

Liverpool John Moores University

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Title: Interior Design - Origination
Status: Definitive
Code: **6121IA** (126739)
Version Start Date: 01-08-2021

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

Team	Leader
Ian Wroot	Y

Academic Level: FHEQ6 **Credit Value:** 20 **Total Delivered Hours:** 60
Total Learning Hours: 200 **Private Study:** 140

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	8
Seminar	7
Tutorial	21
Workshop	24

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	AS1	Thematic Research & Brief Development - 2,000 word report to inform and develop the design brief	20	
Artefacts	AS2	Design - Outline scheme design developed from the design brief generated in AS1	80	

Aims

To instil students with an understanding and appreciation of the process of researching and developing thematic brief then interpreting this into interior spatial design. The meaningful and considered integration into the existing physical and social context through strategies for transformational design considering social and cultural aims and objectives.

Learning Outcomes

After completing the module the student should be able to:

- 1 Synthesise knowledge of cultural and intellectual histories, theories and technologies that influence a topic relative to the design of building interiors, and appraise client, user, environmental and culturally contextual criteria in the preparation of a brief. (GC2.1 / 2.2, GC3.1, GC7.2)
- 2 Apply theoretical concepts appropriately when developing a conceptual and reflectively critical approach to interior design which satisfies aesthetic aspirations, efficient space utilisation, environmental strategies and the regulatory requirements related to defined client and user needs. (GC2.3, GC1.3, GC6.3)
- 3 Critically evaluate relevant interior design precedents with regard to concept, function, organisation and technical strategies. (GC, 7.1)
- 4 Create and present an interior design using a range of media in two and three dimensions. (GC 1.1)

Learning Outcomes of Assessments

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

Report	1		
Artefacts	2	3	4

Outline Syllabus

This module will engage students in the process of interpreting and thematically developing a given brief and investigating through three dimensional studies the notion of changing social and cultural activities through the creation of new interior environments.

The philosophical context for this module is aimed to explore how changes in culture might influence how we envisage, create and meaningfully inhabit interior space. This module is linked to 5122IA where students will be encouraged to adopt a rigorous approach to materiality and environmental design. This should include knowledge and practice associated with their project's experiential impact through integrated environmental design strategies.

Learning Activities

Lectures, tutorials, seminars, studio design workshops, CAD workshops and design

reviews. The student will be expected to engage in a significant element of self-directed learning, as well as background reading and research.

Notes

This module will begin in Week 1. It will introduce students to the importance of researching, understanding and interpreting design interventions within commercial and cultural environments. Studies of relevant history and theories, technology and materials will underpin the module. Presentation of designs will take the form of models, drawings and other creative media, and will be presented in exhibition and portfolio format.