



**UNSW**  
SYDNEY

Australia's  
Global  
University

# Built Environment

INTA1002

Interior Architecture Composition 2



Course Outline – Term 2, 2020

## Disclaimer

Information within this document is subject to change. The full and most accurate course outline will be available in Moodle closer to the start of the term in which the course is offered.

## 1. COURSE STAFF

<b>Course Contact</b>	TBC
<b>Email</b>	

## 2. COURSE DETAILS

<b>Credit Points</b>	6 units of credit (uoc)
<b>Workload</b>	Approx. 150 hours including class contact hours, weekly individual and group online learning activities, readings, class preparation, and assessment activities.
<b>Teaching Times and Location</b>	Find details in timetable <a href="http://www.timetable.unsw.edu.au">http://www.timetable.unsw.edu.au</a>

## Description

This course builds on capabilities and skills from composition 1 to develop a further range of communication skills specific to interior architecture. Students will explore intermediate analogue and digital representations; and develop specialised model making techniques within a workshop context. Emphasis will be placed on an iterative approach to making as a means of spatial exploration, research and articulation of interior environments. This course is educationally sequenced alongside all other year one session two BIA (Hons) courses.

## Aims

1. To develop a learning relationship between 'thinking and making' using a range of work shop techniques.
2. To develop a place within the students thinking and learning where and iterative process of design is supported through techniques for explorative design making.

## Course Learning Outcomes (CLOs)

At the successful completion of this course, you will be able to:

1. Develop idea-led design enquiry through the application of a reflective design practice utilizing a range of 2D representational techniques and methods
2. Construct 3D models using Interior architectural model-making conventions using a workshop environment, through a process of design interrogations
3. Competent in analogue and digital representation techniques appropriate to each phase of the design process
4. Demonstrate proficient ability in the use of a range of technical drawing conventions and model making equipment and techniques to convey ideas.

### 3. ASSESSMENT

Assessment task	Weight	CLOs Assessed
1. Assessment 1: Workshop artefacts	20%	2, 3, 4
2. Assessment 2: Curated 2D/3D collection	40%	1, 2, 3, 4
3. Assessment 3: Curated 2D/3D collection	30%	1, 2, 3, 4
4. Portfolio	10%	1, 3, 4

### 4. COURSE IMPROVEMENT AND FEEDBACK

Feedback from students is an integral part of improving courses and teaching approaches. One of the primary mechanisms of feedback is myExperience, which we strongly urge all students to complete at the end of term. Course convenors use the feedback to make ongoing improvements to the course. This is communicated in Moodle in the myFeedback Matters page.