

Template C4



Programme Specification

Title of Course: *MA Landscape & Urbanism*

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| Date first produced | 30/04/2013 |
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| Version number | 3 |
| Faculty | Kingston School of Art |
| School | School of Arts |
| Department | Department of Architecture and Landscape |
| Delivery Institution | Kingston University London |

This Programme Specification is designed for prospective students, current students, academic staff and employers. It provides a concise summary of the main features of the programme and the intended learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if they take full advantage of the learning opportunities that are provided. More detailed information on the learning outcomes and content of each modules can be found in the course VLE site and in individual Module Descriptors.

SECTION 1: GENERAL INFORMATION

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| Award(s) and Title(s): <i>Up to 10 pathways</i> | MA Landscape & Urbanism |
| Intermediate Awards(s) and Title(s): <i>There are 4 Intermediate awards for each pathway</i> | PG Certificate PG Diploma Landscape & Urbanism Landscape & Urbanism |
| Course Code <i>For each pathway and mode of delivery</i> | PPLAU1LAU01 PFLAU1LAU01 |
| UCAS code <i>For each pathway</i> | |

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| RQF Level for the Final Award: | 7 |
| Awarding Institution: | Kingston University |
| Teaching Institution: | Kingston University London |
| Location: | Department of Architecture & Landscape, School of Art and Architecture, Kingston School of Art, Knights Park |
| Language of Delivery: | English |
| Modes of Delivery: | Part-time Full-time With Professional Placement |
| Available as: | |
| Minimum period of registration: | Part-time - 2 Full-time - 1 With Professional Placement - 2 |
| Maximum period of registration: | Part-time - 4 Full-time - 2 With Professional Placement - 3 |
| Entry Requirements: | <p>Applications are invited from professionals and graduates across the spectrum of built and natural environment design disciplines, internationally, in particular graduates of: landscape architecture, architecture, environmental design, urban design, spatial planning, infrastructural engineering.</p> <p>All applicants are required to present a related design portfolio, and prior experience in related design practice is highly desirable.</p> <p>The minimum entry qualifications for the programme are:</p> <p>Graduate status BA or BSc with minimum award 2.2 or equivalent; applications are welcomed from those with higher degrees.</p> |

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| | International applicants with appropriate qualifications are welcomed. A minimum IELTS score of 6.5, TOEFL 88 minimum or equivalent, is required for those for whom English is not their first language. |
| Programme Accredited by: | N/A |
| QAA Subject Benchmark Statements: | Masters' Degree Characteristics |
| Approved Variants: | Credit from the PG Diploma in Landscape Architecture can be counted towards the award of the MA in Landscape & Urbanism. |
| Is this Higher or Degree Apprenticeship course? | |

For Higher or Degree Apprenticeship proposals only

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| Higher or Degree Apprenticeship standard: | N/A |
| Recruitment, Selection and Admission process: | N/A |
| End Point Assessment Organisation(s): | N/A |

SECTION 2: THE COURSE

A. Aims of the Course

The MA Landscape & Urbanism aims to develop knowledge, skills, understanding and creativity at postgraduate and post experience level in an interdisciplinary environment within the field of Landscape & Urbanism and specifically:

- To develop landscape & urbanism literacy, knowledge, understanding, and skills, in relation to co-design and production in the interdisciplinary field of study and in relation to other related professions; with case and precedent studies to explore and critique the future scope and potential of the field;
- To engage students in strategic and design proposals and their evaluation in interdisciplinary teams and working individually;
- To explore, evaluate, advocate, scenarios and key determining factors and priorities for effective landscape & urbanism design, including regeneration and new development briefs;
- To support students in the development of a personal portfolio for their individual career ambitions in the field of landscape and urbanism;
- To support the development of the Landscape & Urbanism Masters Project ('capstone' project) which takes a design project or research question to an appropriate level of resolution, expansion or conclusion and critique, developing individual experience and ambition, and engaging in its effective presentation and dissemination;
- To develop landscape & urbanism knowledge, creativity and critical reflection;
- To make explicit the relationship between theory, practice and critique;
- To support intelligent and distinctive place-making, and effective infrastructures and spatial, material and temporal programmes.
- To prepare MA graduates for practice and/or research career paths;
- The 2-year programme with integrated placement(s) also provides students with an opportunity to enhance their professional skills, preparing them for higher levels of employment, further study and lifelong learning.

B. Intended Learning Outcomes

The programme outcomes are referenced to the UK Quality Code for Higher Education including the QAA Master's Degree Characteristics 2020, Frameworks for Higher Education Qualifications of UK Degree-Awarding Bodies (2014) and an awareness of the Subject Benchmark statement for Landscape Architecture. The programme provides opportunities for Level 7 postgraduate students to develop and demonstrate knowledge and understanding, skills and other attributes in the following areas.

The programme learning outcomes are the high-level learning outcomes that will have been achieved by all students receiving this award. They must align to the levels set out in the ['Sector Recognised Standards in England'](#) (OFS 2022).

| Programme Learning Outcomes | | | | | |
|-----------------------------|---|----|---|----|---|
| | Knowledge and Understanding | | Intellectual Skills | | Subject Practical Skills |
| | On completion of the course students will be able to: | | On completion of the course students will be able to | | On completion of the course students will be able to |
| A1 | Deliver a cogent Landscape & Urbanism Masters Project which takes a design project or research question to a critical level of resolution. | B1 | Present appropriate and critical, primary and secondary research in support of the L&U Masters Project. | C3 | Demonstrate a high level of skill in primary and secondary research; particularly in relation to project briefings, site appraisal and appropriate data gathering and mapping. |
| A2 | Demonstrate aesthetic, ethical and programmatic discrimination in the choice of materials, strategies, processes and their application, appropriate to MA Landscape & Urbanism and preparation for reflective interdisciplinary practice and research engagement. | B2 | Communicate critical evaluation and proposition, in interdisciplinary teams and working individually. | C1 | Present evidence of developing practice skills appropriate to Landscape & Urbanism which are likely to include: specification for water management, habitat creation, ground modelling at macro and micro scales; material and time management components of L&U. |
| A3 | Deliver and communicate evidence of in-depth knowledge and critique of theoretical positions, seminal texts and precedent relevant to significant contemporary Landscape & Urbanism projects and practice. | B3 | Deliver critical thinking and its application in relation to theory and ethical, inclusive, sustainable practice of Landscape & Urbanism. | C2 | Demonstrate self-confidence, skill and creativity, in presenting their work and ideas alongside those of others. |
| A4 | Present an individual portfolio of projects and written material which will support and focus individual and professional career –practice and research ambitions | B4 | Demonstrate critical thinking in the development of a personal portfolio, and design agenda. | C4 | Deliver evidence of new practical and practice skills beyond those attained in earlier practice and education-appropriate to the evolving field of Landscape & Urbanism. |

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| | | | | C5 | Demonstrate professional skills (including self-presentation, communication, interpersonal/teamwork, research and information literacy, numeracy, time-management and project-planning, management and leadership skills, and ethical practice). |
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In addition to the programme learning outcomes, the programme of study defined in this programme specification will allow students to develop the following range of Graduate Attributes:

1. Creative Problem Solving
2. Digital Competency
3. Enterprise
4. Questioning Mindset
5. Adaptability
6. Empathy
7. Collaboration
8. Resilience
9. Self-Awareness

C. Outline Programme Structure

The programme is made up of four modules each worth 30 credits and one module worth 60 credits at Level 7, and is delivered over 1 year full-time or 2 years part-time. All students will be provided with the University' Postgraduate Regulations (PR) and may have specific additions that are sometimes required for accreditation by outside bodies. Students will also receive the Course Handbook. Full details of each module will be provided in module descriptors and student module guides.

Students on the 2-year programme (with integrated placement) must complete all modules by the end of TB3 and then work in their placement(s) for a maximum of 12 months. The student should confirm that their placement opportunity is available by the end of the preceding teaching block and the course team will confirm whether this is acceptable within two weeks. Students on placement(s) must complete a portfolio assessment which includes a reflection on how they have applied the skills they have developed during the previous year, within a professional working environment.

MA Landscape & Urbanism

| Level 7 | | | | | | | |
|--|-------------|--------------|-------|----------------|----------------|-----------|-----------|
| MA Landscape & Urbanism | | | | | | | |
| Core modules | Module code | Credit Value | Level | Teaching Block | Pre-requisites | Full Time | Part Time |
| Landscape & Urbanism Design Project Portfolio 01 | LD710 1 | 30 | 7 | 1 | | | |
| Landscape & Urbanism Design Project Portfolio 02 | LD710 2 | 30 | 7 | 2 | | | |
| Landscape & Urbanism Professional Practice, Process & Making | LD710 3 | 30 | 7 | 1, 2 | | | |
| Landscape & Urbanism Theory, Research and Representation | LD710 4 | 30 | 7 | 1, 2 | | | |

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|---------------------------------------|------------|-----|---|-------------------|--|--|--|
| Master's Project | LD710 5 | 60 | 7 | 2, 3 | | | |
| Professional Placement School of Arts | WP700 3 | 120 | 7 | 1, 2, 3 Year 2 | | | |
| Optional Modules | | | | | | | |

Level 7 information

Students exiting the programme with 60 credits are eligible for the award of Postgraduate Certificate in Landscape & Urbanism.

Students exiting the programme with 120 credits are eligible for the award of Postgraduate Diploma in Landscape & Urbanism.

D. Principles of Teaching, Learning and Assessment

The curriculum is designed to provide:

- a dynamic and stimulating interdisciplinary experience, in which emerging and established theory and practice underpin Landscape & Urbanism learning;
- motivation and support to encourage students (individually and in groups) to develop distinctive project portfolios, effective practice reports, design development and communication, with clearly expressed and applied research and a Landscape & Urbanism manifesto;
- grounding and support for a critical and creative Masters Project agenda and delivery, driven by the current context of study and student ambition.

The curriculum is designed to provide research and practice-led teaching as in the opportunity to be involved with ongoing practice and research of the Landscape Interface Studio.

Crits and seminars involve practitioners, some of whom are alumni of the programme. Technology enhanced learning is embedded in the programme in particular in relation to group working and knowledge sharing, and current industry standard practice and relevant software (such as Building Information Modelling) is presented and supported by group working and alumni presentations.

The curriculum specifically addresses and aims to exceed the Landscape Institute Criteria For Accreditation 2012. Links with the Landscape Institute are integrated within the learning experience through engagement with the Landscape Institute Professional Review Group.

The pedagogic principles:

- bring together fresh contemporary content and connections in the field of Landscape & Urbanism in the context of the School's postgraduate community;
- include varied delivery and interaction between students and tutors, with clear critique and assessment, individual and team work, self and peer review and feedback and feed forward guidance for improved results;
- identify opportunities to work with targeted competitions, clients, alumni, at different scales of experience from the individual, to the community, and city scale;
- develop student knowledge and experience, career ambitions and diverse demands of contemporary creative practice in the Landscape & Urbanism field;
- optimise creative and focused use of the School and Art, Design and Architecture Faculty resources: research expertise, studios, workshops, library and local landscape resources.

Teaching is practice and research-led and brings together MA Landscape & Urbanism with PG Diploma Landscape Architecture students in a shared interdisciplinary studio experience, with the intention of extending the global reach in the context of local and UK-specific professional experience for students across both programmes.

The School uses the virtual learning environment (Canvas/VLE), which acts as the main online location and portal for course and School information and news. Course materials such as handbooks, module guides, timetables and information on talks programmes, lectures and events are all accessible through the VLE.

LinkedIn Learning – all courses based in the Kingston School of Art offer students free access to the online video tutorial platform LinkedIn Learning. This provides a wide range of subjects to choose from, many with downloadable exercise files, including software tutorials covering photography, graphics, web design, audio and music, CAD and Microsoft Office software, as well as courses on Business and Management skills. Some of these are embedded in the curriculum and offer additional self-paced learning, others may be taken at will by students wishing to broaden their employability skills in other areas.

The integrated work placement is primarily reliant on independent activity on the part of the student, with some support from their tutor. During the period of the placement(s) students will be supervised (online) by a tutor who, if possible, will visit during the placement. Depending on the location of the placement, meetings might take place face-to-face or via platforms such as Microsoft Teams. The placement module will make use of the Virtual Learning Environment (VLE) Canvas for communication and dissemination of information between students and staff as well as making online learning materials available.

E. Support for Students and their Learning

Aims of the Personal Tutor Scheme

- to provide appropriate academic advice and guidance throughout a student's studies by monitoring progress and supporting students with any individual needs and information on availability of appropriate KU/Kingston School of Art support;
- to provide a holistic overview and guidance for individual study and the development of personal practice;
- to provide ongoing formative feedback and personal development recommendations embedded in studio culture and teaching;
- to support students in taking ownership of their study and in developing ability to be self-reliant and reflective and to use feedback/feed forward to best advantage.

Key Features of the Personal Tutor scheme

- the personal tutor is allocated at the beginning of the academic year;
- the introductory/welcome tutorial meeting will occur at the beginning of the academic year with regular studio tutorials;
- students will keep the same personal tutor throughout their year/s of study;
- one-to-one meetings may vary in length depending on the profile and needs of individual students .

Students are also supported by:

- Programme team: Studio tutors, Module Leaders and tutors
- 3D Workshop team
- Library/Learning Resource Centre staff
- Digital Media Workshop technical support team
- Group work and peer group support of independent study is encouraged
- A dedicated Course Administrator
- A Student Achievement Officer who provides pastoral support
- An Academic Success Centre that provides academic skills support for UG and PG students.
- Student support facilities that provide advice on issues such as finance, regulations, legal matters, accommodation, international student support etc.
- An induction week at the beginning of the academic session
- VLE/Canvas – a versatile online interactive intranet and learning environment accessible both on and off-site;
- LinkedIn Learning – an online platform offering self-paced software tutorials
- Staff Student Consultative Committee (SSCC)
- Board of Study (BOS)
- Support for students with disabilities
- English Language support for international students
- Kingston University Student Services including health centre
- Careers and Employability Services – will provide support for students prior to undertaking work placement(s).
- The Union of Kingston Students

F. Ensuring and Enhancing the Quality of the Course

The University has several methods for evaluating and improving the quality and standards of its provision. These include:

- External examiners
- Boards of study with student representation
- Annual Monitoring and Enhancement
- Periodic review undertaken at the subject level
- Student evaluation including MEQs (Module Evaluation Questionnaires) and a Postgraduate Survey
- Moderation policies
- (Professional accreditation by the Landscape Institute is in discussion)
- Feedback from employers

G. Employability and work-based learning

The programme is designed to be 'outward facing', and maximises the value of the teaching team's practice and research, the diverse educational backgrounds and experience of the student group, and opportunities in real time for client and practice engagement.

Learning and assessment strategies target diverse employment opportunities and research activity in the field of Landscape & Urbanism, in the UK and internationally. The Design Portfolios, Professional Portfolio, Manifesto or Essay, and capstone Masters Project are presented in formats appropriate for immediate use in exhibitions, interviews and applications for design practice and research degree and funding applications.

Recent Graduate Destinations include:

- UK multi-disciplinary practices examples: UK practices developing Singapore Gardens by the Bay; involvement in London Olympics 2012 and Rio 2016;
- EU and international design and strategic planning, practices and agencies (recent graduate: now working in Chile - agency developing housing projects for low income families);
- Government agencies (Seoul landscape & urbanism development);
- Academic roles (in India and Chile);
- Research degrees including PhD's (previous international graduates, in UK PhD programmes: urban agriculture in residential development, health & well-being in the city).

Employability:

MA Landscape & Urbanism graduates are well-placed to:

- support development within multi-disciplinary, landscape, urbanism, engineering and architecture practices in Green Infrastructure projects at the strategic scale;
- work with co professionals in specific areas of practice for instance water, places and people, ecology and urbanism (with experience gained from live project learning in parallel with staff practice and research);
- respond to growing demands for client and community engagement in design projects (inclusive ethos and experience gained in live projects).

MA Landscape & Urbanism graduates join a network of:

- alumni distributed locally in London and internationally as well as benefiting from the academic and practice contact networks of the teaching team;
- social media contacts of the programme.

Employability skills are developed throughout the course, integrating Kingston University's Corporate Plan within each assignment and learning situation, and into employment:

- professional approach to enquiry, learning and practice
- an overall aim to enrich the quality of life of users in creative environmental design practice, team working and client respect and interaction
- embedded respect for individual, community experience and sustainable environmental design and stewardship

The 2-year integrated work placement programme is designed to provide students with enhanced opportunities for securing professional employment at the end of their degree, providing skills and experience that employers are looking for in their work force. These are supported by the services of the Careers and Employability team, providing drop-in and scheduled events to support students in the preparation of CVs, applications, and preparation for interviews and assessment centres.

Work-based learning, including sandwich courses and higher or degree apprenticeships

Work placement is an integral part of the 2-year programme and students will receive support from the Careers and Employability Services team.

While it is the responsibility of individual students to secure appropriate placements, the Careers and Employability Services team offer each student support at all stages of the application process, including writing CVs, completing application forms, participating in mock interviews, assessment centre activities and psychometric tests. Sourcing and applying for placement(s) gives students the opportunity to experience a competitive job application process.

The experience of the work placement period enables students to apply their learning in the professional work environment, to reflect upon their own personal experience of working in an applied setting, to focus on aspects of this experience that they can clearly relate to their prior learning, and to evaluate the relationships between academic skills and employers' expectations. Students will be assessed during and at the end of this period, through a portfolio of work, which will be marked as pass/fail.

Projects within the programme address priorities of contemporary practice in Landscape and Urbanism, and may involve design competitions and working with clients.

H. Other sources of information that you may wish to consult

Landscape Interface Studio weblog

<http://landscapeiskingston.wordpress.com>

Course page on the University website

<http://www.kingston.ac.uk/postgraduate-course/landscape-urbanism-ma/>

QAA Master's Degree Characteristics 2015

http://www.qaa.ac.uk/docs/qaa/quality-code/master's-degree-characteristics-statement.pdf?sfvrsn=6ca2f981_10

I. Development of Course Learning Outcomes in Modules

This table maps where course learning outcomes are **summatively** assessed across the modules for this course. It provides an aid to academic staff in understanding how individual modules contribute to the course aims, a means to help students monitor their own learning, personal and professional development as the course progresses and a checklist for quality assurance purposes.

| Module Code | | Level 7 | | | | | |
|---------------------------|----|---------|--------|--------|--------|--------|--------|
| | | WP7003 | LD7105 | LD7104 | LD7102 | LD7101 | LD7103 |
| Knowledge & Understanding | A1 | | S | | S | S | S |
| | A2 | | S | | | | S |
| | A3 | | S | S | | | |
| | A4 | | | S | S | S | S |
| Intellectual Skills | B1 | | S | | S | S | S |
| | B2 | | | | | | S |
| | B3 | | S | S | | | |
| | B4 | | | S | S | S | S |
| Practical Skills | C3 | | S | | S | S | S |
| | C1 | | S | | S | S | S |
| | C2 | | | | S | S | S |
| | C4 | | | S | S | S | |
| | C5 | S | | | | | |

Students will be provided with formative assessment opportunities throughout the course to practise and develop their proficiency in the range of assessment methods utilised.