

Liverpool John Moores University

Title: CHARACTERS, SPACE AND SERVICE
Status: Definitive
Code: **4012ID** (109945)
Version Start Date: 01-08-2011

Owning School/Faculty: Liverpool School of Art & Design
Teaching School/Faculty: Liverpool School of Art & Design

Team	Leader
Gary Brown	Y

Academic Level: FHEQ4
Credit Value: 36.00
Total Delivered Hours: 83.00
Total Learning Hours: 360
Private Study: 277

Delivery Options

Course typically offered: Semester 2

Component	Contact Hours
Lecture	11.000
Online	30.000
Seminar	6.000
Tutorial	12.000
Workshop	24.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Essay	AS1	assessed through review.	100.0	

Aims

To introduce a spatial / temporal design task of interpreting a text or performative ambition in a context.

To develop the application of image as thematic component in public space.

To develop an image or brand through research related to a particular retail / service outlet and to interpret this in all spatial, representational and functional aspects.

Learning Outcomes

After completing the module the student should be able to:

- 1 Demonstrate an understanding of given performative acts and exchanges.
- 2 Generate a strategic briefing document for spatial design from researching a thematic starting point.
- 3 Derive sets of public and private activities from briefing documents and design spaces for their facilitation using renditions and models.
- 4 Exhibit knowledge of colour, texture and symbolism as applied strategies of meaning and control in scenography and branding.
- 5 Produce a stand alone element of a scheme design detailed to describe full resolution.

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

ESSAY	1	2	3	4	5
-------	---	---	---	---	---

Outline Syllabus

*Duration of module 14 weeks. 3 no.2 hr introductions
9 lectures on examples of excellence in spatial solutions facilitating performance and retail. 2 lecture / seminars on colour & texture. 12 no. 3 hour workshops / tutorials 6 hour workshop colour + texture. 4 no 1.5 hour DTP workshops.. 4 no tutor and peer reviews of 6 hours. Feedback 4 hrs group 8 hours individual.
The scheme level; is a series of interconnecting activity spaces. Design work will integrate practical facilitation and capacity for transformative conditions to achieve controlled effects. A document illustrating research in interpretation of a brief produced using DTP. Creation of Powerpoint presentation. Orthographic and perspective drawings, verbal presentations and models. Note studentship as defined in the student handbook is an integral part of assessment.*

Learning Activities

Lectures, studio and workshop tuition. Design reviews and assessments.

Related to Interior Design Outcomes

A1, A2, A5, A6, B2, B5, B6, B7, C1, C2, C3, C4, C5, D1, D2, D4, D5, D6

Link outcome to technology & practice 2 booklet exhibiting ergonomics, natural and artificial lighting requirements as annotated diagrams.

References

Course Material	Book
-----------------	------

Author	RETAIL & INTERIOR DESIGN
Publishing Year	2004
Title	Rotterdam: Episode
Subtitle	
Edition	
Publisher	
ISBN	

Course Material	Book
Author	MILLENNIUM GALLERIES
Publishing Year	2002
Title	Sheffield 2D/3D : design for theatre and performance
Subtitle	
Edition	
Publisher	Society of British Theatre Designers
ISBN	

Course Material	Book
Author	SCHIMMEL, P
Publishing Year	1998
Title	Out of actions : between performance and the object, 1949-1979
Subtitle	
Edition	
Publisher	Thames & Hudson,
ISBN	

Course Material	Book
Author	DAWSON, S.
Publishing Year	0
Title	(1996-2001) Working details, The Architects Journal (one to six)
Subtitle	
Edition	
Publisher	
ISBN	

Course Material	Book
Author	TILBURG, C.
Publishing Year	2002
Title	van Powershop : new Japanese retail design
Subtitle	
Edition	
Publisher	Birkhauser
ISBN	

Notes

The module fosters skills of looking, researching and working appropriate to the free creation of architectural space. It features the integration of diverse programmatic demands and the design of spatio-temporal co-ordination of facilities. Orthographic and perspective drawing, models and C.A.A.D. work will be required to illustrate the design work.