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"Development of a flexible, innovative and practical framework for Work-based Learning in higher education of Armenia and Russia" (FlexWBL)

REPORT

On “021201.05.7- Environment Design” Curriculum Analysis

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Introduction

“021201.05.7- Environment Design” Curriculum analysis was carried out by the Head of “Interior and Exterior Design” Chair, Ph.D in Architecture, Associate Professor Artashes Arsen Melikyan and Educational Programs Department staff within the framework of FlexWBL Erasmus+ project. The analysis allowed to reveal, within the project mentioned, the appropriate possibilities that would enable to turn the functioning curriculum into an integrated curriculum (i.e. using work-based learning principles).

1. Curriculum Analysis Methodology and Outcomes

“021201.05.7- Environment Design” Master Degree study program Curriculum analysis has been carried out with the use of a number of indicators which have been developed, discussed and confirmed within the FlexWBL Erasmus+ project WP2.2 working package framework on the initiative of Klaipeda University. The outcomes of the analysis are presented in Table 1 below.

Table 1. “021201.05.7- Environment Design” curriculum analysis results

NN	Indexes	Characteristics
1	Study program Code	021201.05.7
2	Study program Title	«Environment Design»
3	Qualification	Master of Arts
4	Students	Total number of the students involved in the study program is 8, 6 of which work in places close to their speciality. The other two don't work.
5	Curriculum development process	The curriculum development process involves the department dean, head of releasing and serving chairs, the deputy dean and the Educational Programs Department. The immediate responsible for the development process is the Dean of the Design Faculty.
6	Curriculum approval process	<p>The curriculum draft is discussed in the chairs. Before the chairs submit additional remarks and suggestions they investigate study programs of other universities as well. Thereafter, the Faculty Dean and Deputy Faculty dean work with the Educational Programs Department and Vice Rector on Educational Affairs, then initiate discussions of the curriculum with different stakeholders and in case the curriculum is approved by the releasing chairs, it is sent to the Scientific Council for further discussions. The ready curriculum with a positive opinion is presented to the Vice-Rector on Educational Affairs and the Educational Programs Department for approval.</p> <p>The Educational Programs Department, with an accompanying report, presents it to the Scientific Council's forthcoming meeting to be discussed and approved.</p>
7	Study program goal and learning outcomes	<p>The goal of the study program is to develop the students' artistic, mental abilities and principles of design activities, reveal the students' creative abilities, design thinking as well as teach them professional skills, methods of design solutions and rearm them with work organization skills.</p> <p>After the successful completion of the study program the students receive the following knowledge, skills and competences.</p> <p>Knowledge and competence: The student will be able</p> <ul style="list-style-type: none"> • to analyze the field research problems, define the project task, bring forth research goals and tasks on the basis of literature and patent study. • to choose between research optimal method

		<p>and program.</p> <ul style="list-style-type: none"> to improve principles of optimal scientific research theory and available methods as well as develop new methods according to the necessity of research task solution. <p>Skills and abilities: The student will be able</p> <ul style="list-style-type: none"> to draw parallels as well as to complete typological and compositional analyses. to master the scientific-research logics. to present research results verbally and in written form. to prepare talks, abstracts, scientific essays and reports. to carry out independent design as well as work in project teams. to realize scientific research and pedagogical activity in state and private institutions.
8	Assessment of knowledge and competences	Classroom activities (clause) and student's interim evaluation are carried out during the study. During the exam or the final evaluation interim evaluation marks are taken into account. Within the course study the student's current achievements and progress are tested by course papers and course projects. At the end of the curriculum the level of the student's learning outcomes is checked through the Master's thesis assessment.
9	Possibilities for the students to find a job (<i>note the field, state or private sector enterprise, organization, company, office, etc</i>)	The graduate can start a job in industrial, consumption, negotiation, consulting and design spheres; in state and private sector architectural and design organizations, furniture workshops, as freelancers in foreign companies. About 85-90% of the graduates of the study program finds a job immediately. Sometimes the best graduates are offered a job as well by the department and the releasing chair.
10	Study program duration (note how many years/months/terms)	2 years / 4 semesters
11	Study program workload	The curriculum defines 120 credits (ETCS), 3600 academic hours, out of which 936 hours make the lectures, practical classes, course work papers and course projects. The student's individual workload estimates 2664 hours.
12	Internship	Internship lasts 9 weeks totally (including the experience or research defence). It is planned to carry out during the 35 th -46 th weeks in the first academic year during which the student acquires 8 credits. The place for the internship is decided by the head of the releasing chair. In case the student works in an office

		related to the speciality, the student's internship mark is granted by the workplace.
13	Curriculum structure	This study program consists of majors and research disciplines. All the subjects are compulsory. The curriculum contains 18 specializing subjects (90% of the total). Currently the student's work is related to the following disciplines: <ol style="list-style-type: none"> 1. Analysis and Conceptual Modelling for Environmental Problems 2. 3D Modelling Total practical classes estimate 514 academic hours, 62 credits.
14	Syllabus elaboration (<i>Describe in concise the process of Syllabus elaboration. Does it contain special academic hours envisaged for learning at the student's workplace off the University</i>)	While processing the curriculum, the inter-disciplinary connectedness is taken into consideration. The Syllabus of every subject is developed on the confirmed curriculum basis where comprehension of the tasks required for the study program outcomes is considered. The subject Syllabus does not include special academic hours which are envisaged for the workplace experience out of the university. Instead, individual work is included in the Syllabus.
15	Strategy implemented under the study program (<i>Mention the students' and lecturers' norms of behavior within the project, particularly the student's attendance, teaching methods (lectures, interactive discussions, slide shows and other methods) etc.</i>)	The students' attendance at the lessons for the completion of tasks and classroom activities (clause) is compulsory. It also provides for the feedback between the students and the lecturers. All the lectures are carried out through slide show and video-material presentations, interactive discussions and exchange of ideas.
16	Student's work load per week (<i>Note: how many hours per week on average does the student spend at the University? What percentage of these hours provide theoretical and practical classes?</i>)	Student's work load at the university per week makes 20 academic hours on average, the 55 % of which is allocated to theoretical and 45% to practical classes.

2. How to make the curriculum integrated (based on WBL principles)

As a result of FlexWBL Erasmus+ Project realization it is envisaged to make some structural amendments in the Syllabus of some subjects in Annex 1. "021201.05.7- Environment Design" curriculum, including the hours to be spent in the workplace of the companies.

Annex 1. “021201.05.7- Environment Design” Master Degree Curriculum Structure

##	Subjects	Credits	Student's work volume in hours		
			Total	Lectures	Individual Work
Compulsory Disciplines					
1	Sphere Basic Problems	2	60	16	44
2	Conceptional Design	4	120	40	80
3	Intellectual Property and Patent Law Basics	3	90	32	58
4	Design Project Current s/w and Technologies	5	150	36	114
5	Analysis and Conceptual Modelling for Environmental Problems (I)	7	210	60	150
6	3D Modelling (I)	5	150	36	114
7	Natural Lighting	5	150	48	102
8	Typological Analysis of Designed Objects	4	120	40	80
9	Acoustics	5	150	40	110
10	Digital Sketching Techniques (I)	5	150	32	118
11	Analysis and Conceptual Modelling for Environmental Problems (II)	7	210	60	150
12	3D Modelling (II)	6	180	40	140
13	Management	5	150	50	100
14	Digital Sketching Techniques (II)	6	180	50	130
15	Landscape Design	7	210	80	130
16	Analysis and Conceptual Modelling for Environmental Problems (III)	8	240	80	160
17	3D Modelling (III)	6	180	40	140
Research Disciplines					
18	Theory of Science and Research Work Methodology	2	60	12	48
19	Internship	8	240	0	240
20	Master's Individual Classes with Diploma Supervisor (Term Paper, Course Project)	20	600	144	456
	Master's Thesis Development and Defence				
Sum of Hours			3600	936	2664
Sum of Credits		120			