

<b>Module code: MOD007334</b>	<b>Version: 2    Date Amended: 11/Aug/2023</b>
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<b>1. Module Title</b>
Studio Culture 1

  

<b>2a. Module Leader</b>
Benjamin Mackay

  

<b>2b. School</b>
Cambridge School of Art

  

<b>2c. Faculty</b>
Faculty of Arts, Humanities, Education and Social Sciences

  

<b>3a. Level</b>
4

  

<b>3b. Module Type</b>
Standard (fine graded)

  

<b>4a. Credits</b>
60

  

<b>4b. Study Hours</b>
600

5. Restrictions			
Type	Module Code	Module Name	Condition
Pre-requisites:	None		
Co-requisite:	MOD007335	Visual Communication	Compulsory
Co-requisite:	MOD007333	Design Context and Technology	Compulsory
Exclusions:	None		
<b>Courses to which this module is restricted:</b>	BA (Hons) Interior Design		

## LEARNING, TEACHING AND ASSESSMENT INFORMATION

6a. Module Description
<p>Part of becoming a designer is to engage in the creative and reflective culture of the studio process. This module is designed to help you to become a creative practitioner and studio projects are informed by, and reflect, industry process and practice. Tutors will guide you through your design process which, once cemented, will help your entrance into industry and support your own journey within industry.</p> <p>Your first studio is designed to help you to develop your creativity, your design tools and the foundational culture of working as a designer and inform your subsequent creative development and your design process within your degree.</p> <p>You will develop your skills in design research, design process and your own ability to convey your ideas to others and to respond to feedback as you would in a professional environment.</p> <p>You will be encouraged to experiment within given design questions, and then test ideas using various design tools, engage in discussion and evaluate your work. Projects will have individual and collaborative elements with other designers in which you will be encouraged to work together, reflect on your own development and those of your peers.</p> <p>Your creative development will be supported through developing a design vocabulary and through drawing and 3D making and use of technologies such as Computer Aided-Design (CAD).</p>

## 6b. Outline Content

- Developing a design program through the use of human activity in selected spaces.
- Questions of body scale, furniture and body scale and spatial scales.
- Design research methodologies and applications within the design process.
- Constructing your own design methodology through documenting your own design process.
- Iterative design process models through drawing, fast 3D modelling and its relationship to drawing. Collaborative tools and reflective practices.
- Slow and complex modelling and its relationship with drawing. The relationship between drawing, 3D modelling and CAD.
- Developing narratives to aid in design development, design language and principles of 3D spaces.
- Engagement with, and manipulation of interior and exterior relationships.

## 6c. Key Texts/Literature

The reading list to support this module is available at: <https://readinglists.aru.ac.uk/>

## 6d. Specialist Learning Resources

Design Studio with specialist equipment such as lightboxes, cutting mats, drawing boards, computers and design library.

CAD Studio with specialist software to enable students to draw in 2D and 3D and render.

Supported 3D workshop with 3D printing and laser cutting, hand tools and machine tools for timber and metal.

7. Learning Outcomes (threshold standards)		
No.	Type	On successful completion of this module the student will be expected to be able to:
1	Knowledge and Understanding	Demonstrate an understanding and critical engagement of spatial architectural and design history within a contemporary context.
2	Knowledge and Understanding	Demonstrate an understanding between the design process and spatial drawing.
3	Knowledge and Understanding	Demonstrate an understanding between the design process and visual communication through image, text and 3D making.
4	Knowledge and Understanding	Demonstrate an awareness of the relationship between human space relationships; specifically narrative and belonging in a global context.
5	Intellectual, practical, affective and transferrable skills	Demonstrate a familiarity and growing engagement of the human, its scale, and its choreography within 3D spaces.
6	Knowledge and Understanding	Demonstrate and engage with an understanding of reflective and collaborative practices within a creative learning community.

8a. Module Occurrence to which this MDF Refers				
Year	Occurrence	Period	Location	Mode of Delivery
2024/5	ZZF	Template For Face To Face Learning Delivery		Face to Face

8b. Learning Activities for the above Module Occurrence			
Learning Activities	Hours	Learning Outcomes	Details of Duration, frequency and other comments
Lectures	36	1-6	12 x 3 hourly lectures over the year detailing introductory and developmental design processes and theories.
Other teacher managed learning	108	1-6	Weekly seminars, tutorials, workshops, discussion focusing on ideas around design that inform the studio projects. Tutorial group learning with focused studio tasks.
Student managed learning	456	1-6	Developmental work in practice and research in studio with guidance of tutors.
TOTAL:	600		

9. Assessment for the above Module Occurrence					
Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
010	Coursework	1-6	30 (%)	Fine Grade	30 (%)
Trimester 1 Portfolio-based assessment					

Assessment components for Element 010				
Component No.	Assessment Title	Submission Method	Weighting (%)	Components needed for Mark Calculation?
010/1	Design Report	Canvas	25 (%)	All
010/2	Photographic Essay	Canvas	15 (%)	
010/3	Practice Diary	Canvas	25 (%)	
010/4	Connection and Context Report	Canvas	25 (%)	
010/5	Professional Practices	Scheduled Activity: Timetabled assessment task	10 (%)	

Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
011	Coursework	1-6	30 (%)	Fine Grade	30 (%)
Trimester 1 Portfolio-based assessment					

Assessment components for Element 011				
Component No.	Assessment Title	Submission Method	Weighting (%)	Components needed for Mark Calculation?
011/1	Live Brief	Canvas	10 (%)	All
011/2	The Space Between Bodies and Buildings	Canvas	15 (%)	
011/3	Designing to Need	Canvas	25 (%)	
011/4	Storybox	In Person: Faculty office submission	40 (%)	
011/5	Professional Practices	Scheduled Activity: Timetabled assessment task	10 (%)	

Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
012	Coursework	1-6	40 (%)	Fine Grade	30 (%)
Trimester 2 Portfolio-based assessment					

Assessment components for Element 012				
Component No.	Assessment Title	Submission Method	Weighting (%)	Components needed for Mark Calculation?
012/1	Case Studies and Research	Canvas	20 (%)	All
012/2	Design Proposal	Canvas	10 (%)	
012/3	3D Making	Scheduled Activity: Timetabled assessment task	10 (%)	
012/4	Intervention Pop!	Canvas	50 (%)	
012/5	Professional Practices	Scheduled Activity: Timetabled assessment task	10 (%)	

**In order to pass this module, students are required to achieve an overall mark of 40% (for modules at levels 3, 4, 5 and 6) or 50% (for modules at level 7\*).**

**In addition, students are required to:**

- (a) achieve the qualifying mark for each element of fine graded assessment as specified above**
- (b) pass any pass/fail elements**

**[\* the pass mark of 50% applies for all module occurrences from the academic year 2024/25 – see Section 3a of this MDF to check the level of the module and Section 8a of this MDF to check the academic year]**