Module Definition Form (MDF)

Module code: MOD007337	**Version:** 1 **Date Amended:** 24/Jan/2020

1. Module Title
Studio Culture 2

2a. Module Leader
Antonios Anagnostidis

2b. School
Cambridge School of Art

2c. Faculty
Faculty of Arts, Humanities, Education and Social Sciences

3a. Level
5

3b. Module Type
Standard (fine graded)

4a. Credits
60

4b. Study Hours
600

5. Restrictions			
Type	**Module Code**	**Module Name**	**Condition**
Pre-requisite:	MOD007334	Studio Culture 1	Compulsory
Pre-requisite:	MOD007335	Visual Communication	Compulsory
Co-requisite:	MOD007336	Digital Media in Application	Compulsory
Exclusions:	None		
Courses to which this module is restricted:	BA Interior Design		

LEARNING, TEACHING AND ASSESSMENT INFORMATION

6a. Module Description

Developing as a designer asks us to be able to collaborate effectively and to communicate efficiently with confidence, personality and clarity.

Your second studio in your degree is designed to help you to build on your creative speculation, expand your design tools and process within larger scaled, socially challenging projects, live projects and collaborative projects. You will incorporate questions of sustainability and inclusivity through your design. The studio seeks to help you to expand your understanding of how and where design may be applied professionally, and so challenging projects of various scales and contexts will be offered. Your resulting portfolio and developed skill sets will assist you in finding work placements ultimately contributing to your entry into the profession.

There is a focus on human activities and the narratives generated from your exploration. Projects will incorporate, interior spaces and connecting exterior spaces, exhibition, interpretive installation, exhibition furniture, design for performance, and lighting. The outcomes of these projects are usually exhibited, broadcast or screened with the work contributing to the discourses around social concerns. Where your work is exhibited, you will design the mode of exhibition and demonstrate, with guidance, the construction of clear visual narrative contexts organ

The studio will make use of live projects and follow an arc of research, process, design iteration, prototyping, refinement, detailing and installation within public spaces. Part of your work will be realised at human scale and installed at various sites for public use. This will help you to develop skills around project management, professional communication, budgeting and specification skills which are significant within industry.

Milestones are designed within the studio to reflect industry phases of generating a project.

Throughout your studio, feedback is given and at pivotal moments within your process and indicative grading is provided. This reflects how as designers, we may meet with clients, reflecting professional practice.

Outcomes are based on a completed portfolio of projects showing each stage of your process of research, process of experimentation and final design decisions.

You will demonstrate your design process, your reflection on it and confidently communicate your design decisions while making use of your own developing design vocabulary.

You will expand this to include all supporting work, such as project communication and the developing detailing associated with live and collaborative projects.

6b. Outline Content

Developing and resolving a design program through the use of human activity, social concern and narrative in public spaces.

Design research methodologies and applications within the design process.

Refining reflective design process methods.

Processes of prototyping within design process.

Design detailing for exhibition and lighting.

Design specification.

The relationship between drawing, 3D modelling and CAD.

Collaborative tools and reflective practices.

Industry culture and connection.

Modes of design presentation.

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 a detailed understanding and application of design research tools in the context of 3D spatial narratives.
2	Knowledge and Understanding	Demonstrate confident creative experimentation in the context of 3D spatial narratives.
3	Knowledge and Understanding	Demonstrate clear and professional communication throughout the process and in outcomes.
4	Knowledge and Understanding	Demonstrate refined detailing skills allowing for prototyping and construction.
5	Intellectual, practical, affective and transferrable skills	Demonstrate a detailed ability to respond to the needs and requirements of users and clients.
6	Intellectual, practical, affective and transferrable skills	Demonstrate an acute 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**
2026/7	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	0	None	None
Other teacher managed learning	144	1-6	Weekly lectures, 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 studio.
TOTAL:	600		

9. Assessment for the above Module Occurrence

The assessment for some modules includes a presentation (see below for details on how this particular module is assessed). We recognise that presenting, especially to a large group, can cause significant anxiety or distress for some students. If this may affect you, please contact your Module Leader or the Disability and Neurodiversity Service as early as possible. We will work with you to consider appropriate reasonable adjustments. Depending on your individual needs, these might include, for example, presenting to a smaller group or presenting only to a member of academic staff.

Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
010	Coursework	1-6	50 (%)	Fine Grade	30 (%)
Portfolio of course work with evidence of research, project development, reflection and final outcomes (equivalent to 6000 words)					

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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]