

Module code	IND518	Level	5
Module title	Design: Event 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	Spring

1. Module description

The *Design: Event Spaces* module provides you with an opportunity to create design proposals for a real-world event or an exhibition that take into account the site, context, client, user(s) and brief.

You will design full scale spatial components for a temporary event, investigating the programmatic requirements, user needs and existing context(s). You will learn about working professionally and accurately within realistic constraints such as cost, regulations, site, and end-user requirements. The module encourages you to engage with construction and materials at a very detailed level, exploring the implications of recycling and sustainability within your proposal.

Working independently and as a team, you will be encouraged to develop your design skills through making and drawing at a range of scales, from initial concept to full scale prototyping and realisation for a public audience.

2. Learning outcomes

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

Collaboration (MLO 01)

Collaborate with fellow students and use appropriate networks to solve challenging problems in designing a real-world event.

Innovation (MLO 02)

Analyse and develop spatial propositions for a real-world event design, combining curiosity and creativity.

Decision-making (MLO 04)

Analyse and reflect on different ideas, including your own, to inform design decision making in response to a brief for an event on a given site.

Discipline Knowledge (MLO 07)

Examine and apply design theories, concepts and construction methods in developing your design proposal at a range of scales.

3. Learning and teaching methods

Teaching and learning on this module will be organised around a studio design project that will require you to develop your own response to a set project brief but also work as part of a team to develop and realise it. The majority of this work will be undertaken as independent directed learning. Teaching will be delivered in the form of individual tutorials, group tutorials, and group reviews as appropriate and will include site visits at suitable stages. Where appropriate the module will be supported by micro-lectures where issues relevant to project work will be introduced.

You will commence the module with analysis of the existing context and site, as well as a focus on researching design precedents; increasing your knowledge of both the best contemporary designers and artists, and of the rich variety of current event and exhibition environments. You will use this development work to help generate initial ideas, and then test these through model-making and other prototyping techniques. You will then further develop your proposal, and a set of presentation drawings and models.

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: Project Document

Weight (%): 50

You will be asked to submit a Project Document that shows a record of your research, precedent studies, idea development, experiments and design process. Emphasis will be placed on the testing and production of models and drawings at scales from 1:5 through to full scale prototypes. This should also include a reflection on the collaborative design process and networking with external specialists.

Assessment 2

Portfolio

Weight (%): 50

You will be asked to submit an edited portfolio to communicate your final creative proposal for a real-life event design using a variety of media, including two- and three-dimensional drawings, three-dimensional physical models, digitally-produced materials, and any other appropriate form. Emphasis will be on creating materials suitable for communication with a specific audience and specialists as appropriate.

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	MLO1	MLO2	MLO4	MLO7						
Project Document	X		X	X						
Portfolio	X	X								

5. Indicative resources

Bertron, A., Schwarz, U. and Frey, C. (2012) *Project Scope : exhibition design : a typology for architects, designers and museum professionals*. Basel: Birkhauser.

Hughes, P (2015). *Exhibition design*. 2nd Ed. London: Laurence King Publishing.

Menichinelli, M (2017) *Fab lab: revolution field manual*. Salenstein: Niggli

Hughes, P. (2021) *Storytelling Exhibitions: Identity, Truth and Wonder*, Bloomsbury Visual Arts

Ratzlaff, B (2016) *Digital craft: 3D printing for architectural design*. London: Lee3D

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

Herzog, T (2004) *Timber construction manual*. Basel: Birkhäuser

On show : temporary design for fairs, special events, and art exhibitions. (2012) Berkeley, CA: Gingko Press.