The Architectural Computation MSc provides a comprehensive understanding of the skills required to create generative, emergent and responsive forms, through exposure to real programming environments. Taught by architects and experts in artificial intelligence, students benefit from studio sessions with tutors who have experience of research in this field.

**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 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 a large cluster of creative architects and engineering firms, next to the UK’s seat of government and finance and with all the resources of a world city to hand.
- The new architecture coming out of the Bartlett is characterised by a high level of invention and creativity. The school is internationally known as a centre for innovative design.

The programme is delivered through a combination of lectures, workshops and seminars as well as individual and collaborative projects. Assessment is through unseen examination, coursework (including 3000-word essay, learning log, digitally fabricated piece and documentation, short video piece, and physical piece with video documentation) practical exercises and the dissertation.

**Degree structure**

Mode: Full-time: 1 year; 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 five core modules (75 credits), the choice between two streams of optional modules (45 credits) and a dissertation (60 credits).

A Postgraduate Diploma (120 credits, full-time nine months) is offered.

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.

**CORE MODULES**

- Computational Analysis
- Computational Synthesis
- Design as a Knowledge-Based Process
- Introduction to Programming for Architecture and Design
- Morphogenetic Programming

**OPTIONAL MODULES**

- There are two streams of optional modules:
  - Embodied and Embedded Technologies
  - Digital Interaction

**DISSERTATION/REPORT**

- All MSc students submit a 10,000-word report related to the main themes of the programme, typically involving the development of an interactive installation or a system to improve the design process.
Your career
After completing the programme, most graduates go on to join leading architectural and engineering practices, either directly with design teams or with specialist modelling groups. Alumni have also joined (or founded) cutting-edge emerging digital design practices such as United Visual Artists and Moving Brands, or moved into academic research.

Employability
Our MSc provides a full learning experience with set projects and structured learning. It can be taken by those without any computational experience or those looking for industry-applicable skills.
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. Some basic computing experience is expected.

Applicants with 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. Applicants who have who have a portfolio are strongly recommended to submit it when they apply.

There is an application processing fee for this programme of £75 for online applications and £100 for paper applications. Further information can be found at: www.ucl.ac.uk/prospective-students/graduate/taught/application.