

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.

Assessment (includes both continuous and summative assessment)

Component	ILO Tested	Programme LO	Weighting	Team/ Individual
Continuous Assessment Project 1: Space, Identity and Information (Exercises 1, 2, 3)	1,2,3,4,5	N.A	40	Individual
Final Project: Place and Narrative - Individual contribution 20% - Team contribution 20%	1,2,3,4,5	N.A	40	Individual and/or Team
Continuous Assessment: Participation	5	N.A	20	Individual
Total			100%	

Recommended Reading and References

1. Lawson. *The language of space*. Routledge Taylor & Francis Group. Architectural Press. 2001.
2. Bachalard. *The poetics of space*. Beacon, 1994.

Course Policies and Student Responsibilities

(1) General

You are expected to complete all assigned readings, activities, assignments, attend all classes punctually and complete all scheduled assignments by due dates. You are expected to take responsibility to follow up with assignments and course related announcements. You are expected to participate in all project critiques, class discussions and activities.

(2) Punctuality

You are expected to be punctual for all classes. If you are more than 30 minutes late, you will be deemed as absent and will not be able to sign on the attendance register.

(3) Absenteeism

In-class activities make up a significant portion of your course grade. Absence from class without a valid reason will affect your participation grade. Valid reasons include falling sick supported by a medical certificate and participation in NTU's approved activities supported by an excuse letter from the relevant bodies. There will be no make-up opportunities for in-class activities.

Academic Integrity

Good academic work depends on honesty and ethical behaviour. The quality of your work as a student relies on adhering to the principles of academic integrity and to the NTU Honour Code, a set of values shared by the whole university community. Truth, Trust and Justice are at the core of NTU's shared values.

As a student, it is important that you recognize your responsibilities in understanding and applying the principles of academic integrity in all the work you do at NTU. Not knowing what is involved in maintaining academic integrity does not excuse academic dishonesty. You need to actively equip yourself with strategies to avoid all forms of academic dishonesty, including plagiarism, academic fraud, collusion and cheating. If you are uncertain of the definitions of any of these terms, you should go to the academic integrity website for more information. Consult your instructor(s) if you need any clarification about the requirements of academic integrity in the course.

Planned Weekly Schedule*

*Subject to adjustment by instructor according to the teaching situation, students' progress, public holidays and unforeseeable circumstances. A revised schedule will be issued to students at the start of the semester.

Week	Topic	Course LO	Readings/ Activities
1	Introduction to Spatial Design Provide a brief overview of the practice of spatial design within	1	Lecture Introduction to Spatial Design Suggested Reading: The

	conceptual and commercial contexts.		Language of Space “Space as language”
2 - 3	<p>Principles of Spatial Design</p> <p>Introduce components of spatial design. 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.</p>	1, 2, 3, 4, 5	<p>Lecture Principles of Spatial Design</p> <p>Assign Exercise 1: Sensing and Mapping place This exercise introduces basic ethnographic techniques that would facilitate reading and mapping of place.</p> <p>Student presentation on assigned exercises</p> <p>Project Presentation & Critique</p>
4 - 5	<p>Spatial Strategies & Prototyping Techniques</p> <p>Introduction to basic tools to create scale models/prototypes to present your spatial designs, ideas and concepts.</p>	1, 2, 3, 4, 5	<p>Lecture Spatial Strategies & Prototyping Techniques</p> <p>Assign Exercise 2: Text in Space This exercise explores the effects of text on the mood, identity and wayfinding in a built environment.</p>
6-7	<p>Spatial Strategies & Prototyping Techniques</p> <p>Introduction to basic tools to create scale models/prototypes to present your spatial designs, ideas and concepts.</p>	1, 2, 3, 4, 5	<p>Assign Exercise 3: Colour in Space This exercise explores the effects of colour on mood, identity and wayfinding in a built environment.</p> <p>Student presentation on assigned exercises</p> <p>Project Presentation & Critique</p>

8	<p>Space and Meaning</p> <p>Investigate and explore ways to translate concepts, stories, ideas, texts and narratives into spatial design experiences to create meaning within specific spaces.</p>	1, 2, 3, 4, 5	<p>Lecture on Space and Meaning</p> <p>Suggested Readings: The language of space “Space and Time”</p> <p>Assign Project: 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.</p>
9-12	<p>Space and Meaning</p> <p>Investigate and explore ways to translate concepts, stories, ideas, texts and narratives into spatial design experiences to create meaning within specific spaces.</p>	1, 2, 3, 4	<p>Project consultation Place and narrative.</p> <p>Continuous review Place and narrative.</p>
13	-	4, 5	<p>Project Presentation and Critique</p>