

Liverpool John Moores University

Title: Design 1 - Formal and Spatial Manipulation
Status: Definitive
Code: **4015ID** (117820)
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
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Academic Level: FHEQ4 **Credit Value:** 24.00 **Total Delivered Hours:** 80.00

Total Learning Hours: 240 **Private Study:** 160

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	8.000
Practical	6.000
Seminar	18.000
Tutorial	28.000
Workshop	20.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Artefacts	AS1	Artefact	50.0	
Artefacts	AS2	Artefact	50.0	

Aims

1 *Derive sets of public and private activities from briefing documents and design spaces for their facilitation using renditions and models.*

- 2 *Demonstrate an ability to interpret thematic ideas into the reality of a spatial design and produce qualitative scaled representations of this reality.*
- 3 *Exhibit knowledge of colour, texture and symbolism as applied strategies of meaning and control in scenography and branding.*

Learning Outcomes

After completing the module the student should be able to:

- 1 1 Interpret and produce two and three-dimensional applied geometry as solutions to public/private activities, scaled orthographic drawings, and other illustrative representations to resolve spatial problems.
- 2 2. Exhibit and utilise general knowledge of anthropometric and ergonomic data to resolve motion and facilitation, integrating plural activities within space.
- 3 3. Demonstrate an ability to interpret thematic ideas into the reality of a spatial design and produce qualitative scaled representations of this reality.

Learning Outcomes of Assessments

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

Artefact	1	2
Artefact	2	3

Outline Syllabus

LECTURES - Two 1 hr. event and temporal strategies. Two 1hr. contemporary residential Two 1 hr. commercial spatial strategy Two 1 hr. stair design

TUTORIAL Group Tutorial – Four 2hr. formative consultations Six 2hr. review sessions. Feedback Four 1 hr. overall discussion . Peer Review Two 2 hrs

SEMINARS - Four 1 hr. Introductory seminars Three 1 hr. sessions on multifunctional space. (public and private) Three 1 hr. sessions on event space. Two 4hr. appraisals contemporary examples

PRACTICAL – Two 3hr introductions to technical machining areas

WORKSHOP – Two 2 hour space use + zoning activity - Two 3hr activities (action analysis), Five 2 hour group sessions (image manipulation and CAD)

Assessment is via 2no. studio reviews whereby the students present their work in a gallery scenario.

Learning Activities

Seminar / lectures, Group workshops and seminars, CAD tutorial sessions, Workshops, Reviews

Relates to Interior design learning Outcomes A2, A5, A6, B2, B5, B6, C2, C3, C4, C5, D1, D2, D4, D5

References

Course Material	Book
Author	Augustin, S.
Publishing Year	2009
Title	Place Advantage Applied Psychology for Interior Architecture
Subtitle	
Edition	
Publisher	John Wiley and Sons, New Jersey
ISBN	

Course Material	Book
Author	Cohen, D.
Publishing Year	2006
Title	Household Gods
Subtitle	The British and their Possessions
Edition	
Publisher	Yale University Press, London and Connecticut
ISBN	

Course Material	Book
Author	Dowdy, C.
Publishing Year	2008
Title	One-Off
Subtitle	Independent Retail Design
Edition	
Publisher	Laurence King Publishing, London
ISBN	

Course Material	Book
Author	Riewoldt, O.
Publishing Year	2002
Title	Brandscaping
Subtitle	Worlds of Experience in Retail Design
Edition	
Publisher	Birkhauser, Germany
ISBN	

Notes

Project work in this module consists of the design of a ultra compact living space for a client - the microenvironment is developed individually at small scale and later produced in groups at full scale-

In second semester, design for event or public transaction is derived from a performance intention and aesthetic priority.