Built Environment

INTA1003
Interior Architecture
Composition 3: Advanced

Convener Name: Michael Stonham

3+ Abbreviated Course Outline – T2

Disclaimer
This abbreviated course outline is indicative of the outcomes, delivery and assessment. While Course Learning Outcomes will remain constant, other details may be subject to change. The full and most accurate course outline will be available in Moodle.

1. COURSE STAFF

Course Convenor	Michael Stonham
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2. COURSE DETAILS

Credit Points: 6 UoC

Learning Activity	Hours per week
Lecture	1
Tutorial	0
Studio	3
Computer Lab	0
Online learning activity	0

Description

The course extends the range of Interior architectural capabilities from composition 1 & 2. A further range of advanced techniques and applications for representing spatial atmosphere and effect, including analogue drawing, digital representation and layout along with advanced model making is presented in this course. Workshops will also provide students with public speaking and communications tools of relevance to the practice of interior architecture. *This course is educationally sequenced alongside all other year two session one BIA (Hons) courses.*

Program Learning Outcomes (PLOs)

1. Initiate and lead innovative change using creatively, analytical skills and the effective development of new knowledge in the field of interior architecture.
2. Engage responsibly and sensitively with cultural, historical and interdisciplinary global contexts in the synthesis of ethical and sustainable design solutions.
3. Critically analyse, evaluate and synthesis complex field specific knowledge and contexts in a reflective and independent manner using advanced theoretical and technical skills through a robust understanding of cultural diversity.
4. Interpret and communicate complex field specific information and ideas; providing critique and reflection utilising innovative and creative technologies and analysis.
5. Effectively communicate knowledge and ideas to a range of different audiences and settings using verbal, digital and visual representational techniques.
6. Demonstrate adaptability and responsibility as a collaborative scholar who is capable of research-led design enquiry and ethical design practices.
7. Employ collaborative and equitable team work practices and skills.

Course Learning Outcomes (CLOs) with Alignment to PLOs and Assessment

CLO #	CLO Statement	PLO #	Related Assessment & Activities
CLO 1	Construct an advanced range of analogue and digital representation techniques that are identified by the students as appropriate to each phase of the design process.	1,2,3,4,5,6	2,3,4
CLO 2	Demonstrate a range of advanced design compositional skills and an ability to communicate complex design ideas verbally, both in informal and formal to a range of audiences	1,5	1,2,3
CLO 3	Advanced capabilities in decision making and techniques around a range of digital platforms associated with the production of 3D fabrication as communications and design tool	1,5	1,2,3,4

3. ASSESSMENT

Assessment Task	Weight	Course Learning Outcomes Assessed	Due Date
1. IMMERSIVE TECHNOLOGIES A curated collection of design representations, using immersive technology, with verbal pitch.	20%	1,2,3	Wk 3
2. SPATIAL NARRATION A curated collected of idea-led design representations to narrate an interior environment, in analogue and digital, static and dynamic format, with verbal pitch.	40%	1, 2, 3, 4	Wk 6
3. MIXED MEDIA COLLECTION A curated collection of idea-led design representations to narrate an interior environment, in analogue, digital and immersive technology format, with verbal pitch.	30%	1, 2, 3, 4	Wk 10
4. PORTFOLIO A curated digital portfolio, synthesizing and narrating key work and learnings from the course	10%	1, 3, 4	Wk 11

4. WEEKLY COURSE SCHEDULE

Week	Learning Activity	Assessment Submissions	Related CLOs
1 - date	• Immersive technologies workshop		1, 2, 3
2 - date	Immersive technologies workshop		1, 2, 3
3 - date	presentation	**Assessment 1** **20%** **Immersive technologies** Curated collection of MR/AR/VR design representations	1, 2, 3
4 - date	***3D modelling*** Small group discussions: research Rhino technical workshop Initial idea generation: sketch + Rhino for design discussion		1, 2, 3
5 - date	***Animation*** Cinema4D technical workshop Export 2D/3D drawings from Rhino Create storyboard frame sequence for design discussion		1, 2, 3
6 - date	presentation	**Assessment 2** **40%** **Spatial narration** ***'Realise'***	1, 2, 3
7 - date	***Rendering*** Cinema4D render technical workshop Select x10 frames for design discussion Begin rendering		1, 2, 3
8 - date	***VR*** Unreal Engine technical workshop VR draft for design discussion Review Assessment 3 mockup		1, 2, 3
9 - date	**BIA MAKING WEEK** Watch online content and prepare Assessment 3		1, 2, 3
10 - date	presentation	**Assessment 3**	1, 2, 3

		30% **Mixed media collection** ***'Saturate'***	
11	submission	**Assessment 4** **10%** **Portfolio**	1, 2, 3