

Course Specification

Course Summary Information			
1	Course Title		BSc (Hons) Architectural Technology with Foundation Year
2	BCU Course Code	UCAS Code	US0708F K13F
3	Awarding Institution		Birmingham City University
4	Teaching Institution(s) (if different from point 3)		
5	Professional Statutory or Regulatory Body (PSRB) accreditation (if applicable)		

6	Course Description
	<p>Want a career as an Architectural technologist? Our BSc (Hons) Architectural Technology with Foundation Year degree is where the science of construction meets the art of design. The course focuses not only on the creation of the built environment, but also the structuring of space in and around it.</p> <p>Much of your learning activity will be hands-on, with access to our strong industry links. You'll also be provided with the latest CAD software, meaning you'll be well equipped to make an impact in an important industry.</p> <p>The Foundation Year course option enables you to study for our BSc (Hons) degree over an extended full-time duration of four years by including a Foundation Certificate (year one of four). The Foundation Certificate provides a broad study programme that underpins the follow-on degree. In order to progress to the next year of your degree, it is necessary to achieve a pass in all of the modules of the Foundation Certificate.</p> <p>Our course will develop your ability to appreciate and analyse existing design as well as create new ones, while keeping buildability, technology, procurement, contractual relations and the people involved in the process in mind. You will also explore the social, regulatory, technical, sustainable and aesthetic context of the UK and global development industry.</p> <p>Our outstanding industry links mean you'll be able to work on live projects, using the very latest technology and techniques. You will learn how to construct designs using CAD in a three-dimensional format. You'll also be kept up to date with the latest skills, such as Building Information Modelling (BIM) and will be actively involved in the creation of a BIM model for a prestigious UK building.</p> <p>We help you gain the skills to negotiate with planning and building authorities and develop the expertise to advise them. You will also investigate project and contract management.</p> <p>Our excellent relationships with employers opens up a range of opportunities for work placements. This will enable you to gain first-hand experience of the work of architectural technologists while making valuable professional contacts.</p> <p>With the support of experienced and qualified staff, you'll use facilities that reflect the work environment you'll enter after graduation. Studying at our expanding City Centre Campus, you'll</p>

	<p>be immersed in a creative environment with the chance to be inspired by the urban architecture of Birmingham.</p> <p>The city plays host to regular festivals that celebrate architecture, including the Birmingham Architecture Festival and Still Walking, so there are lots of opportunities to explore the possibilities and potential of the built environment.</p> <p>Regular field trips to construction projects throughout the Midlands will add further colour and relevance to your studies as you gain inspiration from a variety of landscapes and settings.</p>
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7	Course Awards		
7a	Name of Final Award	Level	Credits Awarded
	Bachelor of Science with Honours Architectural Technology	6	480
	Bachelor of Science with Honours Architectural Technology with Professional Placement Year	6	600
7b	Exit Awards and Credits Awarded		
	Foundation Certificate Built Environment	3	120
	Certificate of Higher Education Architectural Technology	4	240
	Diploma of Higher Education Architectural Technology	5	360
	Bachelor of Science Architectural Technology	6	420

8	Derogation from the University Regulations
	Not applicable

9	Delivery Patterns		
	Mode(s) of Study	Location	Duration of Study
	Full Time	City Centre	4 years
	With Professional Placement Year	City Centre	5 years
	Without Professional Placement Year	City Centre	5 years
			Code
			US0708F
			US1136
			US0709

10	Entry Requirements
	<p>The admission requirements for this course are stated on the course page of the BCU website at https://www.bcu.ac.uk/ or may be found by searching for the course entry profile located on the UCAS website.</p>

11	Course Learning Outcomes
Knowledge and Understanding	
1	Develop an awareness of key concepts and techniques within the built environment (L3 outcome).
2	Recognise the legal, ethical and practical requirements within the built environment and wider society (L3 outcome).
3	Construction materials and technology relating to a wide range of building and civil engineering projects with appropriate regard for accessibility, health and safety and environmental responsibility.
4	Information and communication technology including the use the use of standard software, and a range of industry specific software.
5	The English legal system. The broad range of legislative, common and contract law, health and safety, accessibility and environmental responsibility.
6	Operating in a professional and business environment. Including the various local, national and international agenda that impact and have impacted on that; management and professional theories; relationship management and business skills; and requirements and benefits of effective information production.
Cognitive and Intellectual Skills	
7	Demonstrate problem solving techniques through the application of theoretical and technical skills (L3 outcome).
8	Locate and analyse from a range of appropriate sources and information to support a coherent argument (L3 outcome).
9	Analyse, critically evaluate and produce a sophisticated synthesis of economic technical and legal principles and concepts, exposing the weaknesses of solutions and presenting a reasoned best choice.
10	Apply economic, technical, legal and other knowledge theories and concepts to a diverse range of practical issues and problems, making critical judgements about differing approaches to solving for those issues and problems.
11	Transfer learning study skills to new fields of the course discipline.
12	Use proficiently information and materials from a variety of sources.
Practical and Professional Skills	
13	Apply quantitative methods to solve practical problems in a general context (L3 outcome).
14	Undertake the practice of an Architectural Technologist in a professional and competent manner with due regard for own and others' health and safety.
15	Act independently in constructing own learning models, plan and undertake tasks including working to deadlines and accept responsibility for own learning decisions and reflect on and appraise learning needs and adopt appropriate learning strategies.
16	Apply, with guidance, speculation and exploration, effective and appropriate methodologies to a major active learning project using primary and secondary paper and electronic sources.
17	Identify accurately and proficiently the issues which require research, and draw independent conclusions based on rigorous, analytical and critical assessment of argument, opinion and data.
18	Collect relevant information, assimilate knowledge, marshal a coherent and rational argument and relate theory to practice.
Key Transferable Skills	
19	Manage time, prioritise activities and work effectively as an individual and as part of a group (L3 outcome).
20	Reflect constructively on your own practice and that of others (L3 outcome).
21	Understand and use with expertise and precision, both orally and in writing, the English language in relation to issues within construction and property. Being able to effectively

	communicate ideas and concepts to a range of people in oral, graphical and written formats as appropriate.
22	Engage with and manage own learning experience. Show self-awareness and confidence in managing oneself, workload and time; be self-reliant, reflective, and constructively self-critical; and work with and relate well to others.
23	Engage with own learning pathway to enhance career opportunities and begin to plan own career path.
24	Access, manage and make appropriate use of relevant information using appropriate Information and Communication Technology to locate, manage and manipulate, and present that information.

12	Course Requirements																																																															
12a	<p>Level 3:</p> <p><i>To complete this course, you must successfully complete all the following CORE modules (totalling 120 credits):</i></p> <table><tr><th>Module Code</th><th>Module Name</th><th>Credit Value</th></tr><tr><td>BNV3003</td><td>Built Environment Context and Practice</td><td>20</td></tr><tr><td>BNV3006</td><td>Building Technology</td><td>20</td></tr><tr><td>BNV3004</td><td>Foundation Computing</td><td>20</td></tr><tr><td>BNV3005</td><td>Quantitative Methods</td><td>20</td></tr><tr><td>CMP3014</td><td>Fundamentals of Digital Technology</td><td>20</td></tr><tr><td>BNV3002</td><td>Independent Practice</td><td>20</td></tr></table> <p>Level 4:</p> <p><i>To complete this course, you must successfully complete all the following CORE modules (totalling 120 credits):</i></p> <table><tr><th>Module Code</th><th>Module Name</th><th>Credit Value</th></tr><tr><td>BNV4103</td><td>Built Environment Technology 1</td><td>20</td></tr><tr><td>BNV4104</td><td>Integrated Digital Design – Residential</td><td>20</td></tr><tr><td>BNV4110</td><td>Professional Environmental and Materials Science</td><td>20</td></tr><tr><td>BNV4108</td><td>Law</td><td>20</td></tr><tr><td>BNV4134</td><td>Architectural Design Studio 1</td><td>20</td></tr><tr><td>BNV4135</td><td>Architectural Design Studio 2</td><td>20</td></tr></table> <p>Level 5:</p> <p><i>To complete this course, you must successfully complete all the following CORE modules (totalling 120 credits):</i></p> <table><tr><th>Module Code</th><th>Module Name</th><th>Credit Value</th></tr><tr><td>BNV5128</td><td>Built Environment Technology 2</td><td>20</td></tr><tr><td>BNV5113</td><td>Integrated Digital Design – Commercial</td><td>20</td></tr><tr><td>BNV5125</td><td>Design Practice</td><td>20</td></tr><tr><td>BNV5146</td><td>Emerging Digital Technologies</td><td>20</td></tr><tr><td>BNV5150</td><td>Technological Design Studio 1</td><td>20</td></tr><tr><td>BNV5151</td><td>Technological Design Studio 2</td><td>20</td></tr></table>	Module Code	Module Name	Credit Value	BNV3003	Built Environment Context and Practice	20	BNV3006	Building Technology	20	BNV3004	Foundation Computing	20	BNV3005	Quantitative Methods	20	CMP3014	Fundamentals of Digital Technology	20	BNV3002	Independent Practice	20	Module Code	Module Name	Credit Value	BNV4103	Built Environment Technology 1	20	BNV4104	Integrated Digital Design – Residential	20	BNV4110	Professional Environmental and Materials Science	20	BNV4108	Law	20	BNV4134	Architectural Design Studio 1	20	BNV4135	Architectural Design Studio 2	20	Module Code	Module Name	Credit Value	BNV5128	Built Environment Technology 2	20	BNV5113	Integrated Digital Design – Commercial	20	BNV5125	Design Practice	20	BNV5146	Emerging Digital Technologies	20	BNV5150	Technological Design Studio 1	20	BNV5151	Technological Design Studio 2	20
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Professional Placement Year (optional)

To qualify for the award of Bachelor of Science with Honours Architectural Technology with Foundation Year and Professional Placement Year, you must successfully complete all the modules listed as well as the following Level 5 module:

Module Code	Module Name	Credit Value
PPY5004	Professional Placement	120

Level 6:

To complete this course, you must successfully complete all the following CORE modules (totalling 120 credits):

Module Code	Module Name	Credit Value
BNV6136	Research in Practice	20
BNV6125	Professionalism and Citizenship	20
BNV6128	Urban Design Practice in Context	20
BNV6200	Individual Honours Project	40
BNV6133	Digital Design Practice with Existing Buildings	20

12b Structure Diagram

Full time

Level 3 – Year 1

SEMESTER ONE	SEMESTER TWO
Core BNV3003: Built Environment Context and Practice (20 credits) BNV3001: Academic and Personal Study Skills (20 credits) CMP3014: Fundamentals of Digital Technology (20 credits)	Core BNV3006: Building Technology (20 credits) BNV3005: Quantitative Methods (20 credits) BNV3002: Independent Practice (20 credits)

Level 4 – Year 2

SEMESTER ONE	SEMESTER TWO
Core BNV4103: Built Environment Technology 1 (20 credits) BNV4108: Law (20 credits) BNV4134: Architectural Design Studio 1 (20 credits)	Core BNV4110: Professional Environmental Materials and Science (20 credits) BNV4104: Integrated Digital Design – Residential (20 credits) BNV4135: Architectural Design Studio 2 (20 credits)

Level 5 – Year 3

SEMESTER ONE	SEMESTER TWO
Core BNV5128: Built Environment Technology 2 (20 credits) BNV5125: Design Practice (20 credits) BNV5150: Technological Design Studio 1 (20 credits)	Core BNV5113: Integrated Digital Design – Commercial (20 credits) BNV5126: Advanced Design and Surveying Skills (20 credits) BNV5151: Technological Design Studio 2 (20 credits)

Professional Placement – Year 4 (optional)

Professional Placement Module 120 credits

Level 6 – Year 5

SEMESTER ONE	SEMESTER TWO
Core BNV6128: Urban Design Practice in Context (20 credits) BNV6133: Digital Design Practice with Existing Buildings (20 credits)	Core BNV6136: Research in Practice (20 credits) BNV6125 Professionalism and Citizenship (20 credits)
BNV6200: Individual Honours Project (40 credits)	

13 Overall Student Workload and Balance of Assessment

Overall student *workload* consists of class contact hours, independent learning and assessment activity, with each credit taken equating to a total study time of around 10 hours. While actual contact hours may depend on the optional modules selected, the following information gives an indication of how much time students will need to allocate to different activities at each level of the course.

- *Scheduled Learning* includes lectures, practical classes and workshops, contact time specified in timetable
- *Directed Learning* includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning
- *Private Study* includes preparation for exams

The *balance of assessment* by mode of assessment (e.g. coursework, exam and in-person) depends to some extent on the optional modules chosen by students. The approximate percentage of the course assessed by coursework, exam and in-person is shown below.

Level 3

Workload

24% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	288
Directed Learning	432
Private Study	480
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	77%
Exam	15%
In-Person	8%

Level 4

Workload

24% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	288
Directed Learning	356
Private Study	556
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	79%
Exam	0
In-Person	21%

Level 5

Workload

24% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	288
Directed Learning	308
Private Study	604
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	87%
Exam	0
In-Person	13%

Level 6

Workload

21% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	256
Directed Learning	324
Private Study	620
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	82%
Exam	0
In-Person	18%