

Template C4



Programme Specification

Title of Course: *BA (Hons) Product & Furniture Design*

Date first produced	01/11/2012
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Version number	8
Faculty	Kingston School of Art
Cross-disciplinary	
School	Design School
Department	3D Design
Delivery Institution	Kingston University

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

Award(s) and Title(s):	BA (Hons) Product & Furniture Design
Exit Award(s) and Title(s):	Cert (HE) BA (Ordinary degree) Dip (HE)
Course Code <i>For each pathway and mode of delivery</i>	UFPFD1PFD02
UCAS code <i>For each pathway</i>	W260

Awarding Institution:	Kingston University
Teaching Institution:	Kingston University
Location:	Department of 3D Design, The Design School, Kingston School of Art, Knights Park
Language of Delivery:	English
Delivery mode:	Primarily campus based (up to 20% of scheduled L&T hours delivered online)
Learning mode(s):	Full-time
Minimum period of registration:	Full-time - 3 years
Maximum period of registration:	Full-time - 6 years
Entry requirements	<p>Kingston University typically uses a range of entry requirements to assess an applicant's suitability for our courses. Most course requirements are based on UCAS Tariff points, usually stipulated as a range, and are sometimes coupled with minimum grades in specific relevant subjects. We may also use interview, portfolio and performance pieces to assess an applicant's suitability for the course. We recognise that every person's journey to Higher Education is different and unique and in some cases we may take into account work experience and other non-standard pathways onto University level study.</p> <p>Additionally, all non-UK applicants must meet our English language requirements.</p> <p>Please see our course pages on the Kingston University website for the most up to date entry requirements</p>

Regulated by	The University and its courses are regulated by the Office for Students
Programme Accredited by:	N/A
Approved Variants:	None.
Is this Higher or Degree Apprenticeship course?	No

SECTION 2: THE COURSE

A. Aims of the Course

The main aims of the programme are:

- ♦ To develop a range of critical, creative, technical and professional skills relevant to employment in Product and Furniture Design and related areas.
- ♦ To develop an understanding of key critical, professional, theoretical and cultural debates in the area of Product and Furniture Design.
- ♦ To encourage experimentation with, and the creative use of, new and existing technologies and materials.
- ♦ To develop skills in research and analysis and encourage critical reflection, intellectual risk-taking and the development of effective and appropriate communication methods.
- ♦ To encourage independent and critical thinking and develop transferable skills and competencies.
- ♦ To develop experience and knowledge of collaborative working methods and processes within an industrially-focused multidisciplinary environment.

B. Programme Learning Outcomes

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

Programme Learning Outcomes					
	Knowledge and Understanding On completion of the course students will be able to:		Intellectual Skills On completion of the course students will be able to		Subject Practical Skills On completion of the course students will be able to
A1	Demonstrate a comprehensive knowledge of historical and contemporary product and furniture design practice and theory.	B1	Understand contemporary and historical art and design issues, appropriate theory and the development of skills in critical analysis for their own sake or for their application to art and design practice	C4	Demonstrate a critical understanding of current and future technologies and their impact on culture, society and the environment, including an appropriate knowledge of the application of materials and processes.
A2	Demonstrate a critical understanding of the relationship between theory and practice in art and design as it relates to the subject.	B2	Display a professional level of individual creativity, vision, personal expression and intellectual ability in product and furniture design which enables them to practise successfully in their chosen disciplines.	C1	Demonstrate an advanced level of practical understanding and technical competence - whether in traditional or digital technology - in product and furniture design, which enables them to practise successfully in their chosen professions
A3	Express an understanding of the national and international contexts of art and design practice.	B3	Recognise the cultural, conceptual and professional contexts relevant to the evaluation and understanding of their work.	C2	Demonstrate an advanced understanding of new and future methods, materials, processes and technologies appropriate to three-dimensional design.
A4	Demonstrate the development of problem-solving skills through			C3	Demonstrate individual creativity, personal expression

	research, critical analysis and the subsequent development of creative solutions within a professional, contextual and ethical framework.				and technical competence, using the practical skills necessary to critically evaluate, realise and coherently communicate three dimensional ideas in appropriate media.
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C. Future Skills Graduate Attributes

In addition to the programme learning outcomes, the programme of study defined in this programme specification will engage students in developing their Future Skills 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

D. Outline Programme Structure

This programme is offered as a full field in full-time learning mode, and leads to the award of BA (Hons) Product & Furniture Design. Entry is normally at Level 4 with A-level or equivalent qualifications (See section D). Transfer from a similar programme is possible at Level 5 with passes in comparable level 4 modules – but is at the discretion of the course team. Intake is normally in September.

E1. Professional and Statutory Regulatory Bodies

Not applicable

E2. Work-based learning

Work placements are actively encouraged, although it is the responsibility of individual students to source and secure such placements. This allows students 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 theoretical concepts and to evaluate the relationship between theory and practice.

E3. Outline Programme Structure

Each level is made up of four modules each worth 30 credits. Typically a student must complete 120 credits at each level. The programme is part of the University's Undergraduate Regulations (UR). All students will be provided with the University regulations and the Course Handbook. Full details of each module will be provided in module descriptors and student module guides.

Level 4

The first level of the course deals with the principles of design and the underpinning skills and theory. Curriculum areas include: design methods, design in context, human factors, key material and manufacturing technologies, semantics and semiotics, 2D and 3D communication and representation, studio and workshop practice, CAD/software skills. Particular importance is placed on the development of a contextual framework to underpin the design process.

Level 5

In the second level, the course focuses on the processes of design and their subsequent interpretation and exploration in increasingly complex contexts. Students are encouraged to develop a broader understanding of how and where their new skills can be applied, through the creative processes, to a variety of increasingly challenging projects. Some of the work covered in this year maybe collaborative, either within the School or with design consultancies, external agencies, user groups, manufactures or retailers. This enables students to expand their knowledge of the professional contexts for their practice, including interdisciplinary collaboration, and to further develop their employability skills.

Level 6

In the final year students will explore the practice of design and expand the envelope of their knowledge through a capstone project and a self-initiated project that, through the creative process, may be of an experimental research-based nature or production-orientated industry. The focus is on the student's own aims and ambitions, which reflect their area of study and understanding of potential careers. This final year leads to the strategic construction of a professional portfolio in a relevant and appropriate form.

BA (Hons) Product & Furniture Design

Level 4							
BA (Hons) Product & Furniture Design							
Core modules	Module code	Credit Value	Level	Teaching Block	Pre-requisites	Full Time	Part Time
Design 1	PD4002	30	4	1&2			
Design Fundamentals	PD4001	30	4	1&2			
Materials and Making: Themes in Design History	HA4102	30	4	1&2			
Workshop and Studio Practice	PD4003	30	4	1&2			

Exit Awards at Level 4

This course permits progression from Level 4 to Level 5 with 90 credits at Level 4 or above. The outstanding 30 credits from Level 4 can be trailed into Level 5 and must be passed before progression to Level 6.

Students exiting the programme at this point who have successfully completed 120 credits are eligible for the award of Certificate of Higher Education Product & Furniture Design.

Level 5							
BA (Hons) Product & Furniture Design							
Core modules	Module code	Credit Value	Level	Teaching Block	Pre-requisites	Full Time	Part Time
Context & Communication	PD5001	30	5	1&2			
Critical Issues in Product & Furniture Design: Research & Practice	HA5104	30	5	1&2			
Future Lab	PD5003	30	5	1&2			
Intelligent Making	PD5002	30	5	1&2			

Exit Awards at Level 5

This course permits progression from Level 5 to Level 6 with 90 credits at Level 5 or above. The outstanding 30 credits from Level 5 can be trailed into Level 6 and must be passed before consideration for an award or progression to Level 7 (if appropriate).

Students exiting the programme at this point who have successfully completed 120 credits are eligible for the award of Diploma of Higher Education Product & Furniture Design

Level 6							
BA (Hons) Product & Furniture Design							
Core modules	Module code	Credit Value	Level	Teaching Block	Pre-requisites	Full Time	Part Time
Design for Production	PD6001	30	6	1&2			

Final Major Design Project	PD600 2	30	6	1&2			
Future Skills Apply	AX600 1	15	6	TB2		3	
Independent Research Project in Critical and Historical studies	HA610 4	15	6	TB1		3	
Professional Context	PD600 3	30	6	1&2			

Exit Awards at Level 6

Level 6 requires the completion of all modules.

E. Teaching, Learning and Assessment

The Design School promotes and sustains a distinctive pattern of teaching and learning practices. Teaching and learning strategies have developed in close relation to the design subjects, disciplines and the creative industries. The ways in which students develop knowledge and understanding of their subject is equally distinct, with a strong emphasis being placed on the management of increasingly complex studio-based practical design projects. Although the nature of the design projects is that of a holistic design experience, the aims of the modules are distinct in the practical projects undertaken by the student and as such are assessed individually and collectively in relation to the modules' aims.

In addition, students are strongly encouraged to develop their own informed and creative approach, taking into account contemporary research, current industry and design practices and 'future gazing'. This is achieved through the teaching philosophy in the School, which highlights the importance of knowledge of the contemporary and future design context and through awareness of the forces and issues that influence society and industry to meet the needs of present and future generations.

Strategically, the course is structured to allow students to explore and develop an understanding of Product & Furniture Design **principles** through the level 4 modules. The nature of the modules provides for the increasing complexity of projects as the student develops as they navigate through the level and the 'theme'. This concept is reflected in level 5 in which the Product & Furniture Design **processes** are characterised and level 6 in which the students' Product & Furniture Design **practice** is personalised and contextualised.

The teaching and learning of practical design projects incorporates:

- Analysis of the project brief, research and insight gathering into the 'theme' or objective and subsequent problem finding for problem solving.
- Analysis of context.
- Tools and strategies for design thinking and the design process.
- The promotion of workshop practices and creative material usage and manipulation.

- The teaching of communication and presentation tools and techniques.
- The teaching of digital tools for design and realisation
- Tutorials, lectures, seminars and workshops
- The development of students' ability to confidently communicate orally
- Project reviews and crits to promote peer project discussion and debate.
- The encouragement of self-reflection and self-criticism within students in relation to a sustainable design practice.

The continual and iterative nature of the design process requires a structured process of formative assessment and feedback through the use of studio tutorials, reviews and group critiques. Summative assessment in levels 4 and 5 occurs at the end of the module and formal feedback is provided following review of the submitted/presented project work. Summative assessment of level 6 modules occurs at the end of teaching block 2 through the submission and exhibition of appropriate project work; typically a portfolio, a major practical production design project, the major capstone project, a dissertation and a statement.

The delivery of modules will be by means of lectures, seminars, workshops, group critique, individual tutorials, demonstration, projects, briefings, study visits, peer learning, independent learning and study skills.

- ♦ **Lectures** - A member of staff or invited guest will provide taught input, often followed up by group discussion to ensure a full understanding and to encourage critical analysis of the material.
- ♦ **Seminars** - Seminars normally consist of structured student or staff-led presentations followed by discussion. The seminar is usually based upon a topic which has been previously prepared and circulated. Active participation and quality of presentation and discussion in seminars is expected. Student discussion and critical debate is encouraged.
- ♦ **Group Critique** - Commonly known as Group 'Crits'. On these occasions a group of students and members of staff and, if appropriate, invited guests from industry will discuss the work of one or more students who are present. Group crits can take place in studios or students' work place – if appropriate, the work to be discussed might alternatively be more formally exhibited. Discussion of this kind provides an ideal arena for the realisation of common issues and for the dissemination of ideas. Crits also provide an invaluable form of self-appraisal, since the student will not only receive individual oral feedback, but will indirectly learn by means of the discussion centered upon the work of other members of the group. Additionally group crits provide opportunities for 'feed-forward' in relation to project aims, programme aims and student outcomes.
- ♦ **Tutorials** - Opportunities to strategically discuss a range of issues relating to individual development and to clarify existing knowledge, to support project initiatives, and to guide and facilitate further independent creative learning and thought. They also provide opportunities for formative assessment where students receive feedback on completed work and feed forward on work in progress.
- ♦ **Demonstration** - This often involves the first introduction to a material, technology, process, technique or equipment not previously experienced by a group of students. It is intended to make students aware of the potential and characteristics of the 'subject' and it is not intended that every student will necessarily go on to learn and apply the skills or knowledge.
- ♦ **Study Visits** - By definition, a study visit will involve traveling to strategic venues of interest which may vary from visits to galleries and museums or to course specific events

such as shows, exhibitions, or visits to industry or sites. They form an essential part of the students learning experience as they provide the opportunity to see examples of design and industry in multiple 'real life' contexts.

- ♦ **Projects** - The term 'project' is used in two ways. Set projects consist of a set of objectives and procedures, which are often linked to a given theme or design problem and are designed for a particular group of students. This kind of project usually has a strict deadline. Students also devise their own projects (self-initiated briefs). This kind of project comprises a body of work which reflects the specific interests of the student and which may be developed over a period of time, which is agreed between the individual student and a member of the academic staff.
- ♦ **Capstone Project** - A capstone project is designed to be a culminating educational experience for students. It aims to summarise and synthesise all or part of a student's academic career at university. Capstone projects help students to reflect on the knowledge and skills that they have acquired during their degree and learn how to present them to a wider audience including future employers.
- ♦ **Briefing** - A briefing takes place to make known and explain specifics of projects; theme, aims & objectives, learning outcomes, timetable etc.
- ♦ **Peer Learning** - A vital component of teaching and learning practices of the design courses. The work of the course is largely studio-based, and thus enables students to take notice of each other's work and discuss issues informally. Peer learning also takes place through other activities such as group crits and seminars.
- ♦ **Independent Study** - It will be recognised that all students engage in forms of independent learning in relation to the broad issues of the subject. Formal tuition will often be based upon the expectation of some level of self-motivated personal development. Independent study and the individual selection of a range of projects, both set and self-initiated, lead to the development of individual portfolios of work in the later stages of the course and for entry into the student's individual choice of career.
- ♦ **Research Informed Teaching** - Research informed teaching operates throughout the course, with research active and professionally engaged staff integrating and contributing their current and ongoing knowledge in the development of the programme, the curriculum, the modules and the courses teaching and learning processes. Knowledge and understanding of research skills and techniques are implicit in the design process and as such permeate the course. Key modules in each of the levels introduce, practice and then explore research methodologies in relation to the contexts of design.
- ♦ **The VLE/Canvas** - is an online environment that aims to make the most effective use of a range of virtual teaching and learning tools. The School is involved in the development of online materials to support course, School and Faculty content. The aim is to develop a flexible set of virtual resources demonstrating skills, processes and methods valuable for enhancing creativity and knowledge throughout the Design School. Additionally the VLE seeks to enhance communication, a sense of community and inter-course discussion and debate.
- ♦ **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.

- ♦ **End of Year Show** – The Degree show exhibitions are conceived to enable students to demonstrate critical self-selection and creative ambition in relation to a strategically acknowledged graduate or professional audience or sector. At the end of Level 6 it reflects the individual student's highest achievement at the completion of the course.
- ♦ **Accessibility and Inclusiveness** - The course has been designed to remove unnecessary barriers to access for students from protected groups. The School acknowledges that a 'one-size-fits-all' model does not work for our students, whose differing backgrounds, learning journeys and aspirations challenge us to provide a student experience that equips them to succeed.

ASSESSMENT

Assessment is both summative and formative. Primarily, summative assessment is intended to identify what has been learned (assessment of learning) and therefore assessed mark counts towards the module grade awarded. Formative assessment is intended to help students to learn (assessment for learning) and provides opportunities for students to identify their strengths and weaknesses, and focus on areas they need to work on and improve. The assessment strategy and criteria are clearly described in every written brief and mapped appropriately to the module learning outcomes. The assessment criteria are generally additionally communicated verbally at each project briefing.

F. Support for Students and their Learning

The Personal Tutor Scheme

Aims of the Design School Personal Tutor Scheme:

1. To provide appropriate academic advice and guidance throughout a student's studies by monitoring progress and identifying individual needs.
2. To provide a holistic overview and guidance for individual study and the development of personal practice.
3. To provide a formalised structure for the ongoing process of formative feedback and personal development embedded in studio culture and teaching.
4. To help to develop a student's ability to be self-reliant and reflective and their ability to use feedback/feed forward to best advantage.

Key Features of the Design School Personal Tutor scheme:

- Personal Tutors will be allocated at the beginning of the academic year.
- The introductory/welcome tutorial meeting will occur at the beginning of the academic year. Subsequent tutorials will follow and respond to key/stages in the academic year.
- Students will keep the same personal tutor throughout each year: level 4, 5 and 6.
- One-to-one meetings will vary in length depending on the profile and needs of individual students.

The Design School employs permanent staff members to lead levels 4, 5 and 6. The permanent nature of the staff affords them substantial and visible presence for students across all levels and as such is designed to be supportive and helpful. Teaching and learning within the course is enhanced through the strategic use of HPL staff with project-related skills, knowledge and expertise. Under the personal tutor scheme permanent staff will assume this role and their responsibilities will include:

Level 4:

- Teaching block 1: minimum of 3 1:1 meetings
- Teaching block 2: minimum of 2 face-to-face meetings (may be group or 1:1)
- Wrap-up email at the end of the Academic year

Level 5:

- Welcome back and year planning meeting, 1:1
- End of teaching block 1: email contact or 1:1
- Wrap-up email at the end of the Academic year

Level 6:

- Welcome back and year planning meeting, 1:1
- End of teaching block 1: email contact or 1:1
- Wrap-up email at the end of the Academic year

Students are supported by:

Studio Structure

All courses within the Design School place the studio at the heart of the learning support experience. The studio is both a physical environment and a design education ethos. It affirms course and student identity with each course owning its own dedicated studio space(s) and each course level (undergraduate) its own studio within this. The typical developmental curriculum journey from principles to processes to practices may be mapped to individual studio experiences. The studio provides a natural and readily available environment for peer-to-peer learning and group work. It also accommodates 1:1 contact and individual learning. A strategic programme of lectures, seminars and workshops supports the studio learning experience.

Workshop Structure

The diverse range of Faculty workshop spaces provide an integral resource to support studio learning. They are an extension of the studio space but equipped with particular, specialist facilities. The workshops are a primary means of facilitating connections with external partners.

Staff Structure

The staff support structure maps to the studio system. Course Directors coordinate all levels and studios within a course. For postgraduate this is a single level and studio and for undergraduate three levels and corresponding studios. Modules have Module Leaders and undergraduate courses have individual Level Leaders who provide a consistent point of student contact. They are operational figureheads who work together with staff teams and Hourly Paid Lecturers [HPLs] (incorporating Module

Leaders) to deliver the appropriate learning and teaching experience. Staff mediate this experience across each level or stage of a course, moving from an explicit to implicit role in students' development, enabling students to learn how to learn and become more progressively independent. Dedicated technicians provide workshop space learning support in conjunction with the academic staff teams.

Infrastructure

The School adopts an infrastructure of learning support means beyond the immediacy of academic courses. These broadly divide into key mechanisms (course facing eg. NSS) and enhancement opportunities (student facing eg. Erasmus), including:

- Up-to-date knowledge of relevant University systems and procedures
- Student Office with a dedicated Course Administrator
- Academic Success Centre that provides academic skills support for Undergraduate and Postgraduate students
- Student Achievement Officer who provides students with pastoral advice
- 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
- NUS (National Union of Students)
- Union of Kingston Students
- University's Mentoring Scheme
- RPCL (Recognition of Prior Certificated Learning) / RPEL (Recognition of Prior Experiential Learning) processes
- NSS (National Student Survey)
- Staff/Student Consultative Committee (SSCC)
- Board of Study (BOS)
- Annual Monitoring
- Erasmus Exchange programmes
- Information on Scholarships and Bursaries
- Alumni and Graduate Experience
- Language Support for international students
- Support for students with Disabilities
- University Careers and Employability Services
- Faculty-aligned Careers Advisers who run workshops, weekly drop-ins and 1:1 appointments Information Services, including the Library Resources Centres
- Personal Tutor Scheme

G. 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 subject level
- Student evaluation including MEQs (Module Evaluation Questionnaires), Level Surveys and the NSS
- Moderation policies
- Feedback from employers

H. External Reference Points

External reference points which have informed the design of the course. These include:

- PSRB standards
- QAA Subject benchmarks
- Apprenticeship standards
- Other subject or industry standards

Please delete or edit as required, for example if course is not an Apprenticeship then delete 'Apprenticeship standards'.

I. Development of Course Learning Outcomes in Modules

This table maps where programme learning outcomes are **summatively** assessed across the **core** 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 4				Level 5				Level 6				
		PD4001	PD4002	PD4003	HA4102	PD5002	PD5001	PD5003	HA5104	PD6001	PD6003	PD6002	HA6104	AX6001
Knowledge & Understanding	A1	S	S		S	S	S		S	S	S	S		
	A2	S			S		S	S	S		S	S		
	A3		S	S	S	S	S		S	S		S		
	A4	S	S		S	S		S	S	S	S	S		
Intellectual Skills	B1	S	S		S			S	S			S		

Practical Skills	B2	S	S			S		S		S	S			
	B3			S		S	S				S			
	C4	S		S		S		S				S		
	C1		S	S		S				S		S		
	C2			S				S		S		S		
	C3	S	S			S	S			S	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.

Additional Information