Module code	SEL601	**Level**	6
Module title	Material Cultures and Sustainability	**Credit value**	10
Common/Core/ Elective	Elective	**ECTS Credits**	5
		Notional learning hours	100
Courses on which the module is taught	All	**Teaching Period**	Autumn / Spring

1. Module description

The module encourages you to learn about the future of materials and digital fabrication technologies and to consider this in relation to sustainability and your own discipline. The module focuses on material innovation, sustainability and circular economy, and asks students to research and actively explore a material or series of materials. A key part of your learning will take the form of hands-on testing as well as in-depth research into contemporary and cutting-edge material cultures.

2. Learning outcomes

Upon successful completion of this module you will be able to:

Innovation (MLO 02)
Create and experiment with an innovative material application, combining intellectual curiosity and creativity.

Human & Environmental Impact (MLO 10)
Evaluate the impact of material(s) you are working with and their application, on people and on the environment.

3. Learning and teaching methods

This module introduces you to different ideas relating to materials and sustainability through micro-lectures, seminars, workshops, industry talks, and digital analogue workshops supported by technicians. You will be encouraged to identify a personal area of interest and undertake independent research to define new proposals. You will present and discuss your ideas during individual and group tutorials as well as receive formative feedback through peer-reviews and presentations. You will also engage in creative exploration and experimentation in order to test and prototype a series of samples. You will be carefully recording, documenting and evaluating your process, allowing you to critically reflect on your work in relation to your area of specialism and relevant industry context. A large proportion of your work is expected to be self-initiated.

Learning hours	
Directed learning	**36 hours**
Workshops/classes	24
Supervised Studio Activity	12

Guided/Self-guided learning	64 hours
Total	**100**

4. Assessment, formative feedback and relative weightings

Assessment: Report

Weight (%):100

Word count or Equivalent: 2500 words equivalent

You will submit an illustrated report outlining your area of exploration, demonstrating critically edited and analysed research from a variety of sources. The report will fully document your critical evaluation of all prototype experimentation through text, sketches, photographs and other appropriate media. Your report can be supported by physical artifacts.

Each summative assessment will be preceded by an opportunity of formative assessment accompanied by formative feedback.

Assessment tasks	MLO2	MLO10							
Report	X	X							

5. Indicative resources

Anderson, J. Weinthal, L. (2021) Digital Fabrication in Interior Design: Body, Object, Enclosure. Oxfordshire: Routledge

Fletcher, K. (2020) Sustainable Fashion and Textiles: Design Journeys. 2nd Ed. Oxfordshire: Routledge.

Frankin, K. (2019) Radical Matter: Rethinking Materials for a Sustainable Future. London: Thames & Hudson

MacArthue, E. (2021) Circular Design for Fashion. London: Ellen MacArthur Foundation

McInnis, D. (2020) A practical guide to sustainable fashion. London: Bloomsbury Visual Arts.

McLean, W. (2021) Environmental Design Sourcebook: Innovative Ideas for a Sustainable Built Environment. London: RIBA Publishing.

O'Donnell, C. Pranger, D. (2021) The Architecture of Waste: Design for a Circular Economy. Oxfordshire: Routledge

Robertson, M (2020) Living Construction – Bio Design Series. Oxfordshire: Taylor & Francis Ltd

Solanki, S. (2018) Why Materials Matter; Responsible Design for a Better World. London: Prestel Publishing

Thompson, R. (2017) The Materials Sourcebook for Design Professionals. London: Thames Hudson

Podcasts:

Conscious Design with Ian Peterman

https://www.petermanfirm.com/conscious-design-podcast/