

Module code	IND416	Level	4
Module title	Design: Spatial Investigations		
Status	Core		
Teaching Period	Autumn		
Courses on which the module is taught	BA (Hons) Architecture BA (Hons) Interior Design		
Prerequisite modules	None		
Notional learning hours	200	Credit value	20
		ECTS Credits	10
Field trips?	This module includes compulsory study trips and site visits within London. Students are responsible for local travel costs; most exhibition entrance fees and other activities will be covered by the course.		
Additional costs	Students must purchase essential materials and equipment, including sketchbooks, journals, drawing tools, and model-making supplies. Basic model-making resources will be provided in limited quantities; students are encouraged to source additional materials independently.		
Content notes	The module incorporates a health and safety induction for workshop tools and materials, including emergency procedures and protective measures for individuals and equipment.		

1. Module description

This module provides you with an opportunity to explore the fundamental elements of the architecture and 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 architecture and 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:

Collaboration (MLO1)

Explore collaboration and networking opportunities to generate ideas for spatial contexts.

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 specific space and site.

Discipline Knowledge (MLO 07)

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

3. Learning and teaching methods, and reasonable adjustments

The projects will consist 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.

Collaborative learning is embedded throughout the early stages of the design process, including shared site investigations, joint spatial and contextual analyses, precedent discussions, and peer review activities. Group work is integral to the studio environment, where collective enquiry, shared investigation, and peer dialogue support the development of critical, creative, and professional design skills.

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.

Theoretical enquiry is explicitly connected to physical model making as a core working method within this module. You will develop proposals through iterative cycles of drawing, physical modelling and digital production, using models as active tools to test spatial, structural, material and environmental ideas. Where appropriate, work extends into 1:1 prototyping, enabling you to explore form, joint and junction, tolerances and buildability as part of the 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			200
Directed learning			72
Workshops/ classes/ seminars/ lead events	Supervision	Studio time	Other
48		24	
Guided/Self-guided learning			128

Students seeking reasonable adjustments should consult the current Disability Policy: <https://www.regents.ac.uk/policies>

4. Assessments and weighting, reasonable adjustment, and feedback methods

Assessment component 1: Sketchbook (40%)

Indicative effort: 12-16 pages at A3 or equivalent

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 component 2: Portfolio and sketchbook (60%)

Indicative effort: 18 - 24 pages at A3 or equivalent.

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.

Mapping of assessment tasks:

Assessment components	MLO1	MLO2	MLO4	MLO7
Sketchbook		X	X	
Portfolio and sketchbook	X		X	X

The above assessment components are summative. Students will have the opportunity for formative assessment and feedback before each summative assessment.

5. Indicative resources

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

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

Dunn, N. (2014) *Architectural Modelmaking*. 2nd edn. London: Laurence King Publishing.

Jones, W. (2019) *Making Marks: Architects' Sketchbooks – The Creative Process*. London: Thames & Hudson.

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

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

Plunkett, D (2009). *Drawing for Interior Design*. London: Laurence King
Steierhoffer, E. and Spiller, N. (ed.) (2023) *Art and Architecture: A Sublime Synthesis*. Chichester: Wiley.

Travis, S. (2015) *Sketching for Architecture and Interior Design*. London: Laurence King Publishing.

Wilson, T.K. (2020) *Drafting and Design: Basics for Interior Design*. New York: Bloomsbury Publishing. (Available as eBook)

Yaneva, A. (2023) *Architecture After Covid*. London: Bloomsbury Publishing.

Journals

AA Files

Abitare

Domus

Frame

FX magazine

ICON

OnOffice

Wallpaper