

Module Specification

Module Summary Information

1	Module Title	Collaborative Practice
2	Module Credits	15
3	Module Level	5
4	Module Code	ARC5013

5	Module Overview
<p>Birmingham School of Architecture and Design occupies a distinctive interdisciplinary territory between the study and practices of the creative arts and built environment professions. Links with the professional context are reinforced through alumni, through visiting tutors, through internationally renowned invited lecturers and through live research projects. Equally, the School's position within ADM means that students and staff are distinctly well connected to the creative scene of the city and university.</p> <p>CO.LAB is a vehicle for a range of projects that seek to directly engage students with this dynamic context. It is an opportunity for students to work with individuals and groups outside of their discipline area, engaging in a broad creative network. Projects will take place largely offsite depending on the partner programme or group, and all projects will be underpinned by collaboration, invention and physical production, using manual and digital 'crafts' to generate objects, spaces and events. CO.LAB will contribute to the development of distinct employability, professional and transferable skills, including team-work, project planning, negotiation and understanding of complementary practices.</p> <p>CO.LAB will also provide students with an opportunity to develop their skills and knowledge portfolio in an area of learning into concepts, materials and technologies that they select out of a range of opportunities where possible outside of the main field of study.</p>	

6	Indicative Content
<p>Students will sign up to projects from a given selection. The principle learning method will be subject to individual elective programmes but is likely to include workshops, introductory lectures, visiting potential clients, seminars, on line collaboration and self-directed research and development. There is an emphasis on individual inquiry and self-guided learning alongside the group work that is essential to the module's philosophical aims.</p> <p>Specific project content will depend on the selected elective, nature of the collaboration and brief.</p>	

7		Module Learning Outcomes
On successful completion of the module, students will be able to:		
1	Employ experimental media to explore and critically appraise historic, spatial, aesthetic, technical, and social concepts and ideas related to the theme of study, drawing on original and established 'texts'.	
2	Respond to the physical, creative and cultural readings of a context to produce an individually 'designed' response to client and stakeholder requirements.	
3	Appraise and critically analyse the collaborative practice employed during a creative design process and the potential role of the architect in such processes, using a range of visual media.	
4	Demonstrate engagement in the project through a critical appraisal of working practices and processes (including the CO.LAB exhibition), whether working independently or collaboratively.	

8				Module Assessment			
Learning Outcome							
		Coursework	Exam	In-Person			
1,2,3 and 4		x					

9		Breakdown Learning and Teaching Activities	
Learning Activities		Hours	
Scheduled Learning (SL) includes lectures, practical classes and workshops, peer group learning, Graduate+, as specified in timetable		24	
Directed Learning (DL) includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning, as directed on VLE		96	
Private Study (PS) includes preparation for exams		30	
Total Study Hours:		150	