Course Specification

Course Summary Information	
1 **Course Title**	BA(Hons) Design for Future Living
2 **Course Code**	US0955
3 **Awarding Institution**	Birmingham City University
4 **Teaching Institution(s)** (if different from point 3)	
5 **Professional Statutory or Regulatory Body (PSRB) accreditation** (if applicable)	Not applicable

6	**Course Description** (Marketing text for website)

How we live affects us all. Housing is a basic human right but what we produce and what is on offer to the market doesn't always meet our needs. Our homes should be smart, well designed and affordable; they should create a sense of community, respond to changing demographics, respect the environment and support changing family structures. We urgently need new design thinking to revolutionise how we live.

Do you enjoy design and want to work creatively from a product to the scale of city? Do you want to get 'hands on' with materials and making? Are you interested in interdisciplinary working and want to learn entrepreneurial and design business skills? Are you interested in challenging the status quo?

Design for Future Living aims to develop exciting and innovative design thinking to challenge preconceptions about how live. Delivered in collaboration with TV architect George Clarke's Ministry of Building, Innovation and Education (MOBIE), the course places you at the forefront of the next generation of designers, entrepreneurs and creatives tackling the design and delivery of new homes. The course aims to break new ground through a transdisciplinary, collaborative approach to designing and producing for future living.

What You Learn

The BA (Hons) Design for Future Living is a unique opportunity for you to lead the way in designing how and where we live. Through innovative ideas, new design methods, advanced technologies and entrepreneurial skills, you will critique, challenge and disrupt traditional thinking around the idea of 'home' and develop radical alternatives through rigorous testing. The course is founded on three areas:

- Design - the course embodies our ethos of "design through the scales", from a product to, furniture, interior spaces and architecture to the city scale and landscape.
- Make – we have a tradition and pre-occupation with "making", inspired by Birmingham's industrial and artisan heritage, making this an ideal setting for exploring new approaches to the production and manufacture of homes. Using our workshops and the city beyond, you will explore advanced materials, digital and analogue fabrication and technology transfer from product design, manufacturing and industry.
- Live – we see houses not as 'one size fits all' units but as homes for specific users in specific places. Throughout the course, you will be challenged to consider the implications of your designs on how people live.

The course prepares a new model of creative, skilled and disruptive designer with knowledge of how new understandings of home, digital technologies and creative design can interconnect to fundamentally re-shape the places we live.

How you will learn

Designing through the scales from architecture to product design to the city will enable you to learn unique skills making you ideally placed to develop new approaches to the homes and living patterns of the future.

Your projects will explore products, spaces for living and future homes and communities. Through hands on experience you will explore the potential of new technologies and technology transfer. Working individually and in team-based activities, you will develop your professional and entrepreneurial skills ready for industry.

The course goes beyond lectures and gives you great opportunities. Our collaboration with MOBIE brings a wealth of knowledge and industry connections to the course. Transdisciplinary working is part of our ethos; you'll be part of Co.LAB, a collaborative architecture and design initiative within the School working on live projects. . As part of the Praxis module, you will undertake a work placement during your 2nd year, with options including design practice, construction, manufacture, developer, and more. This engagement with one-to-one scale interventions with students and staff from various disciplines, external partners and real-world practice helps you to become a more rounded and responsive professional.

7	Course Awards		
7a	**Name of Final Award**	**Level**	**Credits Awarded**
	Bachelor of Arts with Honours Design for Future Living	Level 6	360
7b	**Exit Awards and Credits Awarded**		
	Certificate of Higher Education Design for Future Living	Level 4	120
	Diploma of Higher Education Design for Future Living	Level 5	240
	Bachelor of Arts Design for Future Living	Level 6	300

8	Derogation from the University Regulations
	Not applicable

9	Delivery Patterns		
Mode(s) of Study	**Location(s) of Study**	**Duration of Study**	**Code(s)**
Full Time	City Centre	3 years	US0955
Professional Placement Year	City Centre	4 years	US1292

10	Entry Requirements
Home:	112 points (tbc)

	EU:	Detail the English language requirements (in IELTS scores).
	International:	Minimum overall score of 6.0, with no less than 5.5 in each band.
	Access:	Insert details of any Access to HE course students may have completed.

11	**Course Learning Outcomes**	
	Knowledge and Understanding
1	Use creative and exploratory design practice across a range of scales to critically respond to a defined brief for future living.
2	Critically respond to the needs and requirements of different users and ways of living in the design and production of places to live.
3	Evaluate the potential and limitations of appropriate materials, fabrication, manufacturing techniques and structures and systems for the design and making of new homes.
4	Explore and critique historical, political, economic and contextual factors related to how we live now and into the future.
5	Apply creative thinking skills and approaches to design problems and/or opportunities that combine theoretical, conceptual and pragmatic considerations related to design of future homes.
6	Critically evaluate and select appropriate design methods and processes for self-selected or client-led design briefs.
7	Analyse design precedents and the work of peers through critical appreciation of the relationship between design process, technology, contextual conditions and user needs.
8	Exercise knowledge and skills required to set up and sustain a design-related business.
9	Apply practical and technical knowledge in the production of creative work, utilising industry relevant equipment and processes and hands on practical making.
	Skills and other attributes
10	Communicate design concepts and outcomes to specialist and non-specialist audiences using appropriate and professional analogue and digital written, visual and oral formats.
11	Collaborate with others and work effectively in an interdisciplinary professional context.
12	Utilise objective, analytical approaches to support evidence-based research and practice.
13	Develop and exercise professional and ethical behavioural approaches.

12	**Course Requirements**

12a | **Level 4:**

In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):

Module Code	Module Name	Credit Value
ARC4029	History of Modern Architecture and Design (existing module)	20
ARC4037	How We Live(d)	20
ARC4038	Technology transfer	20
ARC4039	Inhabit	20
ARC4035	Future Homes 1	40

Level 5:

In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):

Module Code	Module Name	Credit Value
Level5	Production	20
Level5	Sustainable Housing COmmunities	20
Level5	Praxis (existing module)	20
Level5	Co.LAB (existing module)	20
Level5	Future Homes 2	40

Level 6:

In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):

Module Code	Module Name	Credit Value
Level6	Prototype	20
Level6	Design Entrepreneurship	20
Level6	Design Project Management (existing module)	20
Level6	Major Project	60

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12b   Structure Diagram

Include a structure diagram for each mode of study. Level 4 is completed as an example including modules which extend the whole year.

Full Time Route

Level 4

SEMESTER ONE	SEMESTER TWO
Core	Core
How We Live(d) (20 credits)	Technology Transfer (20 credits)
Inhabit (20 credits)	Future Homes 1 (40 credits)
History of Modern Architecture and Design (20 credits)	

Level 5

Core	Core
Production (20 credits)	Co.LAB (20 credits)
Sustainable Housing Communities (20 credits)	Future Homes 2 (40 credits)
Praxis (20 credits)	

Level 6

Core	Core
Design Entrepreneurship (20 credits)	Major project (Faculty Module) (60 credits)
Prototype (20 credits)	
Design Project Management (20 credits)	

13 Overall Student Workload and Balance of Assessment

Overall student *workload* consists of class contact hours, independent learning and assessment activity, with each credit taken equating to a total study time of around 10 hours. While actual contact hours may depend on the optional modules selected, the following information gives an indication of how much time students will need to allocate to different activities at each level of the course.

- *Scheduled Learning* includes lectures, practical classes and workshops, contact time specified in timetable
- *Directed Learning* includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning
- *Private Study* includes preparation for exams

The *balance of assessment* by mode of assessment (e.g. coursework, exam and in-person) depends to some extent on the optional modules chosen by students. The approximate percentage of the course assessed by coursework, exam and in-person is shown below.

Delete years where applicable.

Level 4

Workload

% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	330
Directed Learning	630
Private Study	240
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	100%
Exam	
In-Person	

Level 5

Workload

% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	260
Directed Learning	620
Private Study	320
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	93%
Exam	

In-Person	7%

Level 6

Workload

% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	350
Directed Learning	390
Private Study	460
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	100%
Exam	
In-Person	

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