

Module code	IND517	Level	5
Module title	Narrative Spaces	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

The *Narrative Spaces* module runs in conjunction with Design: Adaptation to support your understanding of the design process. You will expand your abilities in effective communication, creative research, critical thinking and professional skills. You will be exposed to the diverse ways in which designers think about and represent their work to help develop your philosophy and approach to interior design.

You will investigate the narrative details of your work in relation to an identified concept and programme, developing an understanding of the importance of 'storytelling' in representing and communicating design proposals.

Building on the techniques established at Level 4, the module provides you with skills-based learning that supports and reinforces Level 5 design work. It enables you to integrate a range of representational techniques to effectively communicate the narrative details of your design proposals, accurately, evocatively and appropriately for multiple audiences.

2. Learning outcomes

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

Communication (MLO 05)

Communicate your critical analysis of design philosophies effectively, using visual, oral and written means, in multicultural and international settings within unfamiliar and well-defined contexts.

Digital Data and Tools (MLO 06)

Analyse and use digital drawing and making skills in unfamiliar, well-defined design contexts to effectively communicate your design work.

Discipline Skills (MLO 08)

Employ a range of design knowledge, drawing and modelling techniques, and digital and analogue tools to develop a design proposal.

Human and Environmental Impact (MLO 10)

Analyse approaches to design, their underpinning philosophies and the impact of the design of modern and contemporary spaces on people and on the environment.

3. Learning and teaching methods

The module focuses on experiential and active learning within theoretical and technical sessions running in parallel. The majority of this work will be undertaken as independent

directed learning. The module is supported by micro-lectures, demonstrations, studio time, individual and group tutorials.

In theory sessions you will undertake self-directed research on design philosophies and a variety of designers' approaches, supported through tutorials and peer group discussions. You will be introduced to key theoretical issues from modern and contemporary periods worldwide through micro-lectures and then explore these themes through group work and seminars. Activities include analytical exercises about various design philosophies; investigations of case studies; and development of academic writing techniques. Your in-depth research on your chosen topic and the writing of an illustrated essay will assist you in beginning to develop your own design attitudes and methods.

In technical sessions you will develop a range of advanced digital skills for representation and communication of interior design proposals. You will further develop your technical drawing and CAD skills through assignments in three-dimensional computer modelling and rendering. Supervised studio activities will support you in practicing skills through demonstrations and exercises as you develop technical and creative skills. You will be required to produce a range of two- and three-dimensional presentation material which evidence your understanding of 3D digital modelling, rendering and digital fabrication (3D Printing). These skills are integrated into your studio design work as you progress through the programme and enhance your understanding of the interior design process.

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/sessions	48
Supervised Studio Activity	24
Guided/Self-guided learning	128 hours
Total	200

4. Assessment, formative feedback and relative weightings

Assessment 1: Essay

Weight (%): 40

Word Count or Equivalent: 2500-word essay.

Submit a critical illustrated essay on your chosen topic. Your research and the essay should consider the context in which the specific designer philosophy has been developed and how your chosen case studies frame the designers' approach to their work. This is to include detailed analysis of theory and practice, demonstrating your understanding of the impact of ideas on designing spaces. You will be provided with more details as to the assignment in the project brief.

Assessment 2: Project work

Weight (%): 60

Submit a professionally presented project work document which includes 2D and 3D drawings, digital modelling and rendering tasks, sketches & drawings to support digital fabrication. This is to include a record of your research, idea development, experiments and design process.

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	MLO5	MLO6	MLO8	MLO10					
Essay	X			X					
Project work		X	X						

5. Indicative resources

Theory

Adjaye, D (2016). *Constructed Narratives: Essays and Projects*. Lars Muller Publishers.

Böhme, G. and Engels-Schwarzpaul, A.-. (Trans.) (2020) *Atmospheric architectures : the aesthetics of felt spaces*. London: Bloomsbury Visual Arts.

Cheng, I., Charles L. D. II and Mable O. W. (ed.) (2020) *Race and Modern Architecture: A Critical History from the Enlightenment to the Present*. University of Pittsburgh Press

Coates, N (2012). *Narrative Architecture (AD Primers)*, New York: John Wiley & Sons.

Coleman, N. (2020) *Materials and meaning in architecture : essays on the bodily experience of buildings*. London: Bloomsbury Visual Arts.

Dunne, A and Raby, F (2013). *Speculative Everything: Design, Fiction and Social Dreaming*. MIT Press

Furman, A. N., and Maredell, J. (2022) *Queer Spaces: An Atlas of LGBTQ+ Places and Stories*, RIBA Publishing

Lasc, Anca I. , Schneiderman, D., Suh, K., Tehve, K., Winton, Alexa G. & Zieve, K.(eds) (2021) *Interior Provocations: History, Theory, and Practice of Autonomous Interiors*, New York: Routledge

Le Corbusier (1923/ 1985). *Towards an Architecture*. Dover Publications.

Marinic, G (Ed) (2018). *The Interior Architecture Theory Reader*, Routledge.

Mindrup, M. and Chee, L. (eds.) (2022) *Remote practices : architecture at a distance*. London: Lund Humphries.

Schneiderman, D., Lasc, A.I. and Tehve, K. (eds.) (2022) *Appropriated interiors*. Abingdon: Routledge.

Vaux, D. E. & Wang, D. (2021) *Research Methods for Interior Design: Applying Interiority*, Routledge

Zumthor, P (2010). *Thinking Architecture* (3rd Ed). Basel: Birkhauser.

Technical

Anderson, J.R. and Weinthal, L. (eds.) (2022) *Digital fabrication in interior design : body, object, enclosure*. New York: Routledge.

As, I. and Schodek, D (2008). *Dynamic digital representations in architecture: visions in motion*. London: Taylor and Francis.

Cusson, R. and Cardoso, J. (2010). *Realistic architectural visualization with 3ds Max and mental ray*, 2nd Ed. Burlington, MA: Focal Press.

Ding, S (2009). *Modelling and visualization with AutoCAD*. New York: Fairchild

Dunn, N (2012). *Digital fabrication in architecture*. London: Laurence King.

Glynn, R. and Sheil, B. (eds.) (2012) *Fabricate: making digital architecture*. Toronto, ON: Riverside Architectural Press.

Iwamoto, L (2009). *Digital fabrications: architectural and material techniques*. New York: Princeton Architectural Press

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

Schilacci, F (2010). *Architectural Renderings, Construction and Design Manual*. New Jersey: John Wiley & Sons.