UNSW SYDNEY | Australia's Global University

Built Environment

INTA3000
Interior Architecture
Practice Studio 3

Dr Alanya Drummond

3+ Abbreviated Course Outline – T1

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	Dr Alanya Drummond
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2. COURSE DETAILS

Credit Points: 6 UoC

Learning Activity	Hours per week
Lecture	1
Tutorial	0
Studio	4
Computer Lab	0
Online learning activity	0.5

Description

This course focuses on the translation of interior architectural research, thinking and ideas through multiple and iterative design practices. Design language and elements of spatial dynamics, including spatial and material relationships and sequence in relation to multiple forms of occupation, including retail and hospitality typologies, are a focus of this studio. Emphasis is placed on an expansive approach to spatial translation underpinned by thoughtful and self-reflective research on the core thematics of waste reduction and transformable structures.

Program Learning Outcomes (PLOs)

1. Initiate and lead innovative change using creative, 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 synthesise 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 refection 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 #	Assessments
CLO 1	Analyse, interrogate and contribute thoughtfully to an Interior Architectural briefs' requirements; proposing and communicating a methodical design proposition.	1	Assessment 1, 2, 3
CLO 2	Transform and manipulate spatial enclosure at a systematic and logical level both functionally and experientially.	2, 3	Assessments 1, 2, 3
CLO 3	Generate and propose a materials palette as an integral representation of design intent.	4	Assessments 2, 3, 4
CLO 4	Explore effective and engaging representation techniques to communicate their design proposal in each phase of the design process.	5, 6	Assessments 2, 3, 4

3. ASSESSMENT

Assessment task	Weight	CLOs Assessed	PLOs Assessed	Due Date & Time
1. Design Development (Projects A & B)	28% (4 x 7%)	1, 2	1, 2, 3, 4, 6	Week 2 1pm (7%)
				Week 3 1pm (7%)
				Week 6 1pm (7%)
				Week 7 1pm (7%)
2. Design Resolution (Project A)	26%	1, 2, 3, 4	1, 2, 3, 4, 5, 6	Week 4 1pm
3. Design Resolution (Project B)	26%	1, 2, 3, 4	1, 2, 3, 4, 5, 6	Week 8 1pm
4. Design Kickstarter (Project B)	20%	3, 4	4, 5, 6	Week 10 1pm

There are two projects for Practice Studio 3 that together address the course learning outcomes. Both projects pivot on the production of experiences - through the vehicle of space - that direct user behavior and expand consumer consciousness to support a strategic outcome. Project A is shorter and acts as an introduction to customer engagement and approaches to ethical and sustainable consumption, while Project B is longer and more in-depth in terms of agile design solutions and the resolution of transformable structures.

Through a series of layered assessment tasks, you will strengthen your skills in iterative practice. Both projects are structured to include two formative, low-stakes Design Development workshops (7% each) to support you in the translation of your strategic ideas into spatial outcomes, and to provide you with feedback on your progress prior to final design presentations.

Both projects include Design Resolution presentations that showcase your spatial transformation and manipulation skills. As a shorter sprint, the first project includes one Design Resolution presentation, while the second longer project includes one Design Resolution presentation and one Design Kickstarter submission. This structure takes into consideration that week 9 is the BIA maker week (no class) which allows time to develop the required content.

All assessments are submitted individually (no group work). In alignment with the waste-reduction focus of the course, all assessments are zero-paper and are to be presented digitally; no printouts and no physical models.

4. WEEKLY COURSE SCHEDULE

Week		**Learning Activity**			**Assessment Submissions**	**Related CLOs**
		Online (preparation before class)	**Lecture** (1pm-2pm)	**Studio** (2.30pm-6.30pm)	(2.30pm)	
1 – Feb 21	PROJECT A – ZERO STOCK PRETAIL - CONSCIOUS SWIM	(watch video – 5mins) Assessment 1 - explanation, expectations, examples (resources – 25mins)	Course introduction Project A introduction Client Presentation: Connor Hartog, Conscious Swim	Tutorial introductions Research and strategy overview		1, 2
2 – Feb 28		(watch video – 5mins) Assessment 2 - explanation, expectations, examples (resources – 25mins)	Customer engagement Pretail Brand alignment	Peer Workshops	1.1 Design Development Weighting: 7%	2, 3

3 – Mar 7		(watch video – 5mins) Cohort feedback on Peer Workshop (resources – 20mins)	Experiences Trajectories + Moments	Peer Workshops	1.2 Design Development Weighting: 7%	2, 3
4 – Mar 14		(watch video – 5mins) Cohort feedback, checklist and reminders for Assessment 2	NO LECTURE	Presentations	2 Design Resolution Weighting: 26%	1, 4
5 – Mar 21	PROJECT B – ZERO WASTE FOOD TRUCK - OZHARVEST	(resources – 30mins)	Project B introduction The future of food Agile design	Site Visit: OzHarvest Client presentation: Ronni Kahn		1, 2
6 – Mar 28		(resources – 30mins)	Guest lecture – Tom Mark Henry Designing for food	Peer Workshops	1.3 Design Development Weighting: 7%	2, 3
7 – Apr 4		(resources – 30mins)	Experiential lighting + materiality Selling your ideas	Peer Workshops	1.4 Design Development Weighting: 7%	2, 3
8 – Apr 11		(watch video – 5mins) Cohort feedback, checklist and reminders for Assessment 3	NO LECTURE	Presentations	3 Design Resolution Weighting: 26%	1, 4
9 – Apr 18		(watch video – 5mins) Assessment 4 - explanation, expectations, examples (resources – 25mins)	Making Week Online Q&A Consultations with Alanya by request	Making Week Online feedback Online support		1, 2, 3, 4
10 – Apr 25		(watch video – 5mins) Cohort feedback, checklist and reminders for Assessment 4	NO LECTURE	Digital Submission	4 Design Kickstarter Weighting: 20%	1, 4