

Module code	IND416	Level	4
Module title	Design: Spatial Investigations	Credit value	20
Common/Core/ Elective	Core	ECTS Credits	10
		Notional learning hours	200
Courses on which the module is taught	BA (Hons) Interior Design	Teaching Period	Autumn

1. Module description

This module provides you with an opportunity to explore the fundamental elements of the interior design process through generating ideas to detailed resolution.

You will investigate notions of private space through a primary design project whilst exploring the various stages in which designers engage with real-world problems. You will explore how to develop and test variations of the design with an emphasis on creativity, ideas generation and the acquisition of drawing and making skills appropriate to interior design, acknowledging design as an iterative process.

As you progress through the module you will be introduced to the skills that will help you make appropriate and effective design decisions, developing your creative response to a given problem. The focus of this module will be on demonstrating a creative and critical engagement with the overlapping phases of the design process.

2. Learning outcomes

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

Innovation (MLO 02)

Define and compare variations in design for spatial propositions through iterative processes, combining curiosity and creativity.

Decision-making (MLO 04)

Investigate and contrast different ideas, including your own, to inform design decision making in response to a brief for a private space and site.

Discipline Knowledge (MLO 07)

Explain fundamental elements of the interior design process in response to a given brief.

3. Learning and teaching methods

The projects will comprise of studio activities where you will be required to undertake relevant research, explore ideas and develop design proposals responding to the given brief. The majority of this work will be undertaken as independent directed learning, though there will be elements that involve group work.

Teaching will be centred on the studio and organised around group tutorials where a small number of students will meet with the project tutor to present their own and review each other's work. The module will be supported by micro-lectures, discussions,

demonstrations, studio class time, individual and group tutorials, and field trips. Work is reviewed at tutorials sessions.

You will learn about some of the many mapping and investigatory methods you can use to help you understand the context and problem into which you are asked to design. You will be introduced to skills that will help you make appropriate and effective design decisions, as you develop your creative response to a given problem. By continuing to research existing precedents and testing your initial ideas through model making and other prototyping techniques, you can make judgements about what works as a creative and appropriate response. Through personal, peer and tutor informal review methods, you will develop your ability to learn from others, and improve your own design decisions.

You will have several opportunities to present your work and to get peer and tutor feedback on your progress at regular intervals during the module, as well as a mid-term review with faculty, students and guest critiques (where appropriate).

Learning hours	
Directed learning	72 hours
Workshops/classes	48
Supervised Studio Activity	24
Guided/Self-guided learning	128 hours
Total	200

4. Assessment, formative feedback and relative weightings

Assessment 1: Other: Sketchbook

Weight (%): 40

You will be asked to submit a sketchbook that shows a record of your research, precedent studies, idea development, experiments and design process. This may take the form of two-dimensional drawings, photos of three-dimensional models, digitally-produced material and any other appropriate formats. You will be provided with more details as to the assignment in the project brief.

Assessment 2: Portfolio

Weight (%): 60

You will be asked to submit a portfolio showing your understanding of how to communicate your design from initial ideas to final proposal. This will include two- and three-dimensional presentation material. This may take the form of two-dimensional detail drawings, photos of three-dimensional models, digitally-produced material and any other appropriate formats. This is to be accompanied by a sketchbook documenting your iterative design process. You will be provided more details as to the assignment in the project brief.

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

Mapping of assessment tasks for the module									
Assessment tasks	MLO2	MLO4	MLO7						
Other: Sketchbook	X	X							
Portfolio		X	X						

5. Indicative resources

Brooker G & Stone S (2008). *Basics Interior Architecture 02: Context & Environment*. Lausanne: AVA Academia.

Brooker G & Stone S (2016). *Form and Structure in Interior Architecture*, 2nd Ed. London: Bloomsbury.

Makstutis, G. (2018) *Design Process in Architecture: From Concept to Completion*, London: Laurence King Publishing

Plunkett, D (2009). *Drawing for Interior Design*. London: Laurence King

Steierhoffer, E. and McGuirk, J. (eds.) (2018) *Home futures : living in yesterday's tomorrow*. London: Design Museum