

PROGRAMME SPECIFICATION

1. Key Information

Programme Title:	BA (Hons) Furniture Design BA (Hons) Furniture Design with Foundation Year
Awarding Institution:	Buckinghamshire New University
Teaching Institution(s):	Buckinghamshire New University
Subject Cluster:	3D Design
Award Title (including separate Pathway Award Titles where offered):	BA (Hons) Furniture Design
Pathways (if applicable)	
Other award titles available (exit qualifications):	CertHE in Furniture Design DipHE in Furniture Design BA Furniture Design
FHEQ level of final award:	6
Accreditation details:	N/A
Length of programme:	Three years
Mode(s) of Study:	Full time – (3 terms per year) 4 years for the 'with Foundation Year' option
Mode of Delivery:	In person (on-site) delivery
Language of study:	English
QAA Subject Benchmark(s):	Art and Design (2019)
Other external reference points (e.g., Apprenticeship Standard):	N/A
Course Code(s):	BAFUDEFT / BAFUDEFY
UCAS Code(s):	
Approval date:	February 23
Date of last update:	

2. Programme Summary

The programme aims to provide you with the opportunity to attain excellence in furniture design and making, enabling you to demonstrate high level capabilities and benchmarked graduate skills. Its aim is to develop creative and knowledgeable practitioners who understand and appreciate the impact of technology and the wider social, political and environmental issues impacting the design and production industries today.

You will develop the capacity to undertake independent study, apply innovation in your practice and develop a comprehensive understanding of the subject area. The culmination of course work, knowledge and skill acquisition will lead to a distinctive and imaginative set of outcomes that you will produce throughout the programme across several practical based modules in the form of digital designs and physical artefacts relating to furniture design, from furniture components, prototypes and items of furniture. This will be enhanced by the vocational skills acquired throughout the programme that are designed to develop you as a furniture designer that will satisfy a range of industry needs, relating to varying working environments found within the furniture sector. The modules reflect this environment and will provide you with the experience to gain knowledge and skills reflecting the furniture design activities commensurate with small, medium and large furniture-based enterprises.

In your cohort you will work with other students from related 3D Design programmes where there is benefit from sharing common modules. This will enhance your learning experience and enable participation in a wide set of opportunities to strengthen your knowledge and skills, producing a versatile and responsive graduate suitable to adapting to changing future facing demands. As a graduate, you will have the calibre to have a productive career in the creative industries and manufacturing sectors ready to respond to inevitable change, having the capacity to adapt as new types of requirements evolve and mature.

3. Programme Aims and Learning Outcomes

Programme Aims

This programme aims to:

1. Provide core skills and knowledge application for a career in furniture design meeting industry needs for small, medium and large employers as well the requirements to operate as a sole trader
2. Provide the necessary skill acquisition opportunities to design and make furniture at a level of execution commensurate with expectations of the furniture sector
3. Develop capacity for assured business practice suitable for future facing innovations enabling leadership skills in creative industries
4. Develop a good understanding of current and future issues that the furniture sector is facing with emphasis on responsible design, equipping graduates with appropriate attributes to make a positive impact as a global citizen and deliver sustainable solutions
5. Provide the requisite skills in design communication and technology preparedness to operate and implement professional levels of production.

Programme Learning Outcomes

Knowledge and Understanding (K)

On successful completion of the programme you will be able to:

ID	Learning Outcome
K1	Work safely in studio and workshop contexts, executing a high level of technical and practical competency
K2	Research, design and make furniture to a professional standard
K3	Position your practice in relation to a range of audiences, including clients, markets, users, consumers, participants, co-workers and co-creators

K4	Evidence a coherent and detailed knowledge of the contextual, historical and conceptual dimensions of furniture design and practice
K5	Demonstrate a conceptual understanding of the ethical and sustainability issues affecting the design and production of furniture

Analysis and Criticality (C)

On successful completion of the programme you will be able to:

ID	Learning Outcome
C1	Generate concepts and ideas both independently and collaboratively in response to set briefs and as part of self-negotiated or self-initiated activity
C2	Evaluate design solutions in relation to ethical and sustainable practice
C3	Critically evaluate material from a variety of sources to inform design and design-related activities
C4	Critically apply a range of methodologies for the exploration of design issues and business applications
C5	Present a range of solutions to design problems in set briefs and self-initiated work to a professional standard, demonstrating creative thinking and approaches to problem-solving in the design of furniture and related products

Application and Practice (P)

On successful completion of the programme you will be able to:

ID	Learning Outcome
P1	Critically evaluate the effectiveness of appropriate materials, processes and environments used in the design and production of furniture
P2	Demonstrate the safe usage of both simple and complex machinery
P3	Develop furniture from concept to outcome for a range of consumers and market levels drawing on your own experiences
P4	Produce a variety of 2D visualisations and 3D designs in both digital and physical formats for professional and commercial audiences
P5	Employ technologies, relevant tools and ways of working imaginatively in accordance with professional practices and standards

Transferable skills and other attributes (T)

On successful completion of the programme you will be able to:

ID	Learning Outcome
T1	Present practical work in a range of formats to different audiences
T2	Demonstrate an ethical and professional standard of practice in your design-related work
T3	Employ information and communication technologies effectively in the development and communication of design outcomes

T4	Communicate and articulate ideas comprehensibly in visual, oral and written forms for a variety of purposes
T5	Study independently, setting goals, managing their workloads, and meeting deadlines effectively

Graduate Attributes

The BNU Graduate Attributes of: Knowledge and its application; Creativity; Social and ethical awareness and responsibility; and Leadership and self-development focus on the development of innovative leaders in professional and creative capacities, who are equipped to operate in the 21st Century labour market and make a positive impact as global citizens.

On this programme, attributes are developed through the practical application of knowledge of Furniture Design concepts, theories and digital techniques within the context of the furniture and broader design industry (K1-5, C1-5, P1).

Through project work, the attributes of creativity and collaboration are nurtured and an experimental approach to design and making skills is acquired (C1, P1-5).

The application of the learning of professional practices and standards prepares you to be reflective, highly employable, socially aware professionals ready to take on the contemporary challenges, in a proactive and independent manner, through conscious and ethical design (T1-5).

4. Entry Requirements

The University's [general entry requirements](#) will apply to admission to this programme with the following additions / exceptions:

- Relevant experience gained from the furniture design and manufacturing sector
- Technical qualifications that demonstrate relevant knowledge and skills

You will be expected to have an aptitude for creative and practical work and evidence of this may be requested through a portfolio interview.

If you do not meet the entry requirements you may, if you have relevant professional experience of a minimum of 2 years in industry, still be invited for interview, where you will be required to demonstrate the necessary knowledge and understanding for entry onto the course.

Previous study, professional and / or vocational experiences may be recognised as the equivalent learning experience and permit exemption from studying certain modules in accordance with our [accreditation of prior learning](#) (APL) process.

5. Programme Structure

Pathway 1 or stand-alone course [add further tables for each additional pathway]

Level	Modules (Code, Title and Credits)	Exit Awards
Foundation Year¹	<p>Core modules:</p> <p>FY026 Preparing for Success Knowledge and Creativity 30 credits FY027 Preparing for Success Self-development and Responsibility 30 credits FY028 Inquiry Based Learning 30 credits 30 credits FY041 Introduction to Design and Development 30 credits</p> <p>Option modules: No option modules are available at this level.</p>	N/A. No credit is awarded at this Level.
Level 4	<p>Core modules:</p> <p>CAD4063, Craft Skills, 20 credits CAD4016, Critical and Historical Thinking, 20 credits CAD4042, Materials and Processes, 20 credits CAD4045, Design Communication, 20 credits CAD4065, Sustainable Practice, 20 credits</p> <p>Option modules: *You must choose 2 x 10 credit Level 4 opportunity modules from the Opportunity module catalogue www.bnu.ac.uk/oppmodules</p>	Certificate of Higher Education, awarded on achievement of 120 credits at Level 4
Level 5	<p>Core modules:</p> <p>CAD5079, Testing, Jig construction and Prototyping, 20 credits CAD5080, Advanced Materials and Technology, 20 credits CAD5023, Design Visualisation, 20 credits CAD5078, Professional Studies for Furniture Design, 20 credits CAD5077, Sustainable Design, 20 credits</p>	Diploma of Higher Education, awarded on achievement of 240 credits, including a minimum of 120 credits at Level 5

¹ Modules on the Foundation Year only apply to learners who are enrolled on the “with Foundation Year” programme.

	<p>Option modules: *You must choose 2 x 10 credit Level 5 Opportunity modules from the Opportunity module catalogue www.bnu.ac.uk/oppmodules</p>	
Level 6	<p>Core modules: CAD6040, Furniture Design and Manufacture, 20 credits CAD6010, Creative and Professional Development, 20 credits CAD6006, Final Project, 40 credits CAD6007, Professional Practice, 20 credits CAD6003, Contextual Report on Practice, 20 credits</p>	<p>Ordinary Degree, awarded on achievement of 300 credits, including 60 credits at Level 6 and 120 credits at each of Levels 4 and 5</p> <p>Honours Degree, awarded on achievement of 360 credits, including 120 credits at each of Levels, 4, 5 and 6</p>

Please note: Not all option modules will necessarily be offered in any one year. Other option modules may also be introduced at a later stage enabling the programme to respond to changes in the subject area.

6. Learning, Teaching and Assessment

Learning and teaching

Studio Projects and practical workshops

Furniture Design learners progress through a range of projects that enable them to gain skills and knowledge. Projects are designed to present new challenges to learners as they progress through the course and involve working with varied techniques, clients and requirements. All projects commence with an introduction to a written brief, which guides learners through the subsequent stages of research and analysis, design development and final presentation. Learners will have access to our extensive workshops and practical resources to experiment with different materials and approaches, in order to develop their individual practice. The course is largely practice-based, and the studio and workshop will be the hub of their learning environment. Masterclasses and specialist practical workshops may also be organised over the course of the programme.

Lectures

Learners receive lectures that are specific to modules, topics and projects. In addition, learners benefit from a rich and varied programme of Critical and Historical Studies (CHS) lectures, reviewing the history and theory of art and design in ways which are both useful and stimulating. All lectures are designed to inspire and inform learners and to instigate discussions. Learners will also gain current industry knowledge and insights through valuable input from guest lecturers and visiting speakers.

Tutorials

Learners will have tutorials which are individual or in small groups and these help learners to focus on evaluating their practical and theoretical work and in identifying directions for study and research. Tutors will question and advise learners, presenting alternatives and questioning decisions, in order to help learners to realise their full potential and to develop critical and evaluative skills.

Seminars

Seminars enable open discussion between learners and their tutors. Learners are encouraged to question, test their knowledge and to listen to others' points of view, thus enabling their critical abilities to develop. The seminar ranges from large group formal sessions to informal small discussion groups and is usually directed by a studio tutor. Theory-based mixed-discipline seminars encourage learners to make conceptual connections with other areas of art and design practice.

Group Critiques

The formal critique (crit) when learners are required to display their work to a panel of tutors and their peers is considered central to the learning experience. The process encourages learners to become increasingly articulate and confident when discussing their work and prepares learners for client presentations when they enter practice. The crit is seen as an important forum not only for critical appraisal but also for debate and discussion among the panel, and as an opportunity for learners to question the opinions of their tutors.

Self-directed study

Learners have to engage in independent working and develop project management and time management skills in connection with both practical and theoretical activities. Self-directed study is essential to successfully managing and achieving programme learning outcomes.

Work-related Learning

The course aims to embed a range of employability skills and knowledge in our learners through modules such as Professional Studies, Professional Practice, and Creative and Professional Development in Levels 5 and 6, where they are supported to evaluate their furniture design practice within professional contexts. They will be expected to engage in self-directed projects, including collaborative projects, industry competitions and work-based learning opportunities, which can include live industry briefs. Learners will be encouraged and supported to seek opportunities to independently secure internships or other work-based learning with industry to gain professional practice experience of the UK furniture industry.

The Studio

Although Furniture Design learners primarily learn within CAD suites, workshops, and other teaching spaces across the campus, they are based in studios for 3D courses. Learners are provided with workspaces, and it is in the studio that learning and teaching activities for design projects take place. External clients who work with learners on live projects may visit the studio for reviews of work as well as learners from other courses who are collaborating on projects with Furniture Design learners. The studio encourages professional learning as it mirrors practices in the profession and enables peer learning and exchange.

CAD

Computer aided design is an essential skill for Furniture Design learners to acquire and apply to project work, taught through structured lessons in CAD suites within the Gateway Building of the campus.

Workshops

Learners receive inductions and a Creative Passport so that they are able to use the extensive range of workshops on the campus including the timber and metal workshops, and mixed materials area. We have facilities for 3D printing and laser cutting, with workshop technicians who will assist learners to use them.

Virtual Learning Environment (Blackboard)

The course will use the VLE throughout the teaching of modules. Project briefs, lecture notes, and supporting information, Power Point presentations and theory study skills guides are made available, and learners will be encouraged to research information across year groups.

Study Visits and Tours

The Course Team arranges visits to galleries, museums and lectures as well as visits to industry sites.

Assessment

Formative Assessment

Across all levels of the course, learners receive oral and/or written formative feedback at informal and formal stages. In both practical and theory sessions, this feedback is intended

to direct learners towards achieving results at summative stages which will have been successfully evolved and resolved. Formative feedback is delivered to learners during personal one-to-one tutorials, group tutorials, seminars and group critiques. Learners contribute informal peer assessment during group tutorials and seminars and discuss each other's work in a constructive manner, as they would do in practice. Formative assessment includes suggestions as to how design projects might best progress and learners will be given references that they should investigate further.

Summative Assessments

Learners receive briefings about all aspects of assessment at the start of each academic year, or module delivery. Learners receive oral feedback, usually during a group critique for a project. They engage in informal peer feedback during group critiques as well as self-evaluation. Summative assessment marks are aligned to the assessment criteria for each module where learners will receive detailed written feedback.

Contact Hours

You can expect to receive approximately 12 hours of scheduled learning activities per week and will be expected to undertake about 16-18 hours of independent study, including the development of practical skills in studios/workshops. As stated above the learning hours will be constructed from a variety of learning types (methods), which includes: lectures; seminars; tutorials/supervisions; demonstrations, practical classes and workshops; supervised time in studio/workshop; fieldwork/external visits; work-based learning; independent study; completion of assessment tasks.

7. Programme Regulations

- This programme will be subject to the following assessment regulations:
- [Academic Assessment Regulations](#), with the following exceptions:
- Level Six students must pass the FMP module in order to be awarded their Ordinary Degree. This module may not be compensated.
- The calculation of this award will be as follows: ^[1]_{SEP} Level 5: 33%; Level 6: 67%
- Referral Opportunities: As with any award at Buckinghamshire New University, if a student has not received a pass mark for a module or piece of assessment, they may be required to be reassessed in the component(s) that they have failed.

8. Support for learners

The following systems are in place to support you to be successful with your studies:

- The appointment of a personal tutor to support you through your programme
- A programme handbook and induction at the beginning of your studies
- Library resources, include access to books, journals and databases - many of which are available in electronic format – and support from trained library staff
- Access to Blackboard, our Virtual Learning Environment (VLE), which is accessible via PC, laptop, tablet or mobile device
- Access to the MyBNU portal where you can access all University systems, information and news, record your attendance at sessions, and access your personalised timetable
- Academic Registry staff providing general guidance on University regulations, exams, and other aspects of students and course administration
- Central student services, including teams supporting academic skills development, career success, student finance, accommodation, chaplaincy, disability and counselling

- Support from the Bucks Students' Union, including the Students' Union Advice Centre which offers free and confidential advice on University processes.

9. Programme monitoring and review

BNU has a number of ways for monitoring and reviewing the quality of learning and teaching on your programme. You will be able to comment on the content of their programme via the following feedback mechanisms:

- Formal feedback questionnaires and anonymous module 'check-ins'
- Participation in the National Student Survey (NSS)
- Programme Committees, via appointed student representatives
- Informal feedback to your programme leader

Quality and standards on each programme are assured via the following mechanisms:

- An initial event to approve the programme for delivery
- An annual report submitted by the External Examiner following a process of external moderation of work submitted for assessment
- The Annual Monitoring process, which is overseen by the University's Education Committee
- There is no PSRB aligned to this programme
- Periodic Subject Review events held every five years
- Other sector compliance and review mechanisms

10. Internal and external reference points

Design and development of this programme has been informed by the following internal and external reference points:

- The Framework for Higher Education Qualifications (FHEQ)
- The QAA Subject Benchmark Statement for [Art and Design] – see detailed mapping below
- The QAA Characteristics Statement for [Art and Design]
- The BNU Qualifications and Credit Framework
- The BNU Curriculum Framework and Design Model (Blueprint)
- The BNU Grading Descriptors
- The University Strategy, Impact 2022

Mapping of Subject Benchmark Statement and any relevant Apprenticeship Standard to Programme Learning Outcomes

Subject Benchmark Statement / Apprenticeship Standard:	Knowledge and understanding (K)					Analysis and Criticality (C)					Application and Practice (P)					Transferable skills and other attributes (T)					
	K1	K2	K3	K4	K5	C1	C2	C3	C4	C5	P1	P2	P3	P4	P5	T1	T2	T3	T4	T5	
Subject specific knowledge understanding, attributes and skills: i - present evidence that demonstrates some ability to generate ideas independently and/or as self-initiated activity and/or in response to set briefs		x	x	x		x		x		x				x	x	x				x	x
ii - demonstrate proficiency in observation, investigation, enquiry, visualisation and/or making	x	x		x				x	x	x	x		x	x				x	x	x	
iii - develop ideas through to outcomes that confirm the student's ability to	x	x			x	x	x	x	x	x	x		x		x	x	x			x	

Subject Benchmark Statement / Apprenticeship Standard:	Knowledge and understanding (K)					Analysis and Criticality (C)					Application and Practice (P)					Transferable skills and other attributes (T)				
	K1	K2	K3	K4	K5	C1	C2	C3	C4	C5	P1	P2	P3	P4	P5	T1	T2	T3	T4	T5
select and use materials, processes and environments																				
iv - make connections between intention, process, outcome, context and methods of dissemination.			x	x		x			x	x				x		x			x	
Informed by professional practice: i - the broad critical and contextual dimensions of the student's discipline(s)	x	x	x	x	x		x			x		x	x				x			
ii - the issues which arise from the creative practitioner's relationship with audiences, clients, markets, environments, users, consumers, and/or participants	x		x		x				x		x		x	x		x			x	
iii - major developments in current and emerging media and technologies in their discipline(s)		x		x	x		x	x			x			x				x		

Subject Benchmark Statement / Apprenticeship Standard:	Knowledge and understanding (K)					Analysis and Criticality (C)					Application and Practice (P)					Transferable skills and other attributes (T)				
	K1	K2	K3	K4	K5	C1	C2	C3	C4	C5	P1	P2	P3	P4	P5	T1	T2	T3	T4	T5
iv - the significance of the work of other practitioners in their discipline(s)		x	x			x		x					x						x	
v - the role and impact of intellectual property.			x				x		x								x			
Generic and graduate skills: Self-management: i - exercise self-management skills in managing workloads and meeting deadlines	x	x	x			x			x	x		x	x	x				x		x
ii - accommodate change and uncertainty.			x						x	x							x			x
Critical engagement: i - analyse information and experiences, and formulate reasoned arguments		x	x			x		x	x	x	x					x	x		x	
ii - benefit from the critical judgements of others and recognise their personal strengths and needs.		x					x		x				x	x		x				

Subject Benchmark Statement / Apprenticeship Standard:	Knowledge and understanding (K)					Analysis and Criticality (C)					Application and Practice (P)					Transferable skills and other attributes (T)				
	K1	K2	K3	K4	K5	C1	C2	C3	C4	C5	P1	P2	P3	P4	P5	T1	T2	T3	T4	T5
Group/team working and social skills: i - apply interpersonal, social and negotiation skills in interaction with others.			x			x			x			x			x		x			x
Skills in communication and presentation: i - communicate ideas and information in visual, oral and written forms ii - present ideas and work to their audiences.						x			x					x	x	x			x	x
Research and information skills: i - navigate, retrieve and manage information from a variety of sources		x		x	x	x		x	x				x	x	x					x
ii - select and employ communication and information technologies		x	x	x				x	x					x	x	x			x	x
iii - the ability to identify IP issues, prevent infringements of other's IP		x	x			x							x		x					x

Subject Benchmark Statement / Apprenticeship Standard:	Knowledge and understanding (K)					Analysis and Criticality (C)					Application and Practice (P)					Transferable skills and other attributes (T)				
	K1	K2	K3	K4	K5	C1	C2	C3	C4	C5	P1	P2	P3	P4	P5	T1	T2	T3	T4	T5
rights and take the appropriate steps to safeguard the innovation and commercialisation processes.																				
Personal qualities: i - enquire into their discipline, their place within that discipline, and the motivation to advance it		x		x	x				x						x	x	x			x
ii - apply ethical principles and personal values to their work			x		x	x	x		x						x		x			

Mapping of Programme Learning Outcomes to Modules

Programme Learning Outcome	Knowledge and understanding (K)					Analysis and Criticality (C)					Application and Practice (P)					Transferable skills and other attributes (T)					
	Module Code (Core)	K1	K2	K3	K4	K5	C1	C2	C3	C4	C5	P1	P2	P3	P4	P5	T1	T2	T3	T4	T5
Level 4																					
CAD4001	x	x									x	x		x	x						
CAD4016				x				x			x								x	x	
CAD4003		x						x	x	x	x		x		x						
CAD4004					x						x		x	x	x						
CAD4006				x	x		x			x					x						
Level 5																					
CAD5001											x	x						x	x		
CAD5003	x		x						x	x	x				x		x		x		
CAD5004		x	x	x				x			x			x	x		x		x	x	x
CAD5005	x		x	x	x	x		x	x						x		x			x	
CAD5006			x	x		x	x		x	x	x	x			x		x	x	x	x	x
Level 6																					
CAD6001	x	x				x		x	x	x				x							
CAD6010			x	x	x		x	x							x			x			
CAD6006	x	x					x				x				x		x	x	x	x	x
CAD6007	x		x			x				x				x							x

Programme Learning Outcome	Knowledge and understanding (K)					Analysis and Criticality (C)					Application and Practice (P)					Transferable skills and other attributes (T)				
	K1	K2	K3	K4	K5	C1	C2	C3	C4	C5	P1	P2	P3	P4	P5	T1	T2	T3	T4	T5
CAD6003				x				x	x		x							x	x	x