

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 Please note that the Architects Registration Board (ARB) has changed its registration requirements 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: http://www.norwichuni.ac.uk/study/finance/
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/wp-content/uploads/2018/01/Architecture-Course-Costs-24.pdf

ADMISSION REQUIREMENTS

Entry Requirements / Interview/ Portfolio:

When you apply to BA (Hons) Architecture four-year degree, we will ask you to send in your portfolio digitally and a written submission. These methods are used to assess your suitability to the course. These elements should clearly demonstrate your passion for the subject and your individual creativity.

Detailed information regarding entry requirements and portfolio guidance can be found [here](#).

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 a range of professional contexts.

COURSE DIAGRAM

BA0a: Introductory Studies	BA0b: Creative Practice	BA0c: Specialist Study
10 weeks	10 weeks	10 weeks

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

ARCH2a: Architecture and Strategy	ARCH2b: Architecture and Ideology
40 Credits	80 Credits
10 Weeks	20 Weeks

ARCH3a: Architecture and Public Realm	ARCH3b: Integrated Architectural Project
40 Credits	80 Credits
10 Weeks	20 Weeks

COURSE OVERVIEW

The BA (Hons) Architecture is the first phase of the architectural education and offers the first part of the architectural qualification prescribed by the UK Architectural Registration Board (ARB Part I).

The programme is organised in 4 streams:

- Design Studio
- Technology and Environment
- Cultural Context
- Professional Studies

The University's curriculum offers teaching and assessment in 'Units'. A Unit is an inclusive term-long "bubble" module in which the four streams are delivered, at different level of competence and complexity, through the three years of the programme.

A Unit comprises all the teaching, learning and assessment for an academic term. In a Unit students may undertake several design projects, with briefs of increasing complexity. These are accompanied and supported by lectures, seminars and projects in technology and environment, cultural context and professional studies.

Students are offered formative assessment throughout the Unit, and summative assessment is offered at the end of the Unit (term).

Each of the Units has a 'theme', and these are sequenced to provide an incrementally complex learning experience. The first year focuses on 'Creation and Imagination' (Arch1a), followed by 'Building, Dwelling, Thinking' (Arch 1b). The second year focuses on 'Architecture and Strategy' (Arch 2a), which is then critically and intellectually developed in 'Architecture and Ideology' (Arch2b). The third year widens its scope to 'Architecture and The Public Realm' (Arch 3a), for the production of the 'Integrated Architectural Project' (Arch3b) in the second part of the year.

Course Learning Outcomes

Successful completion of this Course will contribute to your fulfilment of the following ARB/RIBA General Criteria.

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|------------|--|
| GC1 | Ability to create architectural designs that satisfy both aesthetic and technical requirements. |
| | Ability to: |
| GC1.1 | prepare and present building design projects of diverse scale, complexity, and type in a variety of contexts, using a range of media, and in response to a brief; |
| GC1.2 | understand the constructional and structural systems, the environmental strategies and the regulatory requirements that apply to the design and construction of a comprehensive design project; |
| GC1.3 | develop a conceptual and critical approach to architectural design that integrates and satisfies the aesthetic aspects of a building and the technical requirements of its construction and the needs of the user. |

GC2 Adequate knowledge of the histories and theories of architecture and the related arts, technologies and human sciences.

Knowledge of:

- GC2.1 the cultural, social and intellectual histories, theories and technologies that influence the design of buildings;
- GC2.2 the influence of history and theory on the spatial, social, and technological aspects of architecture;
- GC2.3 the application of appropriate theoretical concepts to studio design projects, demonstrating a reflective and critical approach.

GC3 Knowledge of the fine arts as an influence on the quality of architectural design.

Knowledge of:

- GC3.1 how the theories, practices and technologies of the arts influence architectural design;
- GC3.2 the creative application of the fine arts and their relevance and impact on architecture;
- GC3.3 the creative application of such work to studio design projects, in terms of their conceptualisation and representation.

GC4 Adequate knowledge of urban design, planning and the skills involved in the planning process.

Knowledge of:

- GC4.1 theories of urban design and the planning of communities;
- GC4.2 the influence of the design and development of cities, past and present on the contemporary built environment;
- GC4.3 current planning policy and development control legislation, including social, environmental and economic aspects, and the relevance of these to design development.

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.

Understanding of:

- GC5.1 the needs and aspirations of building users;
- GC5.2 the impact of buildings on the environment, and the precepts of sustainable design;
- GC5.3 the way in which buildings fit into their local context.

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.

Understanding of:

- GC6.1 the nature of professionalism and the duties and responsibilities of architects to clients, building users, constructors, co-professionals and the wider society;
- GC6.2 the role of the architect within the design team and construction industry, recognising the importance of current methods and trends in the construction of the built environment;
- GC6.3 the potential impact of building projects on existing and proposed communities.

GC7 Understanding of the methods of investigation and preparation of the brief for a design project

Understanding of:

- GC7.1 the need to critically review precedents relevant to the function, organization and technological strategy of design proposals;
- GC7.2 the need to appraise and prepare building briefs of diverse scales and types, to define client and user requirements and their appropriateness to site and context;
- GC7.3 the contributions of architects and co-professionals to the formulation of the brief, and the methods of investigation used in its preparation.

GC8 Understanding of the structural design, constructional and engineering problems associated with building design.

Understanding of:

- GC8.1 the investigation, critical appraisal and selection of alternative structural, constructional and material systems relevant to architectural design;
- GC8.2 strategies for building construction, and ability to integrate knowledge of structural principles and construction techniques;
- GC8.3 the physical properties and characteristics of building materials, component and systems, and the environmental impact of specification choices.

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.

Knowledge of:

- GC9.1 principles associated with designing optimum visual, thermal and acoustic environments;
- GC9.2 systems for environmental comfort realised within relevant precepts of sustainable design;
- GC9.3 strategies for building services, and ability to integrate these in a design project.

GC10 The necessary design skills to meet building users' requirements within the constraints imposed by cost factors and building regulations.

Skills to:

- GC10.1 understand the cost control mechanisms which operate during the development of a project;
- GC10.2 prepare designs that will meet building users' requirements and comply with UK legislation, appropriate performance standards and health and safety requirements.
- GC10.3 prepare designs that will meet building users' requirements and comply with UK legislation, appropriate performance standards and health and safety requirements.

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

Knowledge of:

- GC11.1 the fundamental legal, professional and statutory responsibilities of the architect, and the organisations, regulations and procedures involved in the negotiation and approval of architectural designs, including land law, development control, building regulations and health and safety legislation;
- GC11.2 the professional inter-relationships of individuals and organisations involved in procuring and delivering architectural projects, and how these are defined through contractual and organisational structures;
- GC11.3 the basic management theories and business principles related to running both an architects' practice and architectural projects, recognising current and emerging trends in the construction industry.

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: Creative Practice

Reference: BA0b

Year: 0

Duration: 10 Weeks

Study Time: 400 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 consider what it is that you would like your work to communicate and how you can use process, media, and context to manipulate modes of communication. The unit is designed to allow you to interpret set projects from your own evolving creative position, enhancing your engagement in the development of your ideas and the way that you choose to express them.

Within this Unit 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.

You are encouraged to consider your position in relation to the broad themes of health and welfare, education, social justice, culture, and economic livelihood, and consider how your work navigates them. Further to this, you will continue to extend your knowledge and understanding of the contextual references that surround your practice and your chosen discipline. Contextual research will inform your work, it is the fuel that feeds your ideas.

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	Identifying, contextualising, and analysing relevant primary and secondary research	Developing time management and project planning skills.
Understanding creative intent, project realisation, and audiences.	Building contextual knowledge of discipline specific experts, practitioners, and creative industries	Building skills in negotiation and compromise in relation to working collaboratively
Developing reflective practice through documenting process and outcome	Developing writing skills utilising reliable sources, academic conventions, and Harvard references.	Building awareness of safe working practices in studios and workshops

In this unit we aim to support you in:

- Establishing and building upon a developing critical and contextual understanding surrounding emergent 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.
- Developing personal creative work with consideration towards intent, outcome, and contexts.
- Developing an ability to communicate intended ideas and themes, through visual, written work, and verbal critique.

Learning Outcomes

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

Knowledge and Skills	Show developing KNOWLEDGE of contextual references that might inform your practice.
Experimentation and Iteration	Apply skills in research, EXPERIMENTATION and ITERATION in developing and realising a body of work.
Reflection and Evaluation	Show an understanding and apply processes of REFLECTION in the development of your work.
Communication	Show an ability to COMMUNICATE ideas and themes through visual and written work.

Assessment Requirements

You are required to submit all the following for assessment:

- Body of creative work
- Supporting documentation
- 1500-word essay

Year 0 Unit: BA0c

Unit Title: Specialist Study

Reference: BA0c

Year: 0

Duration: 10 Weeks

Study Time: 400 Hours

Description

This Unit continues to build upon the skills and knowledge initiated in BA0a and BA0b. You will be asked to pose your own research questions, map your practice thematically and contextually and navigate set projects from your 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.

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 the ten-minute presentation, towards the end of the Unit. Following each weekly session, you will be set a research task, which will reflect the ideas discussed within the research seminars. You are asked to compile these tasks, handing in a portfolio of research tasks at the end of the unit.

Topics covered in this unit

Creative Practice	Research Practice and Critical Thinking	Careers and Personal Development
Developing knowledge and ability in subject specific media, techniques, processes, and creative approaches	Questioning, contextualising, and evaluating information.	Industry and audience awareness
Developing independent learning skills and understanding of a continuing learning journey	Locating, understanding, and analysing key concepts and contexts relevant to your specialist subject.	Developing a professional approach to timekeeping and project management
Building a sustained approach to realising and presenting creative projects.	Developing and utilising an understanding of the interchange between practice and theory	Developing communication and presentation skills and confidence in public speaking.

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.
- Using self-evaluation and critical reflection
- Gaining skills in a range of media and processes
- Managing your creative process through to project realisation.
- Articulating the contexts and references relevant to your specialist subject and individual projects.

Learning Outcomes

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

Knowledge and Skills	Show KNOWLEDGE and SKILL in a range of processes, and materials in developing and realising a body of work.
Research	Apply RESEARCH skills in finding contextual references relevant to your work.
Reflection and Evaluation	Show an ability to inform the development of your work through a process of REFLECTION and EVALUATION.
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
- Ten-minute presentation

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:	Architecture and Strategy
Reference:	ARCH2a
Year:	2
Credit Points:	40
Duration:	10 Weeks
Study Time:	400 Hours

Description

In this intermediate unit, you will encounter architectural design in collective space beyond a simple situated habitat with considerations of the wider impact of technology, environment and purposeful spatial design. This will necessitate strategic consideration as they are many forces that impact on the architectural outcome; most of these will be intangible considerations involving sociology, anthropology, cultural histories, the economy, and the contemporary conditions of collective living. You are expected to propose your designs with formative positions to address the question of architecture connectivity in collective inhabitation.

At this stage you are introduced to wider technical concerns such as varied climates and topographies. Professionally, you are introduced to the constituency of the profession, related agencies, and work methodologies.

You will design collaboratively in the technical/environmental design project, to develop shared skills, learning and approaches to climatic technical design.

Aims

- to establish a range of spatial, contextual and technical design tools relevant to strategic design of collective space
- to develop shared learning and awareness of variations in climatic design associated appropriate materials & technologies
- to develop awareness of modern (post-Enlightenment) approaches to architectural thought, historical design strategies in relation to collective space (urban and landscape)
- to engage with the study of networks in the profession, and standardised professional processes
- to develop independent learning skills

Learning Outcomes

The Learning Outcomes for the Unit are based on the ARB/RIBA General Criteria (GC).^{*} These are the points in the GC relevant to this Unit:

- GC1 Ability to create architectural designs that satisfy both aesthetic and technical requirements.
- GC2 Adequate knowledge of the histories and theories of architecture and the related arts, technologies and human sciences.
- GC3 Knowledge of the fine arts as an influence on the quality of architectural design.
- GC4 Adequate knowledge of urban design, planning and the skills involved in the planning process.
- 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.
- 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.
- GC7 Understanding of the methods of investigation and preparation of the brief for a design project
- GC8 Understanding of the structural design, constructional and engineering problems associated with building design.
- 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.
- GC10 The necessary design skills to meet building users' requirements within the constraints imposed by cost factors and building regulations.

** The General Criteria describe the subject material that must be covered by students gaining qualifications that are prescribed by ARB/RIBA at Part 1 & 2. There are 11 points in the GC, each with a maximum of 3 sub-clauses.*

Key topics covered on this unit

Design Studio	Technology and Environment	Cultural Context	Professional Studies
Architecture & Strategy – explorative design studio concerning collective habitats	Technical/environmental visual study / report	18th century to recent architectural history	The profession, legacies, and contemporary infrastructure
	Technical study of materials	Architectural theories	RIBA Plan of Work
	Synthetic materials and modern construction	Urban histories and theories	Networks of Architecture

Assessment Requirements

Design Studio Folio presented as a PDF file comprising:

- Presentation sheets, including appropriate scaled drawings
- Scaled Models
- Supporting investigative and creative exploration studies

Cultural Context Folio presented as a PDF file comprising:

- 1500-word Essay
- Visual Studies
- Record of active tasks

Technology & Environment Folio presented as a PDF file comprising:

- Technical study, 2500 words (visual study) Scaled Models
- Supporting investigative studies
- Visual studies
- Record of active tasks

Professional Studies Folio presented as a PDF file comprising:

- Visual studies, including a written component
- Record of active tasks

Presentation:

- You are required to present your work individually or in a group, and/ or participate in an equivalent formal activity to be specified within the Project Briefs

How you will be taught and receive feedback

The unit will be taught through projects which cover all the curriculum areas and key topics required to meet the Learning Outcomes. Taught sessions will usually be a mix of workshops and/or studio time, lectures, seminars and both group and individual tutorials to allow you to gain skills, knowledge and understanding in a variety of ways.

Architectural education is conversational, and in that nature, unique in the sense that feedback is constantly present. You will be getting feedback on developing work in tutorials, reviews and from conversations with your tutors, guest critics and peers. You will be getting feedback in general lectures and seminars, and workshops. Feedback can be given in general to groups and also to individual work. Feedback gained from tutors and peers provide opportunities for you to reflect on your learning and the direction of your studies. Feedback can be in the form of verbal advice, visual notes, written guidance, or any combination of all three. All feedback supporting the development of the work before assessment is referred to as formative feedback.

Summative written feedback is provided at the end of the unit on the Assessment Feedback Form.

Year 2 Unit: ARCH2b

Unit Title:	Architecture and Ideology
Reference:	ARCH2b
Year:	2
Credit Points:	80
Duration:	20 Weeks
Study Time:	800 Hours

Description

Architecture and Ideology continues the sequence of your educational pathway. You will confront architectural design and thinking within the legacy of contrasting systems: rural/urban, political/private, and personal/cultural. Networks are explored in design, in the humanities, professional studies and technical/environmental studies and students consider the frameworks and paradigms that determine architectural output. Historical and theoretical studies cover contemporary issues and debates.

There will be collaborative study, but projects will increasingly be completed as individual studies, fostering the development of the individual thinker, operator and designer. You will be expected to achieve a heightened ability to design articulate spatial order and demonstrate ability to creatively mix material, environmental control and structure. The target at this intermediate stage is to demonstrate a working competency with skills, capabilities, and to offer a confident outlook theoretically and technically.

Aims

- to develop awareness and knowledge of ideological positions in architecture and urban design and to translate theoretical concepts to architectural propositions
- to undertake architectural design as a problem of cultural, social, political, technical /environmental, & global connectivity
- to engage with the impact of buildings on the environment and the precepts of sustainable design
- to develop strategies for building construction, structural principles and construction techniques
- to engage with the impact of professional requirements, constructional systems, and specification choices on architectural design
- to engage with architectural practice as enterprise, advocacy, and agency to apply relevant research methods and strategies to your own practice and research interests
- to develop an approach to research studies

Learning Outcomes

The Learning Outcomes for the Unit are based on the ARB/RIBA General Criteria (GC).^{*} These are the points in the GC relevant to this Unit:

- GC1 Ability to create architectural designs that satisfy both aesthetic and technical requirements.
- GC2 Adequate knowledge of the histories and theories of architecture and the related arts, technologies and human sciences.
- GC3 Knowledge of the fine arts as an influence on the quality of architectural design.
- GC4 Adequate knowledge of urban design, planning and the skills involved in the planning process.
- 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.
- 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.
- GC7 Understanding of the methods of investigation and preparation of the brief for a design project
- GC8 Understanding of the structural design, constructional and engineering problems associated with building design.
- 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.
- GC10 The necessary design skills to meet building users' requirements within the constraints imposed by cost factors and building regulations.
- GC11 Adequate knowledge of the industries, organisations, regulations and procedures involved in translating design concepts into buildings and integrating plans into overall planning.

^{} The General Criteria describe the subject material that must be covered by students gaining qualifications that are prescribed by ARB/RIBA at Part 1 & 2. There are 11 points in the GC, each with a maximum of 3 sub-clauses.*

Key topics covered on this unit

Design Studio	Technology and Environment	Cultural Context	Professional Studies
Architecture and networked space project	Construction systems	Architectural theory	BIM
Architecture and ideology project	Building services: mechanical and electrical	Urban design ideas	Health & Safety
	Building performance evaluation systems, <i>Passivhaus</i> etc	Research methods and bibliographic studies which lead to a Research Report Outline	Practice Engagement
	Synthetic materials and modern construction		Regulatory bodies and law
	Smart technology		Architectural graphics/ GAD
	Köppen categories of climate, climatic design responses and architecture		
	Technical study of materials		

Assessment Requirements

Design Studio Folio presented as a PDF file comprising:

- Presentation sheets, including appropriate scaled drawings
- Scaled models
- Creative exploration and supporting investigative studies

Cultural Context Folio presented as a PDF file comprising:

- 2000-word Essay
- 1500-word outline proposal for final year Research Report
- Visual Studies
- Record of active tasks

Technology & Environment Folio presented as a PDF file comprising:

- Presentation sheets, including appropriate scaled drawings
- Scaled models
- Supporting investigative studies
- Visual Studies
- Record of active tasks

Professional Studies Folio presented as a PDF file comprising:

- 1500-word Essay
- Visual Studies
- Record of active tasks

Presentation:

- You are required to present your work individually or in a group, and/ or participate in an equivalent formal activity to be specified within the Project Briefs

How you will be taught and receive feedback

The unit will be taught through projects which cover all the curriculum areas and key topics required to meet the Learning Outcomes. Taught sessions will usually be a mix of workshops and/or studio time, lectures, seminars and both group and individual tutorials to allow you to gain skills, knowledge and understanding in a variety of ways.

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Summative written feedback is provided at the end of the unit on the Assessment Feedback Form

Year 3 Unit: ARCH3a

Unit Title:	Architecture and the Public Realm
Reference:	ARCH3a
Year:	3
Credit Points:	40
Duration:	10 Weeks
Study Time:	400 Hours

Description

This first unit of your third year is concerned with the public realm. One major city will be chosen for spatial exploration and research; the design project will involve either an intervention within an existing neighbourhood or the design and master-planning of a new neighbourhood. You will also develop a 5,000-word Research Report that engages critically with current architectural and cultural theory.

Group Designed City/Urban project involving a sector of a city, urban strategies and data analysis, creative vision, and future propositions. You are expected to learn about Urban Design in historical and contemporary veins and produce a collaborative project culminating in a creative proposition for an Urban sector or city with an accompanying set of parameters and design goals as defined by teaching staff.

Aims

- To develop understanding of urban site environmental conditions and the key contemporary theories of urbanism.
- To develop appropriate and effective spatial representational communication skills.
- To support understanding and ability to make effective interventions in urban environments.
- To engage in an in-depth research inquiry around the critical examination of an architectural intervention, a building or a city.
- To consider the cause and effect relationships between the various forces and understand how constructed environments are shaped
- to engage with Architectural Practice as enterprise, advocacy, and agency to apply relevant research methods and strategies to your own practice and research interests
- To conduct an in-depth academic study of 5000 words
- To engage with the profession through the study of business & commerce models, advocacy, enterprise and agency, architectural management & administration, law, policy and topical concerns

Learning Outcomes

The Learning Outcomes for the Unit are based on the ARB/RIBA General Criteria (GC).^{*} These are the points in the GC relevant to this Unit:

- | | |
|------|---|
| GC1 | Ability to create architectural designs that satisfy both aesthetic and technical requirements. |
| GC2 | Adequate knowledge of the histories and theories of architecture and the related arts, technologies and human sciences. |
| GC3 | Knowledge of the fine arts as an influence on the quality of architectural design. |
| GC4 | Adequate knowledge of urban design, planning and the skills involved in the planning process. |
| 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. |
| 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. |
| GC7 | Understanding of the methods of investigation and preparation of the brief for a design project |
| GC8 | Understanding of the structural design, constructional and engineering problems associated with building design. |
| 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. |
| GC10 | The necessary design skills to meet building users' requirements within the constraints imposed by cost factors and building regulations. |
| GC11 | Adequate knowledge of the industries, organisations, regulations and procedures involved in translating design concepts into buildings and integrating plans into overall planning. |

^{} The General Criteria describe the subject material that must be covered by students gaining qualifications that are prescribed by ARB/RIBA at Part 1 & 2. There are 11 points in the GC, each with a maximum of 3 sub-clauses.*

Key topics covered on this unit

Design Studio	Technology and Environment	Cultural Context	Professional Studies
Collaborative urban studies	Construction industry practice	Research Report 5000 words	Architecture as business
Feasibility study (Individual) resulting in proposed architectural interventions	Building defects	Seminar presentation	Law and contracts
Creative design study			Basic architectural finance
			Risk
			Project management
			Advocacy and Entrepreneurship

Assessment Requirements

Design Studio Folio presented as a PDF file comprising:

- Presentation sheets, including appropriate scaled drawings
- Scaled models
- Creative exploration and supporting investigative studies

Cultural Context Folio presented as a PDF file comprising:

- 5000-word Research Report
- Visual Studies

Technology & Environment Folio presented as a PDF file comprising:

- Visual studies, including written component
- Record of active tasks

Professional Studies Folio presented as a PDF file comprising:

- Visual studies, including written component
- Record of active tasks

Presentation

- You are required to present your work individually or in a group, and/ or participate in an equivalent formal activity to be specified within the Project Briefs

How you will be taught and receive feedback

The unit will be taught through projects which cover all the curriculum areas and key topics required to meet the Learning Outcomes. Taught sessions will usually be a mix of workshops and/or studio time, lectures, seminars and both group and individual tutorials to allow you to gain skills, knowledge and understanding in a variety of ways.

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Summative written feedback is provided at the end of the unit on the Assessment Feedback Form

Year 3 Unit: ARCH3b

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

Description

This unit synthesises all the constituent, elemental and contributory streams of teaching and learning. You are tested with a holistic design project capable of addressing overlapping agendas and issues present in the contemporary metropolis and you are expected to work on an integrated design project to a high degree of resolution. Projects are expected to be considerate of culture, public life, technology, climate and environment, and be situated in contextual understanding

The final project showcases the outcomes of your undergraduate study. The expected accomplishment is to gain a set of transposable skills to meet or exceed the assessed benchmark for exemption from ARB Part I examinations, and achieve a readiness for professional, or other pathways.

Aims

- Demonstrate a controlled understanding of materiality, and spatial design
- Demonstrate an ability to integrate spatial and technical design with contextual understanding
- Demonstrate knowledge and understanding of spatial and cultural location of creativity in relation to technological production
- Demonstrate imaginative and creative ability in exploratory design
- Demonstrate an ability to understand and respond to the current state of affairs in architectural thought and professional expectations
- Integrate Skills acquired in Contextual Studies, Technical Studies, and Professional Studies
- Achieve competence meeting or exceeding standards for exemption from ARB Part I examinations
- Prepare for employment or other pathways

Learning Outcomes

The Learning Outcomes for the Unit are based on the ARB/RIBA General Criteria (GC).^{*} These are the points in the GC relevant to this Unit:

- GC1 Ability to create architectural designs that satisfy both aesthetic and technical requirements.
- GC2 Adequate knowledge of the histories and theories of architecture and the related arts, technologies and human sciences.
- GC3 Knowledge of the fine arts as an influence on the quality of architectural design.
- GC4 Adequate knowledge of urban design, planning and the skills involved in the planning process.
- 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.
- 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.
- GC7 Understanding of the methods of investigation and preparation of the brief for a design project
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- GC10 The necessary design skills to meet building users' requirements within the constraints imposed by cost factors and building regulations.
- GC11 Adequate knowledge of the industries, organisations, regulations and procedures involved in translating design concepts into buildings and integrating plans into overall planning.

** The General Criteria describe the subject material that must be covered by students gaining qualifications that are prescribed by ARB/RIBA at Part 1 & 2. There are 11 points in the GC, each with a maximum of 3 sub-clauses.*

Key topics covered on this unit

Design Studio	Technology and Environment	Cultural Context	Professional Studies
Integrated architectural project	Technical detailing of integrated architectural project	Analysis of the cultural context of integrated architectural project	Mock interviews, preparation for employment
Demonstration of operative professional competency			Topical study
			Basic architectural finance
			Awareness of required professional competencies

Assessment Requirements

Design Studio Folio presented as a PDF file comprising:

- Presentation sheets
- Drawings / Models
- Creative exploration and supporting investigative studies

Cultural Context Folio presented as a PDF file comprising:

- 1000-word Essay
- Visual Studies
- Record of active tasks

Technology & Environment Folio presented as a PDF file comprising:

- Presentation sheets, including appropriate scaled drawings
- Scaled Models
- Creative exploration and supporting investigative studies
- Visual Studies
- Record of active tasks

Professional Studies Folio presented as a PDF file comprising:

- 1000-word Essay
- Visual studies
- Record of active tasks

Presentation

- You are required to present your work individually or in a group, and/ or participate in an equivalent formal activity to be specified within the Project Briefs

How you will be taught and receive feedback

The unit will be taught through projects which cover all the curriculum areas and key topics required to meet the Learning Outcomes. Taught sessions will usually be a mix of workshops and/or studio time, lectures, seminars and both group and individual tutorials to allow you to gain skills, knowledge and understanding in a variety of ways.

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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. These include talks from external speakers, cross-university projects and times when you are able to join projects and workshops from beyond your course area.

Course Delivery

Undergraduate courses are mainly taught on campus and include 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.

At postgraduate level, some courses are taught mainly on campus and include some live-streamed and pre-recorded digital sessions which you can use on-demand. Others are predominantly or fully online to 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.

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. Generally, you will be assessed on course work which might 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 of 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, going from around 35% of their time in the Integrated Foundation Year (Year 0) to approximately 24% in the final year. Postgraduate taught students studying mainly on campus can expect to attend taught sessions for approximately 20% 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.

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. See the University's Student Regulations and Procedures [Student Regulations and Procedures 2024-25 \(norwichuni.ac.uk\)](https://norwichuni.ac.uk/student-regulations-and-procedures-2024-25).

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 as follows:

- Completion of Year 1 – Certificate of Higher Education (120 credits at Level 4 of the Sector Recognised Standards)
- Completion of Year 2 – Diploma of Higher Education (240 credits with 120 credits at Level 5 of the Sector Recognised Standards)
- **Partial completion of Year 3 – BA Degree (Unclassified) (280 credits with 60 credits at Level 6 of the Sector Recognised Standards) – Check this is correct!?**

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.