Course Specification

Course Summary Information			
1	**Course Title**	BA (Hons) Landscape Architecture	
2	**BCU Course Code**	**UCAS Code**	US0662	K310
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)	Landscape Institute	

6	**Course Description**

Want to learn how to design the outside world? This Landscape Architecture degree course will help you to gain real industry exposure and work on a wide range of exciting briefs. The course focuses on offering experience through practice, which will enhance your chances of securing a role after you graduate.

Landscape Architecture is the design of the world outside, as a combination of art, utility and natural systems. The aim is to create rich, positive experiences and to provide designed environments, which engage users with character and a sense of place.

Through guided exploration of personal design and research process, you will explore and unwrap many layers to reveal the unlimited storyboard of design options that our landscape presents.

What's covered in the course?

Covering all aspects of landscape architecture, our course is fully recognised and accredited by the Landscape Institute (LI) and supported by a leading design team in its field.

You'll work in a design studio culture, which mimics real-world creative practice for landscape architects and prepares you for your future career.

Experience on live local sites and project briefs in landscape studios will develop your design creativity and hone your professional practice skills. Placements and competitions will give you fantastic opportunities. There are also chances to compete for industry connected awards.

You'll have the chance to be part of collaborative architecture and design initiatives within the School of Architecture that give you the chance to work on a diverse variety of live projects. Past examples include: explorations in timber construction in the Wyre Forest, communicating with the public about what they really want from design for Stirchley High Street in Birmingham and implementation of a viewing structure to observe wetland ecology at Henbury Ponds.

You'll also have the opportunity to attend lectures and take part in workshops from a large variety of international and award winning professionals. Previous guest speakers have included Martha Schwartz, Andrew Grant, Andrew Wilson, Jeppe Aagard Anderson, Neil Porter, Chris Beardshaw and Kim Wilkie.

	You'll be based in our multi-million pound City Centre Campus within our Parkside Building, where you will have access to digital studios and 3D design workshops. The proximity of the newly built Eastside Park provides inspiration to your studies, introducing a strong example of contemporary civic space and park design.

7	Course Awards		
7a	**Name of Final Award**	**Level**	**Credits Awarded**
	Bachelor of Arts with Honours Landscape Architecture	6	360
7b	**Exit Awards and Credits Awarded**		
	Certificate of Higher Education Landscape Architecture	4	120
	Diploma of Higher Education Landscape Architecture	5	240
	Bachelor of Arts Landscape Architecture	6	300

8	**Derogation from the University Regulations**
	Not applicable

9	**Delivery Patterns**		
Mode(s) of Study	**Location**	**Duration of Study**	**Code**
Full Time	City Centre	3 years	US0662

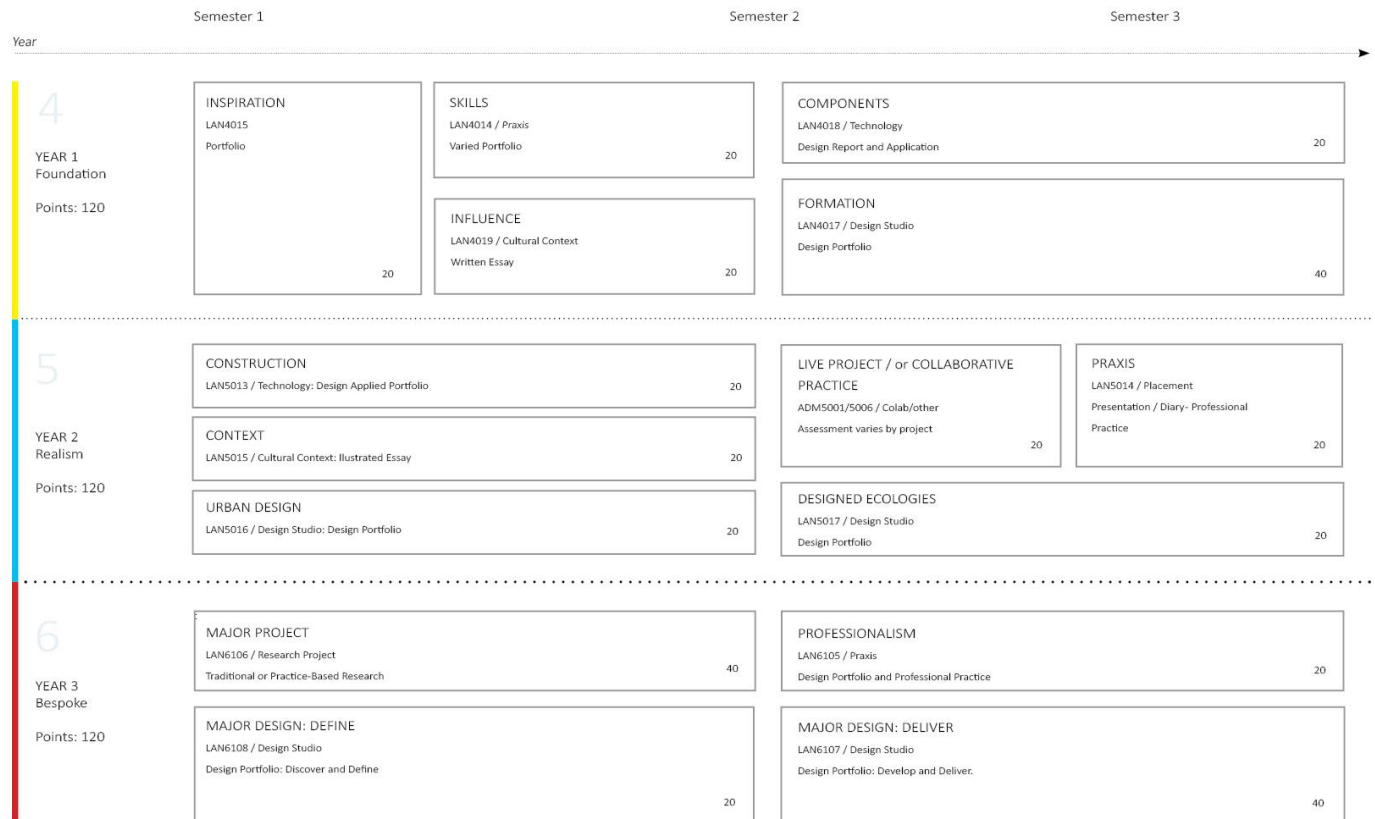| 10	**Entry Requirements**
	The admission requirements for this course are stated on the course page of the BCU website at https://www.bcu.ac.uk/, or may be found by searching for the course entry profile located on the UCAS website.

11	**Course Learning Outcomes**
1	**Knowledge & Understanding**
1.1	Deconstruct the broad scope and timeline of the contemporary Landscape Architecture profession
1.2	Explain the physical and socio-economic contextual conditions which can influence process and practice
1.3	Synthesise the scope and specifications of appropriate materials, flora, technology, structures and systems, from a global industry of supply and fabrication
1.4	Discuss the ethical, sustainability and semiotic implications of design choice and specification
2	**Cognitive & Intellectual Skills**
2.1	Synthesise Landscape Architectural proposals, making analytical judgements which combine theoretical, conceptual and pragmatic considerations
2.2	Develop individual approach to design process, encompassing open-minded exploration and reflection

2.3	Analyse design precedent and the work of peers, through critical appreciation of the relationship between design process and contextual conditions
2.4	Produce designs holistically, appropriately integrating abstract and pragmatic aims within design outputs and debates
3	**Practical & Professional Skills**
3.1	Produce marketable portfolio communication, via integrated curation of diverse project outputs
3.2	Promote ideas and design proposals, through development of individual approaches to visual, written and verbal communication
3.3	Align focus to the local and global professional context and marketplace of Landscape Architecture, considering multidisciplinary and sector based practice
3.4	Embody a culture of continual personal development
4	**Key Transferable Skills**
4.1	Plan, schedule and realise project outputs within appropriate professionally aligned timeframes
4.2	Reflect on personal approach, career aims and objectives
4.3	Develop professional and ethical behavioural approaches and exercise analytical judgement when working independently, or as part of a team
4.4	Utilise objective, analytical approaches to support evidence based research and practice

12	**Course Requirements**	
12a	**Level 4:**	

Level 4:

In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):

Module Code	Module Name	Credit Value
LAN4015	Inspiration	20
LAN4014	Skills	20
LAN4019	Influence	20
LAN4018	Components	20
LAN4017	Formation	40

Level 5:

In order to complete this course a student must successfully complete all the following CORE modules (totalling 100 credits):

Module Code	Module Name	Credit Value
LAN5013	Construction	20
LAN5015	Context	20
LAN5014	Praxis	20
LAN5016	Urban Design	20
LAN5017	Designed Ecologies	20

In order to complete this course a student must successfully complete at least 20 credits from the following list of OPTIONAL modules.

Module Code	Module Name	Credit Value
ADM5006	Collaborative Practice	20
ADM5001	Live Project	20

Level 6:

In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):

Module Code	Module Name	Credit Value
LAN6106	Major Project	40
LAN6105	Professionalism	20
LAN6108	Major Design: Define	20
LAN6107	Major Design: Deliver	40

12b   Structure Diagram

Please note list of optional modules is indicative only. Students' choice will not be guaranteed for optional modules but a fair and transparent process will be adopted and shared with students.

	Semester 1	Semester 2	Semester 3

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YEAR 1 Foundation

Points: 120

- INSPIRATION — LAN4015 — Portfolio — 20
- SKILLS — LAN4014 / Praxis — Varied Portfolio — 20
- INFLUENCE — LAN4019 / Cultural Context — Written Essay — 20
- COMPONENTS — LAN4018 / Technology — Design Report and Application — 20
- FORMATION — LAN4017 / Design Studio — Design Portfolio — 40

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YEAR 2 Realism

Points: 120

- CONSTRUCTION — LAN5013 / Technology: Design Applied Portfolio — 20
- CONTEXT — LAN5015 / Cultural Context: Ilustrated Essay — 20
- URBAN DESIGN — LAN5016 / Design Studio: Design Portfolio — 20
- LIVE PROJECT / or COLLABORATIVE PRACTICE — ADM5001/5006 / Colab/other — Assessment varies by project — 20
- PRAXIS — LAN5014 / Placement — Presentation / Diary- Professional Practice — 20
- DESIGNED ECOLOGIES — LAN5017 / Design Studio — Design Portfolio — 20

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YEAR 3 Bespoke

Points: 120

- MAJOR PROJECT — LAN6106 / Research Project — Traditional or Practice-Based Research — 40
- MAJOR DESIGN: DEFINE — LAN6108 / Design Studio — Design Portfolio: Discover and Define — 20
- PROFESSIONALISM — LAN6105 / Praxis — Design Portfolio and Professional Practice — 20
- MAJOR DESIGN: DELIVER — LAN6107 / Design Studio — Design Portfolio: Develop and Deliver. — 40

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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 4

Workload

29.5% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	348
Directed Learning	0
Private Study	852
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	100%
Exam	0
In-Person	0

Level 5

Workload

28.5% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	342
Directed Learning	70
Private Study	788
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	100%
Exam	0
In-Person	0

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Level 6

Workload

28% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	336
Directed Learning	0
Private Study	864
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	100%
Exam	0
In-Person	0