

Liverpool John Moores University

Title: Creating Spaces
Status: Definitive
Code: **4501IDS** (118303)
Version Start Date: 01-08-2011

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

Team	Leader
Jon Moorhouse	Y

Academic Level: FHEQ4
Credit Value: 24.00
Total Delivered Hours: 76.00
Total Learning Hours: 240
Private Study: 164

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	8.000
Off Site	4.000
Practical	57.000
Seminar	2.000
Tutorial	1.000
Workshop	4.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	AS1		25.0	
Artefacts	AS2		50.0	
Presentation	AS3		25.0	

Aims

*To introduce and provide relevant examples of sustainable interior design practice.
To gain an understanding in the design process from inception to realization whilst applying experimentation and creativity.*

To effectively communicate design ideas using a range of drawing skills and 3D model making techniques.

To understand health and safety procedures when producing 2D and 3D design work.

Learning Outcomes

After completing the module the student should be able to:

- 1 Demonstrate a broad understanding of applications of sustainability within interior design using references effectively.
- 2 Produce creative design ideas demonstrating an understanding of the design process from inception to realisation.
- 3 Present design work applying a range of 2D drawing skills and 3D model making techniques.
- 4 Apply health and safety procedures when producing 2D and 3D design work.

Learning Outcomes of Assessments

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

Report	1	
Artefact	2	4
Presentation	3	

Outline Syllabus

The module will focus on giving students a broad understanding on the principles of sustainable interior design. The emphasis for this module will be on design inspired by nature, for a given location in natural surroundings. The module brief will require students to design a small scale structure for an intended purpose of their choice, such as a shelter. The students will visit a related site, the findings of which will be recorded visually and contextually. Observational drawing will be encouraged on site and sketching of design ideas in the studio to develop drawing skills. 3D model making techniques will be explored to develop an appreciation of scale and spatial awareness and to encourage experimentation. Students will produce design work which will provide evidence of the creative design process and an understanding of the range of sustainable interior design practices. Presentation skills will be practiced both visually and orally when presenting design work and commenting on the work of others. An informal style of presentation will be expected for this module using design boards and 3D models.

Learning Activities

A number of taught sessions with activities which explore the diverse practices within the general field of sustainable interior design. A visit to a site will be included in the

curriculum to allow the students to experience working with a real space and designing for a 'live' client. Research skills and techniques will be practiced and developed whilst gathering supporting material. Students will experiment with the creative design process when generating innovative designs and use 2D and 3D techniques to communicate design ideas. Student presentations will form a part of a number of activities, which encourage the sharing, and discussion of project work.

References

Course Material	Book
Author	Edwards, B.
Publishing Year	2010
Title	Rough Guide to Sustainability
Subtitle	
Edition	
Publisher	RIBA Publishing
ISBN	

Course Material	Book
Author	Thorpe, A.
Publishing Year	2007
Title	The Designer's Atlas of Sustainability
Subtitle	
Edition	
Publisher	Island Press
ISBN	

Course Material	Book
Author	Drew, P.
Publishing Year	2008
Title	New Tent Architecture
Subtitle	
Edition	
Publisher	Thames and Hudson
ISBN	

Course Material	Book
Author	Schittich, C.
Publishing Year	2010
Title	In Detail
Subtitle	Small Structures
Edition	
Publisher	Birkhauser
ISBN	

Course Material	Book
Author	Mitton, M.
Publishing Year	2008
Title	Interior Design Visual Presentation
Subtitle	
Edition	
Publisher	Wiley
ISBN	

Course Material	Book
Author	Birkeland, J.
Publishing Year	2009
Title	Design for Sustainability
Subtitle	
Edition	
Publisher	Earthscan
ISBN	

Course Material	Book
Author	Sachs, A.
Publishing Year	2007
Title	Nature Design
Subtitle	From Inspiration to Innovation
Edition	
Publisher	Lars Muller
ISBN	

Course Material	Book
Author	
Publishing Year	2008
Title	Reusable and Adaptable Wood Structures
Subtitle	
Edition	
Publisher	TRADA
ISBN	

Course Material	Journal / Article
Author	
Publishing Year	
Title	Frame
Subtitle	
Edition	
Publisher	Huiberts
ISBN	

Course Material	Journal / Article
Author	

Publishing Year	
Title	Grand Designs
Subtitle	
Edition	
Publisher	Media 10 Ltd
ISBN	

Course Material	Website
Author	
Publishing Year	
Title	www.treehugger.com/green-basics
Subtitle	
Edition	
Publisher	
ISBN	

Course Material	Website
Author	
Publishing Year	
Title	www.fsc.org/resourcecentre.html
Subtitle	
Edition	
Publisher	
ISBN	

Course Material	Website
Author	
Publishing Year	
Title	www.woodforgood.com/resource_centre.html
Subtitle	
Edition	
Publisher	
ISBN	

Notes

This module will engage the students in a project with a 'live' client to simulate a professional context. The assessment of interior design project work based upon a number of essential criteria will be explained and put into practice. Research resources will be introduced such as Library+, and searching the internet and academic resources such as those accessed through Athens will be explained. Any subject specific research resources will be explored. The students will be given a design brief and will then research precedent studies related to the project. The design process will promote critical analysis of the design brief, information gathering, design development and evaluation. 3D model making will develop practical skills and testing of designs. Presentation skills will be explored and developed to achieve a high standard of outcomes which communicate design ideas

effectively.

Skills:

- Drawing
- Research (Library+ induction)
- Basic knowledge of sustainable design
- Experimentation
- Creativity
- Communication
- Practical, 3D sketch models
- Evaluation and critical analysis
- Informal presentation of work