Architectural Computation MRes

The Architectural Computation MRes offers a self-directed route which concentrates on research skills, for those intending to take a doctoral degree or those looking to take their existing architecture and computing experience to a higher level. The programme can be taken alone or as the first year of Virtual Environments, Imaging and Visualisation (VEIV) EngD.

Degree summary

On completion of the programme, students will be able to use computational techniques in architecture, understand and predict the consequences of their design actions through computational processes, integrate their predictions into the design process, and carry out self-sufficient research into new methods and processes.

The UCL Bartlett is the UK’s largest multidisciplinary Faculty of the Built Environment, bringing together dozens of scientific and professional specialisms required to research, understand, design, construct and operate the buildings and urban environments of the future. Located in London, we are at the heart of the world’s largest cluster of creative architects and engineering firms and with all the resources of a world city to hand.

The Architectural Computation programme at UCL offers a unique perspective on the application of technology to the built environment. The programme team, drawn from the Space Syntax Laboratory - the originator of the discipline - comprises both architects and experts in artificial intelligence.

The programme is delivered through a combination of lectures, workshops and seminars as well as individual and collaborative projects. Time is dedicated to studio sessions with experienced tutors who have a track record of research into architecture and computation. Assessment is through unseen examination, a 3,000-word term paper and project reports.

Degree structure

Mode: Full-time: 1 year; Part-time: 2 years; Flexible: 2-5 years
Location: London, Hackney Wick (Here East) and London, Bloomsbury
Students undertake modules to the value of 180 credits. The programme consists of taught modules (30 credits), research skills modules (30 credits) and research projects (120 credits).
Please note that the list of modules given here is indicative. This information is published a long time in advance of enrolment and module content and availability is subject to change.

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<th>CORE MODULES</th>
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<tr>
<td>Computational Analysis</td>
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<td>Computational Synthesis</td>
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<td>Research Skills (A)</td>
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<td>Research Skills (B)</td>
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<td>Computational Research Project</td>
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<th>OPTIONAL MODULES</th>
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<td>There are no optional modules for this programme.</td>
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<th>DISSERTATION/REPORT</th>
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<td>Students complete project reports for the research projects listed above.</td>
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Your career
After completing the programme, many graduates go on to join leading architectural and engineering practices, either directly with design teams or with specialist modelling groups.

Employability
Our MRes concentrates on your research skills, offering a self-directed route if you are intending to undertake a doctoral degree or are looking to take your existing architecture and computing experience to a higher level. Alumni have joined (or founded) cutting-edge emerging digital design practices such as United Visual Artists and Moving Brands, or they have moved into academic research.
Entry requirements

The normal minimum qualifications are a second-class Bachelor's degree from a UK university or an overseas qualification of an equivalent standard. Candidates are expected to have some basic computing experience.

Applicants with a lower standard of degree may be considered if the degree is in a subject appropriate to the programme and the applicant has considerable experience as a professional at a senior level. Please note that a special qualifying examination may be set. Details of this route can be obtained from the Built Environment Faculty Office. Please see contact details below.

English language proficiency level

If your education has not been conducted in the English language, you will be expected to demonstrate evidence of an adequate level of English proficiency.

The level of English language proficiency for this programme is: Standard.

Information about the evidence required, acceptable qualifications and test providers is provided at:
www.ucl.ac.uk/graduate/english-requirements

Your application

Students are advised to apply as early as possible due to competition for places. Those applying for scholarship funding (particularly overseas applicants) should take note of application deadlines.

When we assess your application we would like to learn:

- why you want to study Architectural Computation at graduate level
- why you want to study Architectural Computation at UCL
- what particularly attracts you to the chosen programme
- how your academic and professional background meets the demands of this challenging programme
- where you would like to go professionally with your degree

Together with essential academic requirements, the personal statement is your opportunity to illustrate whether your reasons for applying to this programme match what the programme will deliver.