

Liverpool John Moores University

Title: Design 2 - Promenading and Exhibiting
Status: Definitive
Code: **4016ID** (117821)
Version Start Date: 01-08-2011

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

Team	Leader
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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	10.000
Seminar	8.000
Tutorial	34.000
Workshop	28.000

Grading Basis: 40 %

Assessment Details

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

Aims

To introduce a spatial and temporal design task that interprets a text or performative ambition within a given context.

To apply the notion of an image as a thematic component within public space.

To develop the above in order to present complete Interior Design proposals relating to display, exhibition and performance.

Learning Outcomes

After completing the module the student should be able to:

- 1 1. Demonstrate an understanding of given performance acts and exchanges; generate a strategic briefing document and branding strategy from researching a thematic starting point.
- 2 2. Derive sets of public and private activities from briefing documents and design spaces for their facilitation using renditions and models.
- 3 3. Exhibit knowledge of colour, texture and symbolism as applied strategies of meaning and control in scenography and branding. 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:

Artefact	1	2
Artefact	2	3

Outline Syllabus

Duration of module Year Long with an intensive 8 week period.

2 x 2 hour introductions; 6 x lectures on examples of excellence in spatial solutions facilitating performance and exhibition; 4 x 2 hr seminars on colour & texture; 8 x 3 hour workshops on colour, texture and materials; 4 x 1 hour DTP workshops.. 4 x tutor and peer reviews of 4 hours. Group feedback of 4 hours. Individual feedback of 4 hours. Individual and group Tutorials equating to 34 hours overall.

The scheme level is as 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 into the interpretation of a brief will be produced using DTP. Orthographic and perspective drawings, verbal presentations and models will be used to externalize ideas. (Note studentship as defined in the student handbook is an integral part of assessment.)

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

The first assessment is both formative and summative whilst the second assessment is summative only.

Learning Activities

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

Related to Interior Design Outcomes

A1, A2, A5, A6, B3, B5, B6, B7, C1, C2, C3, C4, C5, D1, D2, D4, D5, D6

References

Course Material	Book
Author	Dernie, D.
Publishing Year	2006
Title	Exhibition Design
Subtitle	
Edition	
Publisher	Laurence King Publishing, London
ISBN	

Course Material	Book
Author	Mauelli, S.
Publishing Year	2006
Title	Design for Shopping
Subtitle	New Retail Interiors
Edition	
Publisher	Laurence King Publishing, London
ISBN	

Course Material	Book
Author	Meshner, L.
Publishing Year	2010
Title	Retail Design
Subtitle	
Edition	
Publisher	AVA Publishing, Lausanne
ISBN	

Course Material	Book
Author	Schimmel, P.
Publishing Year	1998
Title	Out of Actions
Subtitle	Between Performance and the Object 1949-1979
Edition	
Publisher	Thames and Hudson, London
ISBN	

Course Material	Book
Author	Tilberg, C.
Publishing Year	2002
Title	Powershop
Subtitle	New Japanese Retail Design
Edition	

Publisher	Frame, Amsterdam
ISBN	

Notes

This module deals with contemporary trends within design for exhibition and performance and will vary focus to reflect current and live opportunities.