



MASTER OF ARTS IN INTERIOR DESIGN

Awarded by : Coventry University, United Kingdom
Intakes : January, April, July, and October
Duration : 1 Year (Full-time)

Core Modules

Design Innovation and Collaboration

Design creativity is the ability to imagine or invent something new, surprising and valuable that addresses the requirements of a wider variety of relevant stakeholders in a global context.

Creativity and innovation is fundamental to successful design. An holistic approach to design, user-centred thinking, technological and manufacturing concerns must be integrated to develop innovative concepts that are internationally competitive, relevant and appealing.

Students elaborate upon design theory and processes, whilst engaging with skills in sketching, drawing and model making to generate visually articulate innovative solutions within the context of design.

Credit Points: 60

Interior Design Specialism

This MA level module places innovation into a cross-cultural and transdisciplinary design context. The aim is to look at design problems and opportunities from a user perspective and with a consideration for a global interior design context.

During this module students will work on an individual and a group design project. The individual project is centred around developing or building upon prior specialist skills, knowledge and experience and refining them for subsequent productively managed group design activity.

The group activity will be professionally focused and where possible centred around a research driven 'live brief'. Each group member will take on a specific stakeholder perspective in relation to the design process, development of design feasibility and its communication. Collaborative and team leadership skills will be an integral part of the project delivery.

Credit Points: 60



Final Major Project

The subject of the project will be defined in the previous term in consultation between the student and supervisory tutor. This is the final Masters stage of the programme.

The Final Major Project will be required to have sufficient academic content to provide an opportunity for the student to apply many of the design techniques and knowledge acquired during the previous modules of the course. The project must be undertaken in a rigorous, methodical manner which creatively applies a critical knowledge of the subject to produce a novel, viable, desirable design solution.

The module requires students to plan, develop and apply strategies and methods of data gathering, data analysis and data interpretation. Explanation of complex themes underpinning a research informed design brief will provide the starting point for the development of an innovative solution. Students will be required to independently manage the design phases of the project. Students will be required to professionally present their design solutions and defend their proposal during an answer and question session.

The presentation will be accompanied by a comprehensive research report and accompanying poster which will present the progress of the project highlighting problems encountered, solutions considered and justification of the final design.

Credit Points: 60