

COURSE CONTENT

Course Code	DV3003
Course Title	Spatial Design
Pre-requisites	Nil
No of AUs	3
Contact Hours	39 hours studio contact

Course Aims

In this introductory course, you will explore the conceptual, three-dimensional and experiential solutions for built environments. By combining theory and practice-based research, you will receive an overview of spatial design strategies and practices. You will investigate the application of a variety of media to three dimensional spaces. This course further explores the spatial issues of scale, structure, form, materiality, light and kinaesthetic principles in spatial design projects such as visual merchandising, experience branding, place-making and way-finding.

Intended Learning Outcomes (ILO)

By the end of this course, you should be able to:

1. Describe original research to evaluate appropriate spatial design strategies for a desired context and target audience.
2. Develop spatial design strategies for designing effective experiences for specified contexts and target audiences.
3. Create and present prototype models of spatial designs that effectively employ scale, material and structure with good craftsmanship.
4. Work competently and cooperatively in groups to achieve and present intended spatial design goals and outcomes.
5. Participate actively in class/group discussion and critique spatial design strategies and techniques employed by peers in a constructive manner.

Course Content

Introduction to Spatial Design

This course begins with a brief overview of the practice of spatial design within conceptual and commercial contexts.

Principles of Spatial Design

Through individual and/or group exercises, you will be introduced to components of spatial design and be trained to observe, study and analyse the language of space. This is to cultivate your sensitivity to spatial awareness to derive better spatial design outcomes. Elements such as light, scale and movement, materiality, size and distance, foreground and background, colour, symmetry and asymmetry, order and pattern, context and more will be explored.

Space and Meaning

You will learn to explore ways to translate concepts, stories, ideas, texts and narratives into spatial design experiences to create meaning within specific spaces.

Spatial Strategies & Prototyping Techniques

Through individual and/or group exercises, you will be equipped with basic 3D software skill to create scale models/prototypes to present your spatial designs, ideas and concepts. You will also learn to problem solve spatial issues using spatial strategies.

Assignments and exercises

Project 1: Space, Identity and Information

This project explores ways to use and integrate colour, text and media (print/ new media) for development of a visual identity as well as organisation and presentation of information for application in a built environment. Issues concerning scale, visual and experiential attributes and wayfinding will be discussed.

Exercise 1: Sensing and Mapping place

This exercise introduces basic ethnographic techniques that facilitate reading and mapping of place.

Exercise 2: Text in Space

This exercise explores the effects of text on the mood, identity and wayfinding in a built environment.

Exercise 3: Colour in Space

This exercise explores the effects of colour on mood, identity and wayfinding in a built environment.

Project 2: Place and Narrative

This project offers the opportunity to respond to a site-specific assignment to create an experiential spatial design intervention that would expose or enliven existing narrative related to a particular place in the city.