Liverpool John Moores University

Title:	Hospitality Design
Status:	Definitive
Code:	**5501IDS** (118308)
Version Start Date:	01-08-2011

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

Team	emplid	Leader
Jon Moorhouse		Y

Academic Level:	FHEQ5	**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	59.000
Seminar	4.000
Tutorial	1.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Reflection	AS1		25.0	
Portfolio	AS2		75.0	

Aims

To promote an awareness of the formal elements of design when designing for the hospitality sector, in relation to aesthetics.
To enable students to plan the layout of spaces in response to specific requirements of
a design brief, whilst considering aesthetics and functionality.

To develop a creative approach to selection of materials and products which are appropriate and fit for contract use.
To present work using appropriate computer programmes which meet professional standards.

Learning Outcomes

After completing the module the student should be able to:

1   Demonstrate an understanding of the formal elements of design in own design work for the hospitality sector.
2   Demonstrate an ability to plan layouts of spaces in response to specific requirements of a design brief, whilst considering aesthetics and functionality.
3   Select and use materials and products creatively and identify how they are fit for purpose.
4   Present and discuss design work using appropriate computer programmes to meet professional standards.

Learning Outcomes of Assessments

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

Reflection   1

Portfolio   2   3   4

Outline Syllabus

Hospitality design will be explored giving the students an option of restaurant, bar or hotel design. A 'live' bulding will be used for this design project, which the students will visit in order to critically analyse. Students will get the opportunity to research current trends and apply colour, pattern and texture using soft furnishings, textiles and wall coverings. Students will be expected to interact will manufacturers and suppliers to obtain samples and costings. Computer applications and presentation skills will be developed to enable students to present work to a high level.

Learning Activities

Students will be taught an appreciation of the formal elements of design, such as colour, texture, pattern, scale and proportion and how these aspects have an impact on how we perceive interior spaces. Examples of hotel, restaurant and bar design will be researched and supported by visits to places of interest. Contract materials and products will be specified during this project and students will learn how to select appropriately and justify their choices. Autocad skills will be developed to a higher level for presentation of work to a professional standard.

References

Course Material	Book
Author	Serrats, M.
Publishing Year	2006
Title	Bar Design
Subtitle	
Edition	
Publisher	DAAB
ISBN	

Course Material	Book
Author	Masso, P.
Publishing Year	2010
Title	Ecological Hotels
Subtitle	
Edition	
Publisher	teNeues
ISBN	

Course Material	Book
Author	Kinsman, J.
Publishing Year	2007
Title	Mr and Mrs Smith Hotel Collection
Subtitle	
Edition	
Publisher	Spy Publishing
ISBN	

Course Material	Book
Author	Ypma, H.
Publishing Year	2007
Title	Hip Hotels
Subtitle	
Edition	
Publisher	Thames and Hudson
ISBN	

Course Material	Book
Author	Bradley, K.
Publishing Year	2007
Title	Design Hotels Yearbook
Subtitle	
Edition	
Publisher	Design Hotels
ISBN	

Course Material	Book
Author	Watson, H.
Publishing Year	2005
Title	Hotel Revolution
Subtitle	21st Century Hotel Design
Edition	
Publisher	Wiley
ISBN	

Course Material	Book
Author	Ryder, B.
Publishing Year	2007
Title	New Restaurant Design
Subtitle	
Edition	
Publisher	Laurence King
ISBN	

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

Course Material	Journal / Article
Author	
Publishing Year	
Title	Sleeper
Subtitle	
Edition	
Publisher	Mondale Publishing - new subscription requested
ISBN	

Notes

This module provides the students with an opportunity to select appropriate materials and lighting schemes for contract use. Colour, pattern and texture will be considered and current trends explored. Presentation will include sample boards to show materials and finishes.
Skills:
• Working on a live brief
• Planning layouts
• Applying colour, pattern, texture

- Aesthetics and function
- Liaising with suppliers and manufacturers
- Costings
- Presentation of work