

<b>Module code</b>	IND418	<b>Level</b>	4
<b>Module title</b>	Design: Inhabitation	<b>Credit value</b>	20
<b>Common/Core/ Elective</b>	Core	<b>ECTS Credits</b>	10
		<b>Notional learning hours</b>	200
<b>Courses on which the module is taught</b>	BA (Hons) Interior Design	<b>Teaching Period</b>	Spring

### 1. Module description

The *Design: Inhabitation* module introduces you to a dynamic process of investigation and analysis in design thinking and practical problem solving. You will build on skills and techniques developed previously to design a more complex spatial proposal responding to a site, which addresses notions of public/community as well as investigating materiality and construction. The module introduces you to the knowledge and skills required to understand how the interior spaces we design affect and enhance the experience of inhabitation. You will be encouraged to develop a design process through multiple iterations, working from initial site analysis, concept and programme development towards the complexity and detail required to inform a proposal. You will develop a part of your design to a more detailed level, with consideration of materials qualities and construction as well as identity, atmosphere and inhabitation of the interior space.

### 2. Learning outcomes

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

#### **Innovation (MLO 02)**

Define and compare spatial propositions for a community focused design project, 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 public space in an existing site.

#### **Discipline Knowledge (MLO 07)**

Explain design precedents, theories, concepts and facts in response to a given brief.

#### **Human and Environmental Impact (MLO 010)**

Explore the impact of your design proposal for a public design proposal on the local community and on the wider environment.

### 3. Learning and teaching methods

This module will be delivered using a combination of workshops, micro-lectures, discussions, demonstrations, studio class time, individual and group tutorials and field trips. Micro-lectures will be used to introduce projects relevant to project work to support your understanding whilst tutorials support your direct learning and progress.

The project will comprise of a variety of studio and workshop activities where you will be required to undertake relevant research, explore ideas and develop design proposals in response to the given brief. The majority of this work will be undertaken as independent directed learning.

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. Work is reviewed at weekly group tutorials sessions where you can explain how and why your proposals are developing in a particular manner. 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	
<b>Directed learning</b>	<b>72 hours</b>
Workshops/classes	48
Supervised Studio Activity	24
<b>Guided/Self-guided learning</b>	<b>128 hours</b>
<b>Total</b>	<b>200</b>

#### 4. Assessment, formative feedback and relative weightings

##### Assessment 1: Other: Project Document

**Weight (%):** 50

You will be asked to submit a project document that shows a record of your research, precedent studies and idea development, communicating the design process through informed design-decision making and testing, from initial concept and site investigations to final overall proposal, programme and organisation. This should include model photographs and experiments, illustrating how you have developed your design proposal, considering materiality, junctions, construction and relationship to the existing site.

##### Assessment 2: Portfolio

**Weight (%):** 50

You will be asked to submit a carefully curated and edited portfolio to communicate your final design proposal and its impact on the local community to an external audience. This will include two- and three-dimensional presentation material. This may take the form of two-dimensional drawings, photos of three-dimensional models, digitally-produced material and any other appropriate formats selected from the work submitted in your project document from Assessment 1.

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	MLO10						
Project document	X	X								
Portfolio			X	X						

#### 5. Indicative resources

Brooker G & Stone S (2004) *Re Readings: Interior Architecture and the Design Principles of Remodelling Existing Buildings*, London: RIBA Publishing.  
 Buxton, P. (2021) *Metric handbook: planning and design data*. 7th edn. Abingdon: Routledge.

Caan, S. (2011) *Rethinking design and interiors : human beings in the built environment*. London: Laurence King.  
Gagg, R (2012). *Texture + Materials*. Lausanne: AVA Academia.  
Higgins, I (2015). *Spatial strategies for interior design*. London: Laurence King Publishing.