- Ten-minute presentation

Further details on the specific requirements of each submission element can be found in the Unit Handbook for your course.

Year 1 Unit: BAAID1a

Unit Title:	Creative Learning – Body, Surface, Spaces
Reference:	BAAID1a
Year:	1
Credit Points:	40
Duration:	10 Weeks
Study Time:	400 Hours

Description

This unit will introduce you to the fundamentals of architectural and spatial practice, including scale, material, site, and context. You will explore how to see, understand, and make architectural design through various media including written, drawn and model form. You will be introduced to cultural, sustainable, and ethical concepts that influence, and are influenced by, the built environment. You will consider how best to develop and communicate your ideas through representation and presentation.

This unit will also introduce you to the University's resources and campus and help you to develop skills to become an independent learner, i.e. someone with the ability to use initiative to advance their skills, knowledge and understanding, and to take responsibility for their own education.

Topics covered in this unit:

Design Studio	Technology and Environment	Cultural Context	Professional Studies
Developing techniques in idea generation, creative risk taking and working iteratively	Introducing structural design and sustainable design	Understanding how to research and why it is important	Preparing to learn: navigating university life and building connections and positive support systems
Introducing creative spatial ergonomics studies	Introducing contextual and environmental issues that influence design	Developing academic writing skills and standards	Building professional skills in organisation, presentation, and communication
Using process-led documentation and annotation to build your reflective practice	Introducing construction methods and materials	Introducing the development of the discipline and its current debates	Learning studentship, dialogue, and collaboration

In this unit we aim to support you in:

- Familiarising yourself with the University and what it has to offer.
- Gaining an understanding of the wider influences and challenges related to your discipline.
- Developing creative and practical skills in your specialism.
- Learning the importance of research and how to gather and interpret information.

Learning Outcomes

Upon successful completion of this unit, you will be able to:

Learning Outcome	ARB/RIBA General Criteria (GC):
LO1: Use RESEARCH skills to find out about the influences on your discipline	GC2 GC3 GC7
LO2: Show an EXPLORATION of the fundamental techniques, processes and concepts related to your specialism	GC5 GC8 GC9
LO3: Show that you have DEVELOPED SKILLS and KNOWLEDGE that are key to your studies	GC1 GC6
LO4: Present work in an organised way which COMMUNICATES your ideas and development throughout the unit	GC1 GC2 GC3 GC5 GC6 GC7 GC8 GC9

Assessment Requirements

You are required to submit all the following for assessment:

- Design Studio Portfolio
- Technology and Environment Portfolio
- Cultural Context Essay
- Professional Studies Report

Year 1 Unit: BAAID1b

Unit Title:	Explore and Experiment – Body, Surface, Spaces
Reference:	BAAID1b
Year:	1
Credit Points:	80
Duration:	20 Weeks
Study Time:	800 Hours

Description

This unit will continue to explore creative spatial design, where body, surface and space are interconnected. You will work on a series of design projects that will enable spatial experimentation through drawing and making. You will engage with notions of space and place supported by technical and environmental design, with a focus on sustainable and responsible ways of thinking about how your design is to be made, considering climate, comfort, light, the use of resources and carbon.

You will continue to develop an understanding of the importance of research and how evidence can give weight to your ideas and opinions, fostering your critical thinking. You will explore a variety of expected professional skills, in particular: planning and organisation, visual, written and spoken communication, and working as part of a team.

The unit will support the development of your ability to appraise, analyse, design, represent, and critically defend your approach to architecture and spatial design.

Topics covered in this unit:

Design Studio	Technology and Environment	Cultural Context	Professional Studies
Using an iterative approach to explore and test concepts and creative processes	Understanding Resources, Sustainability and Materiality	Understanding key cultural, social, and historical issues	Developing resilience and confidence in your approach to collaboration
Developing subject specific knowledge and practical skills	Gaining awareness of building, structure, and construction	Selecting and evaluating information from a range of perspectives	Gaining skills in digital and manual communication and representation
Gaining awareness of responsible, ethical and socially engaged practices	Gaining awareness of building performance	Critically analysing images, objects, information, and texts	Awareness of the client and brief
Developing skills in reflective practice and independent learning	Gaining awareness of building context	Applying the principles of academic writing to essays and reports	Understanding safe working practices in studios and workshops

In this unit we aim to support you in:

- Gaining specialist skills in your discipline
- Developing your approach to independent learning, planning, organisation and time management
- Gaining knowledge of some of the key influences on your subject and how to interpret them
- Developing an awareness of social, economic and environmental concerns that help to inform an ethical and sustainable practice
- Exploring and experimenting, using iterative processes to help solve problems and generate ideas
- Analysing spatial solutions in their historical, contemporary, as well as cultural and technological contexts
- Developing skills in visual, written and oral communication
- Learning how to work effectively with others as part of a team

Learning Outcomes

Upon successful completion of this unit, you will be able to:

Learning Outcome:	ARB/RIBA General Criteria (GC):
LO1: Show SPECIALIST KNOWLEDGE of your discipline and issues of SUSTAINABILITY that relate to it	GC1 GC8 GC9
LO2: Use RESEARCH skills to find out about the historical and cultural influences on your discipline and INTERPRET your findings	GC2 GC3
LO3: Use an ITERATIVE approach to SOLVE PROBLEMS using relevant techniques, processes and concepts	GC5
LO4: COMMUNICATE your ideas and what you have learnt in an organised, structured and consistent way	GC6 GC7

Assessment Requirements

You are required to submit all the following for assessment:

- Design Studio Portfolio
- Technology and Environment Portfolio
- Cultural Context Essay
- Professional Studies Report

Year 2 Unit: ARCH2a

Unit Title:	Societies: Thresholds and Intersections
Reference:	ARCH2a
Year:	2
Credit Points:	40
Duration:	10 Weeks
Study Time:	400 Hours

Description

In the first year your studies focused on Bodies, Surfaces and Spaces. This year we move to an exploration of **society and societal space**, its climatic strains and contrasts – personal and cultural, rural and urban, political and private. You will engage with representation in varied forms and **media**, both as a tool and a site of research. You will discover that forms of representation and mediation are crucial in establishing inter-connections and developing relational approaches to contemporary societal challenges.

The unit begins with an introduction to the **urban scale**, moving beyond the self and toward the other(s). This shift invites you to understand architecture as a mediating force at the threshold between the individual and collective, private and public, the fixed and the fluid. The urban condition is approached not as a neutral backdrop, but as a dynamic **field of relations**, intersections and junctures, shaped by competing narratives, contested spaces, and overlapping forms of belonging. You will seek and explore spatial opportunities that respond to the **threshold** conditions of contemporary urban societies, considering both material forms and intangible forces.

The overall aim of the unit is to research, reveal and represent – across all curriculum areas – the societal **meeting** points and gateways where identities, ideologies, networks, and spatial practices meet, collide, and negotiate.

Topics covered in this unit

Design Studio	Technology and Environment	Cultural Context	Professional Studies
Drawing as research tool	Introduction to climatic and responsive design	Introduction to post-structuralist theories	What an Architect does, and what an Architect can do
Spatial thresholds and placemaking	Material systems	Modern and contemporary art and architectural interventions	Who the Architect works with
Design Intersections	Construction systems, Services, and Performance	Research skills	Organisations linked to the Profession

In this unit we aim to support you in:

- establishing a range of spatial, contextual and technical design tools relevant to strategic design of collective space
- developing shared learning and awareness of variations in climatic design, and associated appropriate materials and technologies
- developing awareness of modern and contemporary approaches to architectural thought and design strategies in relation to collective space (urban, landscape, global)
- engaging with the study of networks in the profession, and standardised professional processes
- developing independent learning skills

Learning Outcomes

The Learning Outcomes for the Unit are based on the ARB/RIBA General Criteria (GC) and RIBA Themes and Values. Upon successful completion of this unit, you will be able to show:

ARB/RIBA General Criteria / RIBA Themes and Values	Health and life safety	Ethical and professional practice	Structures, construction and resources	Histories, theories and methodologies	Design pedagogies and architectural expression	Business skills
GC1 Ability to create architectural designs that satisfy both aesthetic and technical requirements	X		X		X	
GC2 Adequate knowledge of the histories and theories of architecture and the related arts, technologies and human sciences				X		
GC3 Knowledge of the fine arts as an influence on the quality of architectural design				X	X	
GC4 Adequate knowledge of urban design, planning and the skills involved in the planning process	X	X		X		
GC5 Understanding of the relationship between people and buildings, and between buildings and their environment, and the need to relate buildings and the spaces between them to human needs and scale		X				
GC6 Understanding of the profession of architecture and the role of the architect in society, in particular in preparing briefs that take account of social factors	X	X	X		X	
GC7 Understanding of the methods of investigation and preparation of the brief for a design project					X	
GC8 Understanding of the structural design, constructional and engineering problems associated with building design		X	X			
GC9 Adequate knowledge of physical problems and technologies and the function of buildings so as to provide them with internal conditions of comfort and protection against the climate			X			
GC10 The necessary design skills to meet building users' requirements within the constraints imposed by cost factors and building regulations	X				X	X

Assessment Requirements

You are required to submit all the following for assessment:

- **Design Studio Folio**
- **Cultural Context Folio**
- **Technology & Environment Folio**
- **Professional Studies Folio**
- **Presentation**

Further details on the specific requirements of each submission element can be found in the Unit Handbook for your course.

Year 2 Unit: ARCH2b

Unit Title:	Societies: Collectives and Aggregations
Reference:	ARCH2b
Year:	2
Credit Points:	80
Duration:	20 Weeks
Study Time:	800 Hours

Description

ARCH2b expands on the research and exploration of societal meeting points developed in the previous unit, to define and refine larger spatial propositions and scenarios of **collective inhabitation**. Here, architecture becomes less about object and more about **relationships** between people, places, climates, and histories.

You will deepen your engagement with representation through a **multi-scalar** approach, exploring, testing, and planning from the micro to macro. You will critically engage with architectural thought and practice within the legacy of several **different**, contrasting and overlapping systems across all curriculum areas: rural, urban, personal, cultural, political, private, analogue, smart, decolonial, global, inclusive, privileged, regulated, informal.

These investigations will be situated within real-world constraints, highlighting the negotiated condition of architectural production. You will co-research and **collaborate** to propose architectural aggregates that are deeply rooted in the service of communities and creative collectives. This shift from thresholds to collectives supports a mode of practice that embraces exchange and advocates for architecture that is restorative, socially and climatically responsive, and resilient rather than prescriptive.

Topics covered in this unit

Design Studio	Technology and Environment	Cultural Context	Professional Studies
Making/production as a site of research	Categories of climate, climatic and responsive design	Introduction to decolonial thinking	Client and brief
Co-research and collaboration in design	Material systems	Thinking through urbanity	The Architects' responsibilities
Designing social aggregates	Construction systems, services, and performance	Research skills	Regulations and approvals

In this unit we aim to support you in:

- undertaking architectural design as an act of cultural, social, political, technical, environmental, and global agency
- engaging with the impact of buildings on the environment and the precepts of sustainable design
- developing strategies for building construction, structural principles and construction techniques
- engaging with professional requirements, constructional systems, and specification choices in architectural design
- developing an approach to research that applies current methods and strategies

Learning Outcomes

The Learning Outcomes for the Unit are based on the ARB/RIBA General Criteria (GC) and RIBA Themes and Values. Upon successful completion of this unit, you will be able to show:

ARB/RIBA General Criteria / RIBA Themes and Values	Health and life safety	Ethical and professional practice	Structures, construction and resources	Histories, theories and methodologies	Design pedagogies and architectural expression	Business skills
GC1 Ability to create architectural designs that satisfy both aesthetic and technical requirements	X		X		X	
GC2 Adequate knowledge of the histories and theories of architecture and the related arts, technologies and human sciences				X		
GC3 Knowledge of the fine arts as an influence on the quality of architectural design				X	X	
GC4 Adequate knowledge of urban design, planning and the skills involved in the planning process	X	X		X		
GC5 Understanding of the relationship between people and buildings, and between buildings and their environment, and the need to relate buildings and the spaces between them to human needs and scale		X				
GC6 Understanding of the profession of architecture and the role of the architect in society, in particular in preparing briefs that take account of social factors	X	X	X		X	
GC7 Understanding of the methods of investigation and preparation of the brief for a design project					X	
GC8 Understanding of the structural design, constructional and engineering problems associated with building design			X	X		
GC9 Adequate knowledge of physical problems and technologies and the function of buildings so as to provide them with internal conditions of comfort and protection against the climate			X			

GC10 The necessary design skills to meet building users' requirements within the constraints imposed by cost factors and building regulations	X				X	X
GC11 Adequate knowledge of the industries, organisations, regulations and procedures involved in translating design concepts into buildings and integrating plans into overall planning	X					X

Assessment Requirements

You are required to submit all the following for assessment:

- **Design Studio Folio**
- **Cultural Context Folio**
- **Technology & Environment Folio**
- **Professional Studies Folio**
- **Presentation**

Further details on the specific requirements of each submission element can be found in the Unit Handbook for your course.

Year 3 Unit: ARCH3a

Unit Title:	Architectural Ecologies I
Reference:	ARCH3a
Year:	3
Credit Points:	40
Duration:	10 Weeks
Study Time:	400 Hours

Description

Year 3 shifts focus from the social body to *socio-ecological bodies*, relational networks of climate, species, materials, energies, and habitats across scales from the microscopic to the planetary. Unit ARCH3A research is situated in contexts of environmental strain and climate precarity, exploring architecture's role in socio-ecological justice, advocacy, care, repair, and resistance. You will pursue site investigations alongside literary and theoretical readings, with an emphasis on **non-anthropocentric frameworks** and emergent co-existences between humans, animals, and nonhuman technicities.

The unit supports refining your research agenda through **technological** integration, such as tectonic systems and material reuse. You will work iteratively and across media in narrative development, environmental analysis, structural detailing, and socio-political critique. Across all curriculum areas, you are invited to critically reflect on the **ethical** responsibilities of the architect in an era of ecological emergency.

The unit aims to support you in developing a **critical** and situated **research** position that can guide architectural responses to complex socio-ecological conditions, forming the conceptual groundwork for Unit ARCH3b.

Topics covered in this unit

Design Studio	Technology and Environment	Cultural Context	Professional Studies
Narrative Studies	Environmental Strategies	Ecological and Post Human Theories	Project Team Roles and Relationships
Socio-Ecological Critiques	Structural Design & Detailing	Refining Subject Focus	RIBA Plans of Work
Mapping Methodologies and Material Conditions	Technical Precedent Analysis	Advanced Research Skills	Project Management

In this unit we aim to support you in:

- developing understanding of context conditions and key contemporary theories of ecologies
- developing appropriate and effective spatial representational communication skills
- engaging in in-depth research and critical examination of a relevant architectural issue, intervention or topic
- considering the effects and relationships of the various forces of environmental formation, and understand how constructed environments are shaped
- engaging with architectural practice as enterprise, advocacy, and agency to apply relevant research methods and strategies to your own practice and research interests

Learning Outcomes

The Learning Outcomes for the Unit are based on the ARB/RIBA General Criteria (GC) and RIBA Themes and Values. Upon successful completion of this unit, you will be able to show:

ARB/RIBA General Criteria / RIBA Themes and Values	Health and life safety	Ethical and professional practice	Structures, construction and resources	Histories, theories and methodologies	Design pedagogies and architectural expression	Business skills
GC1 Ability to create architectural designs that satisfy both aesthetic and technical requirements	X		X		X	
GC2 Adequate knowledge of the histories and theories of architecture and the related arts, technologies and human sciences				X		
GC3 Knowledge of the fine arts as an influence on the quality of architectural design				X	X	
GC4 Adequate knowledge of urban design, planning and the skills involved in the planning process	X	X			X	
GC5 Understanding of the relationship between people and buildings, and between buildings and their environment, and the need to relate buildings and the spaces between them to human needs and scale		X				
GC6 Understanding of the profession of architecture and the role of the architect in society, in particular in preparing briefs that take account of social factors	X	X	X		X	
GC7 Understanding of the methods of investigation and preparation of the brief for a design project					X	
GC8 Understanding of the structural design, constructional and engineering problems associated with building design			X	X		
GC9 Adequate knowledge of physical problems and technologies and the function of buildings so as to provide them with internal conditions of comfort and protection against the climate				X		

GC10 The necessary design skills to meet building users' requirements within the constraints imposed by cost factors and building regulations	X				X	X
GC11 Adequate knowledge of the industries, organisations, regulations and procedures involved in translating design concepts into buildings and integrating plans into overall planning	X					X

Assessment Requirements

You are required to submit all the following for assessment:

- **Design Studio Folio**
- **Cultural Context Folio**
- **Technology & Environment Folio**
- **Professional Studies Folio**
- **Presentation**

Further details on the specific requirements of each submission element can be found in the Unit Handbook for your course.

Year 3 Unit: ARCH3b

Unit Title:	Architectural Ecologies ll
Reference:	ARCH3b
Year:	3
Credit Points:	80
Duration:	20 Weeks
Study Time:	800 Hours

Description

Building upon the research and critical positioning developed in Unit ARCH3a, this unit invites you to translate your socio-ecological investigations into an **integrated architectural project**. Synthesising narrative development, environmental and technological integration, theoretical study, and professional ethics and competencies, you are expected to conceive and resolve a design proposition that responds to social and environmental issues.

You will work iteratively, developing spatial programmes that respond to the layered dynamics of the site and related global networks. Proposals should be refined through tectonic articulation, structural integration, and environmental sensibility. Emphasis is placed on cross-disciplinary and hybrid methods of making, as well as on technical resolution and tectonic thinking.

Professional Studies is embedded throughout the unit, with a focus on ethics, compliance, and preparation for employment, reflecting on the broader responsibilities of architects working in a time of systemic inequality and climate crisis.

The aim of this unit is for you to frame your integrated design project where architecture is understood as a **mediator of ecological relations** — bridging material and social scales across time and space.

Topics covered in this unit

Design Studio	Technology and Environment	Professional Studies
Design agency and ecologies	Material ethics and sustainability	Architectural advocacy and ethics
Architectural programme development	Technical detail and system Integration	Approvals and consents
Cross-disciplinary methods and hybrid approaches	Structural systems in context	The creative business of design

In this unit we aim to support you in:

- developing an ability to integrate spatial, technical and contextual understanding in an imaginative design project
- acquiring knowledge and understanding of the spatial, cultural and technical aspects of architectural production
- understanding and responding to prevalent issues in architectural discourse and professional responsibilities
- preparing for your future career

Learning Outcomes

The Learning Outcomes for the Unit are based on the ARB/RIBA General Criteria (GC) and RIBA Themes and Values. Upon successful completion of this unit, you will be able to show:

ARB/RIBA General Criteria / RIBA Themes and Values	Health and life safety	Ethical and professional practice	Structures, construction and resources	Histories, theories and methodologies	Design pedagogies and architectural expression	Business skills
GC1 Ability to create architectural designs that satisfy both aesthetic and technical requirements	X		X		X	
GC2 Adequate knowledge of the histories and theories of architecture and the related arts, technologies and human sciences				X		
GC3 Knowledge of the fine arts as an influence on the quality of architectural design				X	X	
GC4 Adequate knowledge of urban design, planning and the skills involved in the planning process	X	X			X	
GC5 Understanding of the relationship between people and buildings, and between buildings and their environment, and the need to relate buildings and the spaces between them to human needs and scale		X				
GC6 Understanding of the profession of architecture and the role of the architect in society, in particular in preparing briefs that take account of social factors	X	X	X		X	
GC7 Understanding of the methods of investigation and preparation of the brief for a design project					X	
GC8 Understanding of the structural design, constructional and engineering problems associated with building design		X	X			
GC9 Adequate knowledge of physical problems and technologies and the function of buildings so as to provide them with internal conditions of comfort and protection against the climate				X		
GC10 The necessary design skills to meet building users' requirements within the constraints imposed by cost factors and building regulations	X				X	X

GC11 Adequate knowledge of the industries, organisations, regulations and procedures involved in translating design concepts into buildings and integrating plans into overall planning	X					X

Assessment Requirements

You are required to submit all the following for assessment:

- **Design Studio Folio**
- **Cultural Context Folio**
- **Technology & Environment Folio**
- **Professional Studies Folio**
- **Presentation**

Further details on the specific requirements of each submission element can be found in the Unit Handbook for your course.

Learning and Teaching

Learning and teaching at Norwich is underpinned by the University's [Creative Learning Strategy](#). We use a project-centred approach in which practice and theory are integrated within increasingly open-ended briefs; allowing you to develop your individual interests and approach to independent learning within and beyond the discipline you are studying. We emphasise learning and discovery through practice, critical reflection and experimentation with ideas, processes and materials.

At Norwich, we value collaboration and working across disciplines and there are many opportunities to engage with colleagues, and with ideas and concepts from other areas. Collaborative engagement is embedded within the design of our courses and opportunities are also made available through activities such as external speakers, cross-university projects and times when you are able to join projects and workshops from beyond your course area.

Course Delivery

Except where explicitly indicated in a Course Specification, no optional units will be available within each year of delivery.

Undergraduate courses are campus-based. Delivery includes some live-streamed and pre-recorded digital sessions which you can use on-demand. Our approach enables you to benefit from the studios, labs and workshops on campus while learning how the creative industries work and helping to prepare you for your future careers.

Short courses at undergraduate level are delivered online, and are mainly asynchronous, offering flexibility and enabling you to manage competing demands on your time.

At postgraduate level, courses are campus-based, except where specified as delivered predominantly or fully online. Delivery of campus-based courses includes some live-streamed and pre-recorded digital sessions which you can use on-demand. Delivery of predominantly or fully online courses can provide flexibility for you and help you to manage competing demands on your time. All courses include regular access to tutors through live sessions and/or forums and messaging facilities.
Teaching is delivered by staff who are often experienced practitioners as well as educators. Many engage with teaching alongside their practice, offering relevant expertise and currency across associated professions and industries. Teaching on courses is led by a Course Leader (or equivalent) supported by a core group of lecturers and expert technical staff, as well as a range guest and visiting experts.

Assessment

At the start of each unit the tutors will explain what you will learn and how we will test your learning through assessment. This information will also be provided on the Virtual Learning Environment (VLE). As the unit progresses, you will be given formal and informal opportunities to receive feedback on your progress. These opportunities may include:

- Group reviews or critiques (crits)
- Self-evaluation and peer evaluation
- Group and individual tutorials

At the end of the unit you will submit work for assessment and receive written feedback and a grade to help you understand what you've done well and what areas to work on for the next assignment. Assessment may include portfolios, essays, reports, and evaluations. Sometimes you may be assessed on group or individual presentations, and/or performances, depending on your course.

You will be assessed against the approved unit learning outcomes and assessment requirements, as outlined in the Unit Handbooks for your course. Unit handbooks guide you through the specific areas of work in which you will be engaged in order to produce the work required for assessment and successfully achieve the unit learning outcomes.

Engagement

To fully benefit from the course, you are expected to attend all the taught sessions that are included on the timetable. Timetables are made available at the start of term. For undergraduate students, the balance between taught study and independent learning changes as you progress through the course. In the Integrated Foundation Year (Year 0) you may expect to spend around one third of your time in taught study. As you progress time undertaken in independent study will increase and by the final year of undergraduate study you can expect to spend around a quarter of your time in taught study. Postgraduate taught students studying mainly on campus can expect to attend taught sessions for approximately a fifth of their study time.

Independent learning

Each unit has an indicative number of 'study hours' which refers to both your timetabled teaching (such as lectures, seminars, tutorials, workshops etc), and your independent learning. By independent learning we mean activities that help you to learn outside of taught sessions, such as reading, research, practice and preparation of work for assessment. It also includes other activities such as collaborative work and skills development sessions that may run through the assessment period.

Support

You will have access to a wide range of staff, all of them committed to supporting learning. As well as your course tutors, these include staff in technical workshops, the Library, Business and Employability Service, and Student Support.

Work-related learning

All our courses include opportunities to develop your understanding, knowledge and experience of business, industry and professional practice. This includes guest lectures and/or workshops led by visiting professionals; live and simulated projects for external clients; mentoring by professional practitioners; and regular workshops provided by the Business and Employability team to help you get to grips with entrepreneurship, freelancing and enterprise. You will also be introduced to Profile, our unique tool for recording skills and experience and tracking your progress so that when you are applying for jobs you will have a record of your development and understand your key strengths and areas for development.

Diploma Years, for students who select the Diploma in Creative Professional Development as part of their course, will include periods of work-based learning.

REQUIREMENTS FOR PROGRESSION ON THE COURSE

The general requirements for progression are as follows:

Progression from Year 0 to Year 1 (Honours degree):
you must pass all units

Progression from Year 1 to Year 2 (Honours degree):
you must pass all Year 1 units and be awarded 120 credits (Level 4 of the Sector Recognised Standards)

Progression from Year 2 to Year 3: (Honours degree):
you must pass all Year 2 units and be awarded 120 credits (Level 5 of the Sector Recognised Standards)

If you do not pass a unit at first attempt you will normally be offered at least one further attempt to pass the unit through resubmission. If you do not pass the unit after a resubmission attempt you will not be allowed to progress to the next stage of study and may have your course terminated. Please see the University's Student Regulations and Procedures for further information.

If you fail all 120 credits in a year of study you will not normally be offered resubmission opportunity and may have your course terminated, or be required to repeat the year, depending on your circumstances.

REQUIREMENTS FOR THE AWARD OF A QUALIFICATION

To qualify for the award of Bachelor of Arts with Honours [BA (Hons)] you must have achieved a pass in all units and be awarded 360 credits.

If you do not complete your course for any reason, you may qualify for an exit award (subject to the University's Student Regulations and Procedures, Section H) as follows:

- Completion of Year 1 – Certificate of Higher Education
- Completion of Year 2 – Diploma of Higher Education
- Partial completion of Year 3 – BA Degree (Unclassified)

CIRCUMSTANCES THAT MAY RESULT IN COURSE TERMINATION

There are a number of circumstances which may lead us to review your place at the University, including the following:

- because you haven't registered for your course when we asked you to;
- because your engagement with the University is not satisfactory;
- for academic reasons – in other words, because you haven't successfully completed and passed one or more units on your course;
- for disciplinary reasons, including where we have received information which may have led us to make a different decision about your place at the University, or because you have been convicted of a criminal offence involving a court hearing;
- because we believe your health or behaviour is presenting an exceptional level of concern to us, or is disrupting the day-to-day work of the University community;
- because you have taken a formal break from your studies, which we call intermission, but you don't meet the conditions we have set for your return or you don't reply to us when we ask you if you want to return; or
- because you haven't paid your tuition fees or rent for a place in our accommodation.

QUALITY ASSURANCE

The University was established as an independent higher education institution under Section 121 of the Education Reform Act 1988 and is a recognised body with taught degree awarding powers. The University is regulated by the Office for Students (OfS). Information about the University's status can be found on the OfS Register and on the list of recognised bodies published on the UK Government (GOV.UK) website. The OfS regulatory framework came fully into force from 1 August 2019. As part of its registration with the OfS the University is required to satisfy a number of conditions that relate to quality and standards. Prior to 2016, the University was quality assured by the QAA.

Quality in the University is assured by a number of systems and procedures. Many of these, notably those which contribute to annual monitoring, work to an annual cycle. Others, such as the Periodic Review of courses, operate over longer timescales. The objectives of the QME systems and procedures are:

1. To enhance the quality of courses and university professional services;
2. To attract a high-quality student application and intake;
3. To ensure that the University is a reflective community committed to continuous enhancement; and
4. To retain the confidence of key stakeholders, including external accreditors and funding bodies.

Date of Course Specification: September 2025