

Module Descriptor

Course:	Advanced Professional Diploma in Interior Design
Year/Level:	2
Duration:	Yearlong - Mandatory
Credit Value:	30
Prerequisites:	Interior Design Studio I
Module Tutors:	Poly Konsta

Module: Interior Design Studio III

Module Aims

The Aims of this module are:

- to develop an understanding of the structure and role of design activity in business and society and the range of strategies involved in the solution of business problems
- to develop and apply knowledge and understanding to real situations and to develop communication and presentation skills in a professional designer/client situation
- to build on the broad learning outcomes developed in Design Thinking and Process module and to develop a more focused creative approach that specifically relates to interior design
- to further develop the individuals' creative design skills through a personalised approach to interior design
- to consider the practical application of design ideas through the imaginative use of material and construction technologies
- to examine the standards of design development, perceptual and expressive skills appropriate to professional practice, enabling students to design interior environments that exhibit sophistication in terms of ideas and resolutions
- to develop an understanding of how individuals or groups of people respond and interact with interior space and how this interaction influences the way designers respond to development of the built environment
- to develop an understanding of inclusive designs, taking on board the needs of all users particularly those traditionally excluded from a number of interior environments
- to develop design sensibilities in relation to existing historic buildings
- to develop understanding of group interaction, delegation and leadership

Module Content

The content of the module is appropriate to Interior design practice:-

The evolving design process:

- Idea generation tools and research techniques
- Design Methods
- Managing creativity

The students also are taught:

- Client/designer relationships
- Brand analysis and awareness
- Project Management & Time management
- Sustainable design
- Further development and refinement of personal expression and aesthetic sensibilities
- Acoustics
- Lighting
- Learning agreement

Thematic areas of study to include:

- Residence
- Food, Drink and Leisure
- Exhibition and Retail
- Workplace
- Travel and transport

Learning Outcomes

On successful completion of this module a student will be able to:

1. Demonstrate a range of practical and conceptual skills necessary for the realisation of successful/innovative Interior design solutions
2. Provide a growing knowledge and creative application of materials utilised within Interior design solutions - aesthetic properties and technical issues
3. critically assess their own design solutions, explain how research and experiments have affected their design ideas and be able to respond to questions about their work
4. manage their own time by keeping timesheets producing time plans and meeting deadlines, to define project management programming skills in relation to clients commercial needs.
5. Effectively work as part of a team

Module Learning, Teaching and Assessment

This module involves the student undertaking project briefs that address a number of core areas of interior design. Formal briefing sessions will introduce students to the particular requirements and problems of each brief. The

students will then undertake research and design their own solutions. Group seminar presentations and critiques followed by individual tutorials will enable students to review their progress.

A series of seminars will introduce students to the constraints of the designer working within a commercial professional framework. Projects will explore the professional perspective and the role of the design practitioner within the built environment, stressing the relevance of their working practice as creative designers.

All students will have individual tutorials to critically analyse their progress at the end of the first semester. Discussions will be summarised and reported back to the student as formative feedback.

Scheduled Learning and Teaching: 90 hours in total

Lectures including briefings
Workshops
Studio Sessions
Tutorial, Critiques

Guided Independent Study: 210 hours in total

Library work
Research project work
Preparation for Studio or Practical class
Preparation for submission and assessment

Total student learning hours: 300

Assessment

Number of Assessments	Form of Assessment	% weighting	Size of Assessment/Duration/ Word count	Category of assessment	Learning Outcomes being assessed
1	Project-work	100	Portfolio Submission Sketchbook	Project-work	1, 2, 3, 4, 5

Module Pass Requirements

To achieve an overall pass for this module, each of the graded assignments or projects listed above must be passed; the minimum pass grade for each assignment and project is 40%.

Bibliography

Books

A smile in the mind, Beryl Mc Alhone & David Stuart, Phaidon publishing
The art of looking sideways, Phaidon publishing
About Looking, Vintage International publishing
Ways of Seeing, Penguin Books publishing
How to research, Open University press publishing
The research project, Routledge publishing
How Designers think, Architectural press publishing
The best in Trade & Exhibition Stand Design, Rotovision publishing
The interiors book of Shops and Restaurants, Witney publishing
The best in Lobby Design Hotels & Offices, Rotovision publishing
Design to sell. McGraw Hill publishing
The restaurant planning guide, Upstart publishing
Designing exhibitions, Design Council publishing
New Hotel Design, Laurence King publishing
Workplaces and workspaces, Rockport publishing
Renovated Houses, Edizioni l' archivolto publishing
The essential house – Terence Conran, Conran Octopus publishing
The Kitchen book, Conran Octopus publishing

Magazines and On line magazines

Abitare
Domus
The Atrium Library