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**Programme Specification**

**Title of Course: MA Landscape & Urbanism**

**Date Specification Produced: May 2013**

**Date Specification Last Revised: July 2020**

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 teaching, learning and assessment methods, learning outcomes and content of each module can be found in the Course Handbook on Canvas and in individual Module Descriptors.

**SECTION 1: GENERAL INFORMATION**

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| **Title:** | **MA Landscape & Urbanism** |
| **Awarding Institution:** | **Kingston University London** |
| **Teaching Institution:** | **Kingston University London** |
| **Location:** | **Department of Architecture & Landscape, School of Arts****Kingston School of Art, Knights Park**  |
| **Programme Accredited by:** |  **N/A** |

**SECTION 2: THE PROGRAMME**

1. **Programme Introduction**

The MA Landscape & Urbanism addresses design at the scale of the city and the territory. It addresses the land, its forms and processes, in the context of urbanism, development and regeneration, locally and globally.

The programme is currently seeking accreditation with the Landscape Institute and benefits from integrated teaching and learning with Postgraduate Diploma Landscape Architecture students who are typically graduates of UK undergraduate Landscape Architecture programmes.

The field explores landscape and urbanism across a range of physical and temporal scales from the strategic to the local, the immediate to the long term. The field is interdisciplinary and invites applications from candidates with prior education and experience in the UK, Europe and internationally, across the disciplines of architecture, infrastructural engineering, landscape design, and planning in the built environment. Students develop design and professional portfolios, a manifesto and capstone project, to demonstrate their creativity and ambition in this fast evolving field of practice.

The programme benefits from the integrated practice and research within the Landscape Interface Studio and the interdisciplinary student community and teaching team, and is delivered in the creative context of the Faculty of Art Design and Architecture.

MA Landscape & Urbanism is taught in a shared studio with PG Diploma Landscape Architecture students, and engages with interdisciplinary discourse within the Department of Architecture & Landscape, and co-design and production within the international student group. Projects respond to contemporary landscape and urbanism briefs, current environmental imperatives, and issues of physical and social sustainability.

The foregrounding of landscape design practice provides ethical, ecological, material, experiential, social, economic and time-based frameworks for action and quality evaluation of urbanism. The programme brings together fields of knowledge, professional experience and scholarship to provide a platform for critical, informed engagement in the physical and cultural future of urban places, function and experience, in areas such as water, flood drought, food production, renewable energy, waste and pollution, conservation and heritage.

Teaching reflects expertise and ongoing research and practice of the tutors and takes advantage of competitions and live projects-in-progress, in the Landscape Interface Studio. The Landscape Interface Studio, initiated by the course director, involves colleagues and graduates in practice-based research and consultancy, including projects funded by the AHRC and the European Union.

The programme includes client contact and live projects, teaching and study visits to project sites often outside of the UK.

The field takes advantage of its London context, strong practitioner networks, lectures, projects, exhibitions and libraries, and local resources including the Royal Botanic Gardens Kew, Richmond Park, and the creative ‘art and design school’ community.

Where appropriate, some teaching is shared with related MA programmes in the Department.

Students develop individual landscape and urbanism project portfolios and a significant Masters Project to explore and test a critical position in relation to the Landscape & Urbanism field of study. The Masters Project, the capstone project, is the culmination of student learning, which allows students to develop an individual thesis in preparation for new research and practice opportunities.

The course includes an integrated work placement or placements, which enables students to further develop their professional skills and enhance their employability. From the start of the course, students will begin to work to secure (a) placement(s) suitable for their course and career, supported and advised by the Careers and Employability Services team and the Professional Placement Module Leader. Workshops are provided on CV creation, interview techniques and placement searching, with drop-in sessions to provide additional support. In order to take the Professional Placement module, students need to have arranged a placement, approved by the Course Leader, by the end of the preceding teaching block. Students undertake the placement following the completion of the final module. During the placement 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. Students will be required to create monthly blog posts of the tasks and duties undertaken during their placement, to provide a framework for a reflective essay, which is submitted for assessment at the end of the placement. They will also assemble and collate samples of work and evidence of achievement produced during their placement which will also be submitted for assessment. Placement providers will be asked to appraise the students’ work and this feedback will be made available to the student. The placement module will be assessed on a pass/fail basis.

This integrated placement(s) provides students with a valuable opportunity to apply and develop their knowledge and skills in a professional working environment, enabling them to deepen their knowledge of the industry, develop their self-confidence, and strengthen their CV. Students undertaking placement activities are in a stronger position to gain the skills and experience which are valued by employers.

1. **Aims of the Programme**

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.
1. **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.

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| **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 | 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. | 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. |
| 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. | C2 | Demonstrate self-confidence, skill and creativity, in presenting their work and ideas alongside those of others. |
| 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. | 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. |

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| 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. |
|  |  |  |  | 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). |

In addition to the programme learning outcomes identified overleaf, the programme of study defined in this programme specification will allow

students to develop a range of Key Skills as follows:

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| **Key Skills** |
| **Self-Awareness Skills** | **Communication Skills** | **Interpersonal Skills** | **Research and information Literacy Skills** | **Numeracy Skills** | **Management & Leadership Skills** | **Creativity and Problem Solving Skills** |
| Take responsibility for own learning and plan for and record own personal development | Express ideas clearly and unambiguously in writing and the spoken work | Work well with others in a group or team | Search for and select relevant sources of information | Collect data from primary and secondary sources and use appropriate methods to manipulate and analyse this data | Determine the scope of a task (or project) | Apply scientific and other knowledge to analyse and evaluate information and data and to find solutions to problems |
| Recognise own academic strengths and weaknesses, reflect on performance and progress and respond to feedback | Present, challenge and defend ideas and results effectively orally and in writing | Work flexibly and respond to change | Critically evaluate information and use it appropriately | Present and record data in appropriate formats | Identify resources needed to undertake the task (or project) and to schedule and manage the resources | Work with complex ideas and justify judgements made through effective use of evidence |
| Organise self effectively, agreeing and setting realistic targets, accessing support where appropriate and managing time to achieve targets | Actively listen and respond appropriately to ideas of others | Discuss and debate with others and make concession to reach agreement | Apply the ethical and legal requirements in both the access and use of information | Interpret and evaluate data to inform and justify arguments | Evidence ability to successfully complete and evaluate a task (or project), revising the plan where necessary |  |
| Work effectively with limited supervision in unfamiliar contexts |  | Give, accept and respond to constructive feedback | Accurately cite and reference information sources | Be aware of issues of selection, accuracy and uncertainty in the collection and analysis of data | Motivate and direct others to enable an effective contribution from all participants |  |
|  |  | Show sensitivity and respect for diverse values and beliefs | Use software and IT technology as appropriate |  |  |  |

1. **Entry Requirements**

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.

All applicants are required to present a related design portfolio, and prior experience in related design practice is highly desirable.

The minimum entry qualifications for the programme are:

Graduate status BA or BSc with minimum award 2.2 or equivalent; applications are welcomed from those with higher degrees.

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.

1. **Programme Structure**

This programme is offered as a full field in full-time, part-time and ‘with professional placement’ modes, and leads to the award of MA Landscape & Urbanism. However, in the academic year 2021/22, the ‘with professional placement’ mode will not be running. Entry is at Level 7 with degree equivalent qualifications (See Section D). Intake is normally in September.

**E1. Professional and Statutory Regulatory Bodies**

None.

**E2. Work-based learning**

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.

**E3. 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.

**FULL-TIME**

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| **Level 7**  |
| **Compulsory modules** | **Module code** | **Credit** **Value** | **Level**  | **Teaching Block** |
| Landscape & Urbanism Design Portfolio 01 | LD7101 | 30 | 7 | 1 |
| Landscape & Urbanism Design Portfolio 02 | LD7102 | 30 | 7 | 2 |
| Landscape & Urbanism Professional Practice, Process & Making | LD7103 | 30 | 7 | 1, 2 |
| Landscape & Urbanism Theory, Research and Representation  | LD7104 | 30 | 7 | 1, 2 |
| Master’s Project | LD7105 | 60 | 7 | 2, 3 |
| Professional Placement (A&A)\* | WP7003 | 120 | 7 | 1, 2, 3 Year 2 |

\* Not running in 2021/22.

**PART-TIME**

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| **Level 7**  |
| **Compulsory modules** | **Module code** | **Credit** **Value** | **Level**  | **Teaching Block** |
| Landscape & Urbanism Design Portfolio 01 | LD7101 | 30 | 7 | 1Year 1 |
| Landscape & Urbanism Design Portfolio 02 | LD7102 | 30 | 7 | 2 Year 2 |
| Landscape & Urbanism Professional Practice, Process & Making | LD7103 | 30 | 7 | 1, 2 Year 1 |
| Landscape & Urbanism Theory, Research and Representation  | LD7104 | 30 | 7 | 1, 2 Year 2 |
| Master’s Project | LD7105 | 60 | 7 | 2, 3Year 2 |

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.

1. **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.

1. **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
1. **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
1. **Employability Statement**

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.

1. **Approved Variants from the Postgraduate Regulations**

Credit from the PG Diploma in Landscape Architecture can be counted towards the award of the MA in Landscape & Urbanism.

1. **Other sources of information that you may wish to consult**

Landscape Interface Studio weblog

[http://landscapeiskingston.wordpress.com](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](http://www.qaa.ac.uk/docs/qaa/quality-code/master%27s-degree-characteristics-statement.pdf?sfvrsn=6ca2f981_10)

**Development of Programme Learning Outcomes in Modules**

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

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|  | **Level 7** |
|  | **Module Code** | **LD7101** | **LD7102** | **LD7103** | **LD7104** | **LD7105** | **WP7003** |
| **Programme Learning Outcomes** | **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** | C1 | S | S | S |  | S |  |
| C2 | S | S | S |  |  |  |
| C3 | S | 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.**

**MA Landscape & Urbanism – Course Diagram**

**FULL TIME**

Teaching Block 1 Teaching Block 2 Teaching Block 3

Landscape & Urbanism Design Portfolio 02

LD7102 30

Landscape & Urbanism Design Portfolio 01

LD 7101 30

 30

Landscape & Urbanism Professional Practice, Process & Making

LD7103 30

Landscape & Urbanism Theory, Research and Representation,

LD7104

 30

Master’s Project

LD7105

60

**PART TIME – YEAR 1**

Teaching Block 1 Teaching Block 2 Teaching Block 3

Landscape & Urbanism Design Portfolio 01

LD 7101 30

Landscape & Urbanism Professional Practice, Process & Making

LD7103

30

**PART TIME – YEAR 2**

 Teaching Block 1 Teaching Block 2 Teaching Block 3

Landscape & Urbanism Design Portfolio 02

LD7102 30

30

 30

Landscape & Urbanism: Theory**,** Research and Representation

LD7104 30

 30

Master’s Project

LD7105

60

**Technical Annex**

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| **Final Award(s):** | MA Landscape & Urbanism |
| **Intermediate Award(s):** | PG Certificate Landscape & UrbanismPG Diploma Landscape & Urbanism |
| **Minimum period of registration:** | FT – 1 year FT – 2 years (with Professional Placement)PT – 2 years |
| **Maximum period of registration:** | FT – 2 yearsFT – 3 years (with Professional Placement)PT – 4 years  |
| **FHEQ Level for the Final Award:** | 7 |
| **QAA Subject Benchmark:** | Masters’ Degree Characteristics |
| **Modes of Delivery:** | Full-time, Part-time and ‘with Professional Placement’ |
| **Language of Delivery:** | English |
| **Faculty:** | Kingston School of Art |
| **School:** | Arts |
| **Department:** | Architecture & Landscape |
| **Course/Route Code:** | PFLAU1LAU01 (Full-time)PPLAU1LAU01 (Part-time)PFLAU1LAU99 (with Professional Placement) |
|  |  |