

Centre number	65409
College	Chichester College
Pathway	Extended Diploma Creative Practice: Art, Design & Communications (Year 2)
Level	3
Year	2024/25

Final Major Project (FMP)

## FMP – ‘Our Changing World’

### Architecture & Interior Design

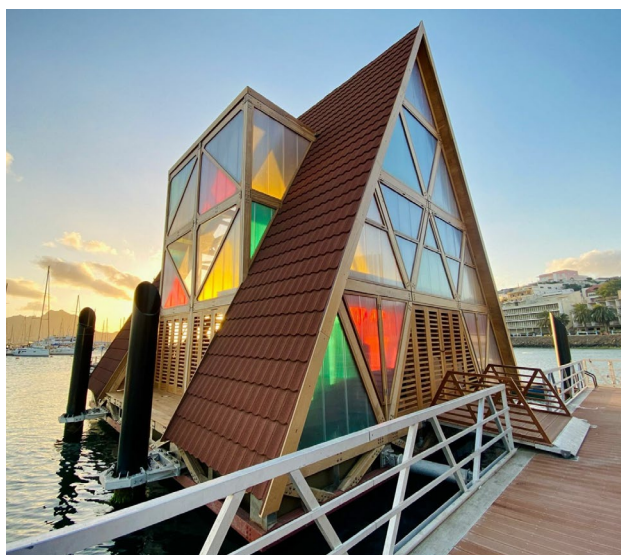
### Unit 6 – Specialist Creative Outcome (Final Major Project)

Start	Interim assessment
03/03/2025	31/03/2025
Deadline	Summative assessment
16/05/2025	26/05/2025 – Grade to be externally moderated before return to student (Aug 2024)

Tutors:

Amy Walker-Smith – Design Tutor (year 2 course leader)  
Phil Palmer – Computer Aided Representation Tutor

Paul Flynn – Technician



Images: Floating Music Hub\_Cape Verde\_NLE

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## Project overview and context

This project forms your FINAL MAJOR PROJECT (FMP) which is a culmination of all the learning, progress, development and specialist knowledge you have accumulated over the entirety of the two-year course. In this final assignment Unit 6 (Specialist Creative Outcome), you will be directing the project. This project is self-led, allowing you to have freedom to choose your own approach to a given theme, and to use and develop your own specialist skills and knowledge in an aspect of the visual arts that interest you (architecture, interior design, 3D design, product design, landscape architecture, installation...). You will achieve this through personal research, developmental experimentation and clear communication of your ideas.

The aim is for you to build on your existing knowledge and to extend the skills and knowledge developed during your course. Along with the outcome/s you must produce a comprehensive amount of supportive work, which demonstrates cultural and contextual perspectives, research (primary and secondary), problem solving, planning, organisation, reflection, practical exploration, technical investigation, evaluation and presentation skills. You will submit a detailed proposal in written and visual format along with reflections and a final summative evaluation to support your journey throughout the project.

You will have the opportunity to build on idea generating techniques previously learnt and to extend your own visual language, 3D design and practical industry led software skills to create a unique outcome in a medium and scale of your own choosing.

### THEME: 'OUR CHANGING WORLD'

Our world *or environment* is constantly changing. Be this from an environmental aspect, technological development, or societal shifts. Climate change, pandemics, war, media, technological advancements, recession - all greatly affect our well-being and how we live our lives. Designers are increasingly challenged to create solutions to many of these problems that are adaptive and respond to a variety of given circumstances. It is important therefore for any type of designer to be aware of this ever-shifting world and to aspire to create designs which not only answer current issues but that are also capable of withstanding our changing world and supporting the life (not just human) that exists within it.

You could choose to focus upon one of the following sub-themes for your own project proposal:

CLIMATE

TECHNOLOGY

INTERACTION

RE-USE

ENVIRONMENT

OR you could develop your own sub-theme

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## Project description and requirements

Using the main theme indicated in this brief; 'Our Changing World', create your own project exploration based upon it OR related to it. The theme is intentionally 'large' to allow you to choose your own focus, but is also directing you toward a highly topical subject within our current global culture. You could choose to explore; adaptive reuse, urban farming, alternative energy sources, changeable interiors, biomimicry, animal homes, light touch design, recycled materials, conceptual space, AI – all of these relate to the theme of a changing world and the sub themes provided.

Your chosen exploration should:

- Relate to a chosen current issue (local or global)...
- be clearly linked to the theme...
- and a sub theme...
- have a defined target audience / end-user...
- be of interest to YOU!

As designers, you have the ability to create effective change in our world and have the skills and imagination to explore this project in a highly exciting and experimental manner. You can respond to this project in any design practice form (architectural, interior focus, sculptural, installation, film...).

You must use precedents and influences explored by other designers throughout your project. This will support your investigation and final outcomes. Remember precedents can be from art, objects, other designs, sculpture...

Remember to challenge yourself throughout the project and get creative with potential problems and difficulties you face. You could ask yourself questions such as; how could we create environmentally adaptive housing? Could buildings produce food? How does looking at past building techniques help in our current technologically advanced world? Could an interior create its own energy? How might we live in the future if our 'world becomes more digital? What is the antitheses of the digital realm? How might design bring society together?

Be imaginative, be risky, be playful, take chances, challenge the limits and most of all be creative and have fun!

***\*Please note: your project proposal should be agreed with your tutor prior to your final submission to ensure it meets the assessment criteria.***

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**Assessor**

Internal Assessment  
(external moderation)

**Deadline**

16/05/2025

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**Re-submission deadline**

05/06/2025 – referrals only

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## Submission Requirements

### Submission evidence must include:

- Completed Project Proposal – use UAL template provided
- Project management evidence (timetable / tasks / diary)
- Completed Summative Evaluation – use UAL template provided
- Clear bibliography completed using the Harvard format
- Sketch book (physical) this should be filmed for submission
- Digital portfolio - no more than 120 pages. To include:
  - ALL developmental project work (including failures and tests)
  - Continuous self-evaluation / reflection & peer assessment
  - Interim assessment and feedback (evidence of interim assessment completed)
  - Evidence of tutorial feedback;
  - Evidence of final outcome;
- Presentation boards (3 x A1) in both printed and digital format
- Outcome and/or final pieces (models, drawings, artwork, sculpture, film...)
- Updated student Goggle Site – containing this FMP project

**Sketchbooks**

Should be of your own design and thoroughly support your project portfolio. A video must be submitted.

**Digital outcome**

Digital resources should be submitted via the Teams Assignment Channel.

**Moving image**

Ensure moving image files/links are fully functioning and accessible.

**Blogs and socials**

It is not mandatory to blog about your project, but it could be a creative way to document work.

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## Assessment & Grading

**ALL** work for submission should be uploaded onto Teams in the correct assignment area.

The assessment and grading criteria are shown within this brief. To achieve a pass, you must achieve **ALL** of the assessment grading criteria.

On the successful achievement of all assessment criteria a pass grade will be given for each assignment. Formative feedback will be provided to support future development along with indicative comments to provide indication of qualification target grades.

If work fails to meet the pass criteria, it will be classed as referred and a new deadline given for submission (05/06/2025). Any referred work will be monitored by the course team but must be produced in the student's own time. Referrals could lead to disciplinary action if the necessary effort, attitude or attendance has not been attained.

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## Glossary

Here are some useful words and definitions to reference in your project.

### Adapt

[*verb.*] To change, or to change something to suit different conditions

### Alternative

[*noun.*] Something different from something else, especially from what is usual, offering the possibility of choice

### Change

[*verb.*] To exchange one thing for another, to make or become different.

### Climate

[*noun.*] The general weather conditions usually found in a particular place.

### Diversity

[*noun.*] The fact of many different types of things or people being included in something.

### Environment

[*noun.*] The surroundings or conditions in which a living thing lives or operates.

### Impact

[*noun.*] A powerful effect that something has on a situation or person.

### Interaction

[*noun.*] Instance when two or more people or things communicate or react to each other.

### Reuse

[*verb.*] To use something again.

### Technology

[*noun.*] The practical use of scientific discoveries.

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## Visual references

Here are some links to general references, precedents and research paths to help you get started.

### Adaptive Reuse Projects – Arch Daily

<https://www.archdaily.com/783283/20-creative-adaptive-reuse-projects>

### Architecture addressing climate change - Dezeen

<https://www.dezeen.com/2021/04/22/architecture-climate-change-earth-day/>

### Architect Magazine – Immersive Exhibitions

[https://www.architectmagazine.com/design/immersive-art-exhibitions-offer-lessons-for-architecture-and-design\\_o](https://www.architectmagazine.com/design/immersive-art-exhibitions-offer-lessons-for-architecture-and-design_o)

### Interior Design Adaptive Reuse – Re-Thinking the Future

<https://www.re-thinkingthefuture.com/rtf-fresh-perspectives/a1796-10-amazing-interior-projects-in-adaptive-reuse/>

### Technologies in Design

<https://www.re-thinkingthefuture.com/rtf-fresh-perspectives/a1034-9-recent-technological-advancements-in-architecture-that-architects-must-know//>

### Frida Escobedo

<https://www.dezeen.com/2018/06/13/video-interview-frida-escobedo-serpentine-pavilion-2018-simple-materials-movie/>

### Francis Kere

<https://www.kerearchitecture.com/>

### Olafur Eliasson - Fjordenhus

<https://olafureliasson.net/artwork/fjordenhus-2009-2018/>

### Mycelium Pavilion

<https://www.dezeen.com/2019/10/29/growing-pavilion-mycelium-dutch-design-week/>

### Superflux – Vault of Life

<https://superflux.in/index.php/work/the-vault-of-life-in-museum-of-the-future/#>

## Activities and Tasks

This schedule is a structured guide of activities and actions you will need to undertake during the 10 weeks of your project. Please use this schedule as a starting point to develop your own individual plan, documenting evidence and clearly outlining your specific creative intentions week by week.

Schedule	Activity / task	Learning / Assessment outcomes
<b>Week 1</b> 03/03	<b>Introduction, Investigation, Research, Context</b> Introduction to FMP brief / project theme <ul style="list-style-type: none"> <li>• Brief analysis &amp; idea generation</li> <li>• Mind maps (groups &amp; individual), collage, definitions</li> <li>• Personal research on selected themes - written and drawn examples</li> <li>• Personal research on wider themes or connected art and artists</li> <li>• First exploratory experiments</li> <li>• First reflection and evaluation</li> <li>• Complete weekly planner for project – set targets</li> <li>• Begin sketch book and set up digital portfolio</li> <li>• Set up references list (for all research sources)</li> </ul> <p>(NOTE: there is an independent work day on 05/03 – where the College is closed to students)</p> <p><b>*ALL work will need to be continued in your own time</b></p>	AO1, AO3, AO4, AO5, AO6, AO8
<b>Week 2</b> 10/03	<b>Investigation, Exploration, Research, Context</b> <ul style="list-style-type: none"> <li>• Outline a personal project brief, taking into account your initial research, interests and aspirations think about limitations of time and resources</li> <li>• Target audience and end-user identification and considerations</li> <li>• Initial precedent research</li> <li>• Research into wider themes and context (including; site, economic context, culture, environmental, social, historic)</li> <li>• Personal research on selected themes - written and drawn examples</li> <li>• Generate initial ideas (following initial research) – a broad range is expected here (6+)</li> <li>• First exploratory thumbnails / creative experiments</li> <li>• Update sketch book &amp; digital portfolio</li> <li>• Update references list</li> <li>• Reflect on your progress</li> </ul> <p><b>*ALL work will need to be continued in your own time</b></p>	AO1, AO2, AO3, AO4, AO5, AO6, AO8
<b>Week 3</b> 17/03	<b>Investigation, Exploration, Research, Context</b> <ul style="list-style-type: none"> <li>• Outline a personal project brief, taking into account your initial research, interests and aspirations think about limitations of time and resources</li> <li>• Target audience and end-user identification and considerations</li> <li>• Initial precedent research</li> <li>• Research into wider themes and context (including; site, economic context, culture, environmental, social, historic)</li> <li>• Personal research on selected themes - written and drawn examples</li> </ul>	AO1, AO2, AO3, AO4, AO5, AO6, AO8

	<ul style="list-style-type: none"> <li>• Generate initial ideas (following initial research) – a broad range is expected here (6+)</li> <li>• First exploratory thumbnails / creative experiments</li> <li>• Update sketch book &amp; digital portfolio</li> <li>• Update references list</li> <li>• Reflect on your progress</li> </ul> <p><b>*ALL work will need to be continued in your own time</b></p> <p><b>Continue AS ABOVE</b></p> <p><b><u>*On 21/03/2024 submit Project Proposal for assessment*</u></b>  <b><u>(this will be presented and discussed on 24/03/2025)</u></b></p>	
<b>Week 4</b> <b>24/03</b>	<p><b>Experimental Processes, Techniques, Recording</b></p> <ul style="list-style-type: none"> <li>• <b><u>Present Project Proposal for ‘sign off’</u></b></li> <li>• Update Project Proposal in readiness for Interim Review (31/03/2025)</li> <li>• Update your project proposal following feedback</li> <li>• Develop initial ideas with clear links to your research – begin to narrow ideas down (3+)</li> <li>• Further development of ideas going toward finalising a design to pursue</li> <li>• Independently plan your design solutions</li> <li>• Update; sketch book, digital portfolio &amp; references list</li> <li>• Reflect on the above</li> <li>• Evaluate your progress</li> </ul> <ul style="list-style-type: none"> <li>• <b><u>Preparation of work to date for interim review 31/03/2024</u></b></li> <li>• <b>This MUST be completed using the pecha kucha format (template provided), and must clearly show key precedents, research, context, design ideas, <u>project proposal</u> and identify your next steps</b></li> <li>• <b>The interim review will take place as an informal presentation with feedback following including peer assessment</b></li> </ul> <p><b>*ALL work will need to be continued in your own time</b></p>	<b>AO1, AO2, AO3, AO4, AO5, AO6, AO8</b>
<b>Week 5</b> <b>31/03</b>	<p><b><u>INTERIM REVIEW 31/03/2024 – To be uploaded digitally to assignments and presented in person</u></b></p> <ul style="list-style-type: none"> <li>• Present your project work to date including all required items</li> <li>• Feedback to assist with the development of your project will follow this review</li> <li>• Peer assessment will also be given during the interim review</li> </ul> <p><b>Experimentation: Processes &amp; Techniques   Research: Primary &amp; Secondary</b></p> <ul style="list-style-type: none"> <li>• Personal creative research (primary) interviews, questionnaires, surveys, visits, creative studies</li> <li>• Risk assessment / problem solving analysis of project to date</li> <li>• Respond to problem solving with creative solutions</li> <li>• Further development of ideas testing materials, equipment and techniques. These should be critically annotated and recorded</li> <li>• Continue refined / targeted research (more relevant to final outcome)</li> <li>• Reflect and evaluate work to date</li> </ul>	<b>AO2, AO3, AO5, AO6, AO7, AO8</b>



	<ul style="list-style-type: none"> <li>Update all areas; sketch book, digital portfolio and references list</li> <li><b><u>Create a self-directed task list for the Easter Break (EB)</u></b></li> </ul>	
<b>Week 6</b> <b>07/04 (EB)</b>	<b>Self-directed study – Research &amp; Design Development</b> <ul style="list-style-type: none"> <li>Use your task list for the Easter break</li> <li>Personal development of your project</li> <li>Continual updates of sketch book, digital portfolio and references list</li> <li>Reflect on your progress</li> </ul> <p><b>*ALL work will need to be continued in your own time (30hrs min.)</b></p>	<b>AO1, AO2, AO3, AO4, AO6, AO8</b>
<b>Week 7</b> <b>14/04 (EB)</b>	<b>Continue AS ABOVE</b> <p><b>*ALL work will need to be continued in your own time (30hrs min.)</b></p>	<b>AO1, AO2, AO3, AO4, AO6, AO8</b>
<b>Week 8</b> <b>21/04</b>	<b>Experimentation: Processes &amp; Techniques   Research: Primary &amp; Secondary</b> <ul style="list-style-type: none"> <li>Key idea development linked to your research (there should be a clear narrowing of ideas throughout the project)</li> <li>Independently plan your final stages</li> <li>Continue focused research tasks</li> <li>Begin to create your design solution</li> <li>Develop those key ideas towards finalising your design</li> <li>Start to develop the layout of your final presentation boards</li> <li>Reflect and evaluate your work</li> <li>Update all items; sketch book, digital portfolio and references list</li> <li>Refer to the plan you made and the tasks you still need to complete for the project submission</li> <li><b><u>Preparation of work for informal review and feedback (28/04)</u></b></li> </ul> <p><b>*ALL work will need to be continued in your own time</b></p>	<b>AO1, AO2, AO3, AO4, AO5, AO6, AO8</b>
<b>Week 9</b> <b>28/04</b>	<b>Finalising, Problem Solving, Preparation</b> <ul style="list-style-type: none"> <li><b><u>INFORMAL PRESENTATION OF WORK (28/04)</u></b></li> <li>Decide on your final design outcome and highlight the key elements that have led you to this decision</li> <li>Develop this final design and plan the way you want to present your solution (drawings, models, art work, installation, film, mixed media)</li> <li>Include mock-ups and test models / pieces</li> <li>Ensure you have documented the development of your project proposal (including any trials and errors)</li> <li>Recap on reflections, evaluation points and be sure to include responses to these in your final design stages</li> <li>Continue exploring your design response and research to support your final outcome</li> <li>Investigate and analyse any problems that may occur during the production of your final outcome and how you will overcome these</li> <li>Highlight key risks and problems which might affect the project if it was to be built or created in reality (relating to the design of a building or an interior space). Explain how these might be resolved</li> </ul>	<b>AO4, AO5, AO6, AO8</b>

	<ul style="list-style-type: none"> <li>Indicate how your final solution relates to your target audience and end-user</li> </ul> <p><b>*ALL work will need to be continued in your own time</b></p>	
<b>Week 10</b> <b>05/05</b>	<p><b>Finalising, Problem Solving, Preparation</b></p> <ul style="list-style-type: none"> <li>Finalise your design and the outputs you wish to create</li> <li>Document these final stages and be sure to include these in your digital portfolio</li> <li>Complete any outstanding tasks you have yet to finish</li> <li>Conduct any final pieces of research relevant to your project</li> <li>Refer back to your original project proposal</li> <li>Final reflections on your work and the process you have followed</li> <li>Write your Summative Evaluation (using the UAL template)</li> <li><u>Create your presentation boards</u></li> <li><u>Create your final outcome</u></li> </ul> <p><b>*ALL work will need to be continued in your own time</b></p>	<b>AO5, AO6, AO8</b>
<b>Week 11</b> <b>12/05</b>	<p><b>Final preparation &amp; submission</b></p> <ul style="list-style-type: none"> <li>Recap on learning outcomes, project requirements, feedback and interim review to ensure all targets and requirements have been met</li> <li>Final update on references list – ensure this is in HARVARD formatting</li> <li>Final updates to digital portfolio, presentation boards, model</li> </ul> <p><b>12/05/2025 – Pin up</b></p> <ul style="list-style-type: none"> <li><b>Presentation boards to be pinned up / prepared digitally with <u>models</u> and <u>sketch books</u> displayed beneath</b></li> </ul> <p><b>16/05/2025 – Digital submission (final hand in time is MIDDAY)</b></p> <ul style="list-style-type: none"> <li><b>FINAL HAND IN – all work should be uploaded digitally to teams through the prepared assignment channel. This includes; digital portfolio, sketch book film, model photographs and any other digital submission piece.</b></li> </ul>	<b>AO1, AO2, AO3, AO4, AO5, AO6, AO7, AO8</b>
<b>REFERRAL</b> <b>Submission</b> <b>05/06</b> <b>(2wks+6days</b> <b>post initial</b> <b>submission)</b>	<p><b>Following the feedback from your initial submission, work towards adding / amending / producing the necessary items that will assist you in passing the unit.</b></p>	

## Assessment Criteria (Grade Exemplification Matrix)

Thoroughly familiarise yourself with the assessment criteria for this unit to ensure that the evidence produced through the tasks you complete meet the criteria. If you are unsure about any aspect of the assessment criteria, please speak directly with your tutor as soon as possible.

Assessment Outcomes	Refer	Pass	Merit	Distinction
<b>AO1</b> Apply an understanding of specialist industry practice to a creative project	Insufficient evidence.	Valid and sufficient exploration of thematic enquiries directed by professional aspirations and intentions are used to generate and develop relevant ideas and concepts.	Purposeful and adept exploration of thematic enquiries directed by professional aspirations and intentions are used to generate and develop effective ideas and concepts.	Sustained and sophisticated exploration of thematic enquiries directed by professional aspirations and intentions are used to generate and develop innovative ideas and concepts.
<b>AO2</b> Produce a self-initiated project proposal	Insufficient evidence.	A satisfactory project proposal stating creative intentions and plans for implementation is clearly presented and sufficiently supports and directs practical and theoretical investigations.	A considered project proposal stating creative intentions and plans for implementation is adeptly presented and effectively informs and directs practical and theoretical investigations.	A sophisticated project proposal stating creative intentions and plans for implementation is imaginatively presented and thoroughly informs and directs practical and theoretical investigations.
<b>AO3</b> Use research to inform and direct a creative project	Insufficient evidence.	Relevant but limited specialist practice research and contextual understanding is used, consideration is given to ethical and environmental impact to inform and direct appropriate conceptual and practical developments and outcomes.	Extensive specialist practice research and contextual understanding is used purposefully, consideration is given to ethical and environmental impact to inform and direct effective conceptual and practical developments and outcomes.	Comprehensive specialist practice research and contextual understanding is used perceptively, consideration is given to ethical and environmental impact to inform and direct innovative conceptual, practical and ethical developments and outcomes.

<b>AO4</b> <b>Use technical skills and materials associated with a specialist industry practice to realise a self-initiated project.</b>	Insufficient evidence.	Competent and safe use of appropriate specialist practice technical skills, materials, methods and processes are used satisfactorily to realise a self-initiated project.	Adept use of specialist practice technical skills, materials, methods and processes are used effectively and purposefully to realise a self-initiated project.	Sophisticated use of specialist practice technical skills, materials, methods and processes are used imaginatively and confidently to realise a self-initiated project.
<b>AO5</b> <b>Resolve problems within a creative project.</b>	Insufficient evidence.	Appropriate resolution of practical and conceptual problems based on valid and sufficient experimentation, and exploration of solutions with consideration of purpose and intent.	Effective resolution of practical, theoretical and conceptual problems based on reasoned and purposeful experimentation, and exploration of solutions with consideration of purpose and intent.	Decisive and innovative resolution of practical, theoretical, conceptual and technical problems based on insightful experimentation, and exploration of solutions with consideration of purpose and intent.
<b>AO6</b> <b>Use specialist industry practice visual language to communicate ideas and concepts.</b>	Insufficient evidence.	Appropriate specialist practice visual language is used to clearly communicate ideas and concepts to an identified audience.	Specialist practice visual language is used to effectively communicate ideas and concepts to an identified audience.	Specialist practice visual language is used skilfully and imaginatively to communicate ideas and concepts to an identified audience.
<b>AO7</b> <b>Use specialist industry practice presentation techniques to present ideas and outcomes.</b>	Insufficient evidence.	Appropriate selection of specialist practice presentation techniques, conventions and formats used to clearly communicate creative intentions and outcomes.	Considered selection of specialist practice presentation techniques, conventions and formats are used effectively and purposefully to communicate creative intentions and outcomes.	Decisive selection of specialist practice presentation techniques, conventions and formats are used skilfully and imaginatively to communicate creative intentions and outcomes.
<b>AO8</b> <b>Apply reflective practice to a creative project</b>	Insufficient evidence.	Valid reflective practice is used appropriately to identify options, justify decision making, develop ideas and assess outcomes against creative intentions.	Extensive and purposeful reflective practice is used to effectively identify options, justify decision making, develop ideas and assess outcomes against creative intentions.	Comprehensive and sustained reflective practice is used perceptively to identify options, justify decision making, develop ideas and assess outcomes against creative intentions.