

Liverpool John Moores University

Title: Spatial Interactions
Status: Definitive
Code: **5005SD** (119300)
Version Start Date: 01-08-2014

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

Team	Leader
Jon Spruce	Y
Jeanette Tunstall	
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Academic Level: FHEQ5 **Credit Value:** 24.00 **Total Delivered Hours:** 90.00

Total Learning Hours: 240 **Private Study:** 150

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	6.000
Off Site	12.000
Practical	54.000
Seminar	4.000
Tutorial	2.000
Workshop	12.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Artefacts	AS1		70.0	
Artefacts	AS2		30.0	

Aims

The module will introduce the use of research methods, exploring cultural

behavioural trends and investigating how people interface and work together. It also engages students in the organisation and dynamics of group working and collaborative practice.

Learning Outcomes

After completing the module the student should be able to:

- 1 1. Interpret research findings to assist in the generation of design ideas.
- 2 2. Demonstrate the ability to work as part of a team and participate in collaborative practice.
- 3 3. Critically appraise examples of contemporary environments, considering social and technological issues.
- 4 4. Exhibit knowledge of environmental factors which impact upon the human experience.

Learning Outcomes of Assessments

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

artefact 1	1	3	2
artefact 2	4		

Outline Syllabus

Cultural and social trend based research methods

Ethnography

Team working approaches

Participatory design

Environmental factors (such as light, heat and sound)

Spatial planning

Research presentation techniques

Learning Activities

This module develops the notion that research can be used to gather and organise the insights that are at the heart of an effective design brief, to provide an underlying rationale for the creative process and to provide an evidence base with which to inform and evaluate design activities. Traditional and digital methods will be used that include observation and analysis, video ethnography and participatory design. The nature of the project work set within this module will engage students in analysis oriented tasks and the evaluation of research data. Project outcomes may include report documentation, presentation material and design proposals.

The project will provide the main teaching and learning activity within the module, this will be supported by lectures and demonstrations outlining the key methods, techniques and principles. Tutorials will further support students learning and

progression.

Notes

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