

Undergraduate study

BA (Hons) in Design

BEng/MEng in Design and Innovation

BA (Hons) in Design, Creativity and Learning/

BA (Hons) in Design, Creativity and Learning (QTS)

Design



Max Kropitz (2010)

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We can supply information in alternative formats for people with a visual impairment and dyslexia. Please contact the Course Enquiry Team on **+44 (0)20 7078 5300** or e-mail **course-info@gold.ac.uk** or visit **www.gold.ac.uk/disability**.

Design at Goldsmiths

Design has a huge influence on the way we live. In an increasingly uncertain world – facing challenges such as climate change, globalised consumerism and social fragmentation – designers need to think more deeply, critically and creatively about their activities than ever before. Our programmes cultivate versatile, pioneering graduates, critically aware of their responsibilities to the environment and of the ethical dimension of their activities.

Design flourishes in Goldsmiths' interdisciplinary, intellectual climate. It affords us the unique opportunity to draw on a wealth of critical, theoretical and creative perspectives, which in turn shape the distinct – and often radical – design practices, educational programmes and research that we pursue.

The department's teaching is based on excellence in staff research and practice. All members of academic staff engage in research. This enables the department to remain at the cutting edge of theory and practice in design and in design education, keeping its educational programmes relevant and dynamic. Students value their tutors' enthusiasm, professionalism and friendliness, and the intellectual and creative challenge of their programmes. Student shows have attracted significant positive attention in the media and in the design community.

The department is renowned for important research in sustainability, design and technology education, interaction design, critical practice, user experience, materials, design thinking and futures. In the Research Assessment Exercise (RAE) 2008, 74% of our work was in the 'internationally recognised', 'internationally excellent' or 'world leading' categories. The reputation of the department is further enhanced through the exemplary work of its design practitioners in producing internationally acclaimed commercial and exhibition work.

Like all Goldsmiths students you can also take advantage of the wide and varied educational and social facilities of the University of London, including the Senate House library and the University of London Union (ULU – one of the most active and lively student unions in the country). Each institution also has their own Students' Union with clubs and other activities.

Careers

Design education enables you to develop the strategic, innovative, intellectual, personal and interpersonal skills that are increasingly sought after in many areas of employment. Most of our Design graduates find employment in the creative and cultural industries, both in the UK and internationally, with a number now working in top London design consultancies (Pentagram, Heatherwick Studio, Imagination, Moving Brands) and major UK companies (Selfridges, Eden Project, Oxfam). Some have achieved national and international recognition, undertaken MA programmes, set up on their own as freelance designers, and progressed to become senior designers and design managers. Other graduates have found employment in the public sector and in non-governmental organisations, and some have had work commissioned for public spaces, private companies and charities.

Our Design & Technology Education graduates are highly successful at gaining employment and being promoted to posts of responsibility such as Heads of Department early in their careers. A number have gone on to become Advanced Skills Teachers or Assistant School Principals.

Our students and graduates have also been successful in national and international competitions. BA Design students have also won the coveted New Designer of the Year Award (and more recently the 2009 'One Year On' Award at New Designers), RSA Design Direction Award, the Design Museum's 'Design Mart' and NESTA's Creative Pioneer Programme. D&T education graduates have also been honoured, for example with the Draper's Company/Industrial Trust Technical Textiles award and Special Commendation in the Guardian Teacher of the Year Award.

See for yourself

We recommend you come and visit us to have a look around. Our open days are ideal opportunities to find out more about what Goldsmiths can offer you. If you would like further information please visit www.gold.ac.uk/opendays.

The Department of Design also holds pre-applicant days for BA Design. Further information is available by contacting the department directly on 020 7919 7777, e-mail design@gold.ac.uk.

Annual degree shows

You are welcome to visit one of our degree shows. Please contact the Department of Design on 020 7919 7777 or e-mail design@gold.ac.uk for the dates, usually in early June (undergraduate) and early September (postgraduate).



Yuki Yoshida (2009)

General Information

Credits and levels of learning

An undergraduate honours degree is made up of 360 credits – 120 at Level 4, 120 at Level 5 and 120 at Level 6 (for more information on these levels of learning have a look at www.qaa.ac.uk/standardsandquality/credit/leaflet.pdf). If you are a full-time student, you will usually take Level 4 courses in the first year, Level 5 in the second, and Level 6 courses in your final year.

A standard course is worth 30 credits. Some programmes also contain 15-credit half courses or can be made up of higher-value parts, such as a dissertation or a Major Project.

Entrance requirements

Most of our applicants are studying for, or have successfully completed, post-secondary study in Art or Design, such as a Foundation course. We also take applications from GCE A-level students who have performed well at GCSE level, and have a very strong design portfolio. Applications from mature students (over 21) are also considered. Your application will be assessed on the relevance of your previous work experience and on your art and/or design work. We also consider a wide range of other qualifications from the UK, EU and the rest of the world.

For programme-specific entrance requirements, please see the individual programme entries.

Application and admission

Applications for all the undergraduate Design programmes can only be made via the UCAS website at www.ucas.com. You need to register via the UCAS website where you complete a secure web-based application. There is information on-screen to guide you through your application. For more information, please go to www.ucas.com/apply/index.html.

You can pay by credit/debit card when you submit your online application (£11.00 for a single entry, £21.00 to apply to two or more universities).

Please see the individual programme entries for further details of our selection processes.

International applicants – We hope applicants from outside the UK can attend for interview: we try to be flexible with interview dates to allow you to arrange other college visits/interviews while in the UK. If it is not possible for you to attend, we ask you to send us slides or photographs of your work, with written explanations of your selected pieces. We also request copies of essays in English, and a 200-word summary of your reasons for choosing the degree. These should be sent along with your portfolio.

International Foundation Certificate in Design

Goldsmiths offers the International Foundation Certificate for undergraduate students who want to study Design at Goldsmiths but you need a year to:

- develop or consolidate their language skills in academic English;
- undertake preliminary study in Design;
- familiarise themselves both with ways of working in British academic culture and in the standards required at degree level.

For more information, visit www.gold.ac.uk/ug/foundation-design.

English language requirement

If English is not your first language, you must obtain evidence of your English Language competence.

Tests considered appropriate include:

- International English Language Testing System* (IELTS) – pass with at least 6.5 overall and a minimum of 6.0 in the written element
- TOEFL* score of at least 580 including 4.5 in the Test of Written English (TWE), or 237 in the Computerised test (CT) including 4.5 in the essay component, or 92 in the internet-based test (IBT) with a minimum of 23 in the written element
- International GCSE (IGCSE) English as a second language at Grade C;
- Cambridge Certificate of Proficiency of English (CPE) Level 5 at Grade C or above
- Cambridge Certificate in Advanced English (CAE) Level 4 at Grade B or above
- Pearson Test of English (Academic), with a score of 68 overall, including 68 in the written element and 59 in all other elements

*In line with the validity period for IELTS & TOEFL results, English proficiency qualifications must be less than two years old at the time of starting the course to be valid.

For further information, please see the Undergraduate Prospectus. Alternatively, you may wish to attend one of our pre-session English Language courses.

Fees

For current information on fees visit www.gold.ac.uk/costs.

Equivalent or lower qualifications

Government funding has been withdrawn for students who are studying for a qualification that is at an equivalent level to, or lower level than, a qualification they have already been awarded. Therefore, Home/EU students applying for a programme that is an equivalent or lower qualification (ELQ) than one they already hold are regarded as non-fundable. All applicable Home/EU students applying to a programme not exempt must be considered for ELQ status and may be liable to pay a higher rate of tuition fee. Visit www.gold.ac.uk/costs/elqs for an up-to-date list of exempt courses.

For more information about the proposals visit the Higher Education Funding Council website at www.hefce.ac.uk/faq/elq.htm.



Kristina Cranfield (2011)

BA (Hons) in Design

3 years full-time

This degree allows you to develop strong design thinking while exploring your own creative focus. We encourage you to act through design to effect change, propose new visions of the future, and engage with sustainability.

Using an interdisciplinary approach to design learning, this degree allows you to develop your own creative approach to a multitude of design disciplines. The programme sets out to advance your ability to think creatively about the possibilities of design. You will be asked to engage with a diverse set of critical and practical ideas that will enable you to push traditional notions of design, including extending the practices in graphics, furniture, product, interaction, and multimedia design.

At the heart of the programme is an insistence on the contextualisation of design into its social, cultural, economic, technological and environmental situations. In order to do this the programme equips you with a wide variety of skills that will be vital to your success in a highly competitive industry. The course promotes an intellectual and rigorous approach to design, highlighting the need for designers to be great thinkers and leaders as well as great practitioners.

Throughout the course you are encouraged to define your hopes for the future of design. In the second year we place an emphasis on you positioning yourself within the complex design profession by asking you to complete a work placement. The work placement is a fantastic way for you to understand where you want to be within design, while aiding you to make valuable contacts for your future career.

The course offers excellent teaching, by a diverse set of staff, in an exciting and dynamic educational environment.

As a BA Design graduate, you learn to:

- Develop a meaningful, critical design practice;
- Critique contemporary design theory and practice;
- Understand design's contribution to visual and material culture;
- Develop, refine and apply methods and strategies that create meaningful relationships between design and people;
- Reflect on the social and cultural implications of design;
- Understand and address key concepts and issues of sustainability.

The programme encourages you to:

- Develop as an independent and reflective learner;
- Gain skills so you can play an important role in the discipline, now, and in the future;
- Think systematically through issues, situations and topics;
- Critique and develop your design methods and processes to arrive at sensitive and meaningful conclusions;
- Represent, communicate and manifest your ideas convincingly.

Entrance requirements

Typical GCE A-level offer: BBB or equivalent.

You need to demonstrate post-16 study in art and design (a Foundation course, vocational A-level or NVQ Level 3 in Design is usually required) or be a GCE A-level student with a strong art and design portfolio. Mature students without formal qualifications who have relevant work experience and/or art and design work are also welcomed. If your first language is not English, please check our English Language requirements on page 5.

Following submission of your application you will be contacted by e-mail with details of how to submit an electronic portfolio, which will be up to 12 items representing a variety of your design work and approaches. You will also be requested to submit an essay, and a 200-word statement explaining why you want to study Design at Goldsmiths. We will review your portfolio and will then inform you if you have been selected for interview. Find out more about the electronic portfolio requirements and deadline.

Application and admission

Please see the general information section on page 4 for details of how to make your initial application through UCAS.

As part of our selection process, you are then required to submit an electronic portfolio for review (submission of which will be required by mid-February). We will review these portfolios and then inform you if you have been selected for interview.

After submitting your application form you will be contacted by email with details of how to submit this portfolio, which will contain up to 12 items representing a variety of your art/design work and approaches. These will need to be .jpg image files, .mov video files or .mp3 audio files. You will also be requested to submit an essay from either your Foundation course (or equivalent) or from an A-level (or equivalent).

We will inform applicants if they have been selected for interview by the end of February.

What do you study?

The programme consists of four interrelated areas: Studio Practice, Contextual Studies, Methods & Processes and Technical Studies.

Studio Practice – The studio element of the programme is taught through a variety of design briefs that allow you to develop and engage in a meaningful design practice. Each brief requires engagement with a different element of design while allowing you space to experiment and learn through the use of multiple media and materials.

Contextual Studies – This is taught through a series of lectures and seminars that aim to complement your studio activities. Over the first two years of study you are asked to engage in an eclectic mix of theories and ideas, from philosophy to literary theory. Each course draws on a broad range of influences.

Methods and Processes – These sessions are designed to support your studio practice by helping you to develop strong ideational, creative and professional skills.

Technical Studies – These workshops allow you to develop appropriate skills in order for you to express your design ideas; they move from basic skills in the first year to more discipline-focused advanced skills in the second year.

Year 1

Studio practice

Studio projects are formulated to allow you to develop your own ways of thinking. You will be challenged to push your ideas, and given space and support to develop an understanding of artefact, user, site and situation.

Contextual studies

Histories and Theories – lectures, visits and practical exercises on the historical and theoretical context of design in the 20th century unravel the main theoretical influences on design and designing.

Design and Meaning – lectures and practical exercises looking at the roles that psychology and semiotics play in design. You will examine at the complex nature of design thinking and creative techniques and the ways in which these relate to actual practice. You are also encouraged to explore your own personal responses to the design process.

Ecology and Design – you will explore relationships between nature, culture, industry and other social systems, while highlighting possibilities for change in response to current environmental and cultural issues. The context for this course is the emerging field of Eco Design. It is broad-based to give an overview of key issues and ideas.

Methods and processes

Methods and processes concentrate on the techniques and processes in research, modeling and drawing.

Technical studies

These workshops focus on specific areas within the discipline, giving both a critical and technical introduction into areas such as making, still image, graphic communication and textiles.



“People here share a very open vision of what design is. I don’t think I’ve ever heard: ‘No, you can’t do this. This is not design’. And this has given me an incredible sense of freedom.”

Livia Rossi, BA (Hons) Design



Ben Weetman (2011)

Year 2

Studio practice

In Year 2 you explore ways that the contemporary designer can negotiate a changing social, cultural, ecological and political terrain. You are encouraged to adopt a personal, ethical and ideological stance in tackling projects concerning the social, cultural, environmental and political domain.

In the spring term you work on 'industry-based projects', the briefings for which come from the commercial sector. These projects allow you to present to design professionals gaining valuable experience and insight. The projects are set by a broad range of design professional and commercial sectors, such as Imagination, Pentagram, Hive, Raw Nerve and Lewisham Council.

Contextual Studies

Ethics and Sustainability – This lecture programme asks why the ethical stances of designers, the moral features of the design process, and the value-laden nature of various objects and images, are important in design. You also explore a range of ideas relating to ecological understanding of design and culture towards a widening of perspective and engagement in contemporary ecological concerns.

Society and Culture – Lectures and practical exercises investigate design in the context of society and culture. You examine a number of socio-cultural influences on designers, design processes and design outcomes, and are encouraged to explore the ways in which your own designs are framed by these influences.

Material Culture – Lectures and practical exercises investigate design in the context of what has become known as material culture. You explore various attitudes to cultural production, examine notions of consumption and taste, and investigate the various practices that have been built around these attitudes and notions. You will be encouraged to explore the ways in which your own designs are framed by material culture.

Methods and processes – Professional Practice
This course asks the student to engage in design as a professional practice. The course opens up the extensive nature of the design industry, in order to increase your understanding of the role of a practicing designer.

Technical studies

These sessions cover a range of skills, which build upon the previous year. We offer workshops such as interactive design, moving image, electronics, object manufacture, rapid prototyping/CAD and graphic communication.

Work Placement

During the summer term all students are expected to secure and undertake a placement of at least six weeks in duration. You are required at the beginning of Year 3 to submit an assessable presentation based on your work placement.

Year 3

Studio Practice

In the final year you develop your own projects, supported by an individual 'mentor'. Workshops enable you to formulate, develop and realise a project. Major projects must have a strong conceptual underpinning and be well founded and reasoned.

The final stage of Year 3 is the presentation and exhibition of design practice project work. This is an important part of the educational experience – calling for teamwork, organisation, management and design, developing a range of skills critical to future careers.

Contextual Report

This major piece of writing presents the contextual and theoretical framework for your major project. This 6,000-word report develops alongside your project and is a personal piece of work.

Assessment

There are no formal written examinations on this programme of study, work is assessed through continuous assignment-based submissions. Studio Practice is assessed by a combination of project presentations and portfolio displays.

The degree classification is mainly determined by the examinable elements, which include projects, essays, presentations, reports and final exhibition. All work from all years contributes to the final degree classification, but some consideration is given to your improvement and progress as you move through the programme.

BEng/MEng in Design and Innovation

3-4 years full-time

This exciting programme is run jointly by departments at two of the University of London's leading institutions – the Department of Design at Goldsmiths, and the Engineering Department at Queen Mary. This means you benefit from the expertise of each institution. You will have access to academic facilities and resources in both institutions and be a part of the community of both colleges.

The programme

The BEng/MEng is a single programme of study with two levels. You can either complete the BEng degree in three years or successfully complete a fourth year and receive the MEng award.

Traditionally, a design programme is thought of either as an art or a science, rarely as both. In the future, design graduates will to some extent need to be both artist and scientist, or at least be able to understand how they can cross the divide. We believe there will be a growing need for designers who are educated as engineering professionals, who can understand and can apply the latest technological developments, and engineers who understand creative processes, and are able to research and address questions about the contextual relevance and the appropriateness of design.

This programme has been created to meet the needs of various industry sectors that are eager for graduates with an aptitude for innovative thinking coupled with technological knowledge. We encourage you to develop new ideas and to investigate and formulate ways of producing novel – and at times technically complex – design solutions.

Aims

The programme seeks to provide you with an understanding of the principles and procedures of engineering, and encourage you to consider sociocultural, economic, political and psychological perspectives.

The programme aims to:

- develop your creative, analytic and critical skills;
- equip you with technical and professional skills in design and engineering practice;
- enable you to apply fundamental engineering and design principles in their design practices;
- approach design in broad philosophical, economic and socio-cultural contexts;
- encourage you to consider your responsibilities and the environmental impact of design;
- support and promote multidisciplinary and interdisciplinary practices in and beyond design and engineering;
- encourage and promote innovative, thoughtful, responsible, and well-considered work (practical and written).

Entrance requirements

Typical GCE A-level offer: BBC or equivalent.

We would prefer you to have A Levels in both a science subject, and in art or design and technology. Mature students without formal qualifications who have relevant work experience are also welcomed, for alternative qualifications, see further information about entrance requirements. You will also need an aptitude for maths and/or physics and be able to demonstrate creative ability through a portfolio of art and/or design work.

If your first language is not English, please check our English Language requirements on page 5.

Application and admission

Please see the general information section on page 4 for details of how to make your initial application through UCAS.

If you are selected for interview, you will present a portfolio of work (including art and/or design pieces, sketch books and written assignments) and a 200-word critical reflection on a piece of design of your choice. As this programme recruits via Queen Mary, University of London, please e-mail admissions@qmul.ac.uk with any further queries about the application process.

What you study

The programme consists of three main elements that you will be required to attend:

- Core Studio Practice
- Design Context Study
- Engineering

The first and second year studio practice elements are supported by a set of courses taught by Goldsmiths staff, and courses are a mixture of lectures, tutorials and seminars, with supplementary laboratory work, industrial visits and workshops.

Year 1

Design Context Study – lecture and seminars at Goldsmiths

Design and Meaning (psychology and semiotics)
History and Theories (cultures of knowledge)

Core Studio Practice – based at Queen Mary’s, but delivered by tutors from both colleges
Studio-based design projects – Purpose and Performance
Workshop Skills
Methods and Processes (ideation and research)

Engineering – lectures and lab work at Queen Mary’s

Stress Analysis
Elementary Mathematics
(for entrants without A-level mathematics)
Mathematics for Materials Scientists

Year 2

Design Context Study
Society and Culture
Ethics and Sustainability

Core Studio Practice
Design project – Human and Machine
Methods and Processes
Technical Studies (including CAD skills)

Engineering
Graphic Communications in Design and Manufacture
Structural Analysis

Year 3

Design Context Study
Project Identification and Research Methods
Dissertation

Core Studio Practice
Group design project – industry-sponsored
Individual design project – joie de vivre

Engineering
Innovation Strategy
Materials Selection in Design

Year 4

Design Context Study
Elective (choice of lecture series eg Poetics of Space, Design Learning, Creative Technologies)

Core Studio Practice
Individual (studio-based) design project with attendant report and exhibition

Engineering
Range of key specialist focuses from Fluid-dynamics to Nano-materials

Teaching

Teaching methods are tailor-made to suit the size of classes, the nature of the subject and the level of study. Courses generally involve a mix of lectures, tutorials, and seminars. Laboratory work, industrial visits or workshops also support some courses. Studio practice is undertaken by both group and individual work.

Assessment

Assessment is usually by coursework and an end-of-year examination.

In the case of Core Studio Practice courses, you are continually assessed, meaning that some of the work you do during the course will count towards the final mark, plus an end-of-year exhibition or portfolio submission.

For engineering courses, you submit coursework (in some cases) and take formal examinations.

Design Context courses are assessed by written essays and/or course assignments.



Ben Redford (2011)

BA (Hons) in Design, Creativity & Learning/ BA (Hons) in Design, Creativity & Learning (QTS)

3 years full-time

These programmes explore what it means to be a designer who is interested in the ways in which people learn through and about design. It is a practice-led degree that provides opportunities for you to experience working in a range of designing and learning contexts – such as museums, galleries, schools, educational/technological publishers – to develop your practice as a design educator. You will be involved in a wide range of courses that engage with creativity – exploring what it means to be creative as an individual as well as how to nurture creativity in others. You will develop and learn new skills to enable you to initiate design projects, responding to briefs in innovative and critical ways to produce outcomes that stimulate, challenge and engage learners – such as designing the educational environment that doesn't yet exist.

Entrance requirements

Candidates from a wide range of academic and experiential backgrounds are considered and accepted on to the programme. Students come through the A2/AS level route and the Art and Design Foundation Course route. Other routes include BTEC National Certificate, European/International Baccalaureate, Scottish Highers, Irish Leaving Certificate, Advanced GNVQ/Vocational A levels, and Access courses in appropriate areas. Mature candidates (aged over 21) who do not possess any of the above entry qualifications are considered for admission on individual merits and would be expected to have some familiarity with work in design. Mature applicants who have been out of education for some time are encouraged to take an approved Access course or one or more A2 levels before entering higher education.

A2 (and other equivalent qualifications) You will typically be expected to have grades of BBC at GCE A2 level or equivalent grades including a design-related subject.

Diplomas All Lines of Learning are acceptable as long as they include a recognised Level 3 qualification (such as an A-level) in a subject relevant to the degree such as: Construction & the Built Environment, Creative & Media, Engineering, Information Technology, Manufacturing & Product Design.

EU applicants Applications from EU students are welcomed, and all the major European qualifications are accepted.

Overseas (non-EU) applicants Students from all countries are very welcome to apply, and a variety of qualifications for entry can be presented. Each application is considered on its individual merits.

Application and admission

Please see the general information section on page 4 for details of how to make your initial application through UCAS.

As part of our selection process, you are then required to submit an electronic portfolio for review (submission of which will be required by mid-February). We will review these portfolios and then inform you if you have been selected for interview.

After submitting your application form you will be contacted by email with details of how to submit this portfolio, which will contain up to 12 items representing a variety of your art/design work and approaches. These will need to be .jpg image files, .mov video files or .mp3 audio files. You will also be requested to submit an essay from either your Foundation course (or equivalent) or from an A-level (or equivalent).

We will inform applicants if they have been selected for interview by the end of February.

What do you study?

The programme consists of five interrelated areas:

Design Learning Practice – projects that are taught through a variety of design briefs and in a range of locations and contexts. For example, you will work with professional museum educators to design for a contemporary exhibition. Or you might be involved in designing a mobile phone app that engages users in learning about a location in new and different ways.

Context – seminars and lectures that connect with your design learning practice to explore how learners learn, histories & theories of design, material cultures, creativity, sustainability and hacking.

Methods & Processes – practical workshops that support you in developing your design capability. Each session focuses on a different type of design activity such as: mapping, having ideas, researching, testing, modelling, exploring and so on.

Technical Studies – making workshops that develop your skills in using a range of technologies, materials and processes. There are self-chosen options available so that you can pursue the making skills most appropriate for your studies.

Professional Placement – during the final year of the programme, you undertake a professional placement. If you are on the QTS programme you will follow an H level course that secures your developing practice as a Design and Technology teacher for 12-18 year olds. If you are on the non-QTS programme you will do a placement in a museum, gallery or educational organisation that enables you to develop as a designer in a professional environment.

For more information, please contact Juliet Sprake:
j.sprake@gold.ac.uk +44 (0)20 7919 7785.



Liam Healy (2009)

Staff and their research interests

John Backwell BA(Ed) MSc MBCS CSci
Cognitive acceleration through technology education; student, teacher and beginning teacher perceptions of ICT in schools; educational value of robots.

Edward Bagenal BA MA
Digital curation, augmented realities, object mediated information networks, Performative media interaction, digitizing art practice, collaboration technologies.

Jenny Bain BSc BA(Ed) MEd
Information communications technology; gender, design and technology; new initiatives in curriculum development.

Alan Bright BA
E-learning and online assessment; virtual learning environments in schools; ICT across the curriculum; mentoring in ITT.

Martin Conreen BA
Design practice; creative methods; phenomenology; objects that support human relationships; materials; material culture; manufacturing and processing materials; materials innovation and materiality.

Dr Jennifer Gabrys BA MLA PhD
Environment and design; landscapes, cities and habitats; waste; weather and climate change; technonatures; communication technologies; material culture; critical practice; transdisciplinarity and emerging modes of practice.

Professor William Gaver BA MA PhD
Interaction design; ubiquitous computing; design methods; design for ludic engagement; design for interpretation; user studies; evaluation; human-computer interaction.

Charlotte Grinling BA MA
Design forecasting; retail design; consumer trends; graphic design and product development.

Sean Hall BA MSt MA
Design theory; diagrammatic thought; constructions of the self.

Rosario Hurtado BA
Design as an approach to life; the commercial world.

Hannah Jones BA MA
The use of space within cities, especially micro-regions that may have become dislocated, neglected and under-used.

Professor (Emeritus) Richard Kimbell BA(Ed) MPhil
Performance in design and technology; teaching and learning in/through design; evaluating design; international trends in the curriculum; public understanding; digital curriculum.

Laura Potter BA MA
Jewellery design and manufacture; relationships and sentimentality through objects; health and well-being through objects; language, meanings and definition.

Terry Rosenberg BA MA
Ideational strategies; design methods and processes; drawing; spaces of design thinking; critical theory and critical practice; mapping and technologies of visioning.

Rose Sinclair BSc PGCE MA ATI
ICT as a tool for teaching and learning; industrial textiles software in schools as a tool for new design techniques; new textile technology including smart materials; the place of cultural and oral history in textiles.

Juliet Sprake BA PGCE MA MPhil
Location-sensitive learning; mobile technologies; touring and learning; public participation in the built environment.

Professor Kay Stables BA(Ed) MA
Imaging, modelling, metacognitive aspects of children's designing; design capability; learning and teaching; design; technology education; assessment of designing capability; methodology.

Mathilda Tham BA MA
Trend forecasting, sustainability and fashion.

Mike Waller BA MA

Industrial design; information appliances; furniture; user experience; object tagging; networked objects; internet of objects; intelligent posters; locative design.

Matthew Ward BA

Locative media; design theory; critical design practice; technology; user experience; RFID; networked objects; mobility; drawing; ubiquitous computing; interaction design.

Alex Wilkie BA MA

Design as a prospective practice; the politics of technology; object-centred practices; the role of user entities; participatory and user-centred design; design and social science; poststructuralist theory.

Professor (Emeritus) John Wood

DipAD DA ADF FRSA

Design theories/ethics; philosophies; consumption; co-sustainment; human presence; innovation; synergy; tacit knowledge; technology; authoring systems for ethical and practical outcomes.



Contact us

If you have any queries about the department or the academic content of these programmes, please contact the admissions tutors for each programme listed below. For general enquiries, please contact the Department of Design on +44 (0)20 7919 7777 or e-mail design@gold.ac.uk.

BA (Hons) Design

Martin Conreen: m.conreen@gold.ac.uk
+44 (0)20 7919 7777

BEng/MEng in Design and Innovation and BA (Hons) in Design, Creativity & Learning/ BA (Hons) in Design, Creativity & Learning (QTS)

John Backwell: design@gold.ac.uk
+44 (0)20 7919 7758

If you would like to order a prospectus visit:
www.gold.ac.uk/request-prospectus.

If you have any other enquiries please contact:

Course Enquiries

telephone +44 (0)20 7078 5300
e-mail course-info@gold.ac.uk

We can supply information in alternative formats for people with a visual impairment. Please contact Communications and Publicity on +44 (0)20 7919 7971, e-mail ext-comms@gold.ac.uk.

Did you find this booklet helpful?

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We offer a transformative experience, generating knowledge and stimulating self-discovery through creative, radical and intellectually rigorous thinking and practice.

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