



Programme: Spatial Design

Title: Common Ground

<p>Semester: Autumn semester 2018</p> <p>Semester Theme: Common Ground</p>	<p>Period: 3. september 2018 – 25. januar 2019</p> <p>ECTS-points: 30</p>
<p>Contents:</p> <p>The students develop design proposals with a focus on the concept of privacy. They work with a set design brief that entails both private and communal elements (e.g. hotel, asylum, co-housing). The course relates to the cross disciplinary centre of excellence Centre for Privacy Studies which also involves researchers from Spatial Design (http://teol.ku.dk/privacy/).</p> <p>The students study the functions and aesthetics of privacy (and communality) and develop their design proposals within the specific context of Copenhagen. As a comparative element to their work with Copenhagen, they are introduced to and work with similar questions of privacy (and communality) in Amsterdam. This work includes a study trip to Amsterdam in the beginning of the semester. Working with two places, Copenhagen and Amsterdam, promotes an idea of a place as a significant “culture” being both different from and similar to other “cultures”.</p> <p>In addition to working with spatial functions with both private and communal elements, Spatial Design students can begin their specialization within following design fields: Transformation; Architectural Lighting; Microarchitecture; Tectonics of Interior Design; Exhibition and Experience Design; Urban interiors.</p> <p>The students are introduced to a design method that combines three core perspectives: a historical perspective, an anthropological perspective and a perspective related to tectonics and materiality. The historical perspective includes working systematically with references and precedences as an integrated part of the design process. The anthropological perspective involves participatory observations, critical analysis of concepts linked to use and user and to the role of the designer. The focus on tectonics and materials encompasses large scale models, drawings and mock-ups.</p> <p>The teaching is organised as studio teaching, seminars and workshops (supporting the design brief).</p>	<p>Learning Outcomes (Knowledge, skills and competences)</p> <p>Focus on Theory and Method,</p> <p>the students will have example based knowledge in relation to the program’s three core perspectives (history, anthropology and tectonics) and ‘state of the art’ within spatial design e.g. interior design theory.</p> <p>the students will have example based knowledge about approaches and methods in relation to history, anthropology and tectonics in relation to interiority, e.g. use of precedences and participatory observations.</p> <p>the students will have basic skills in applying analytical tools related to Spatial Design’s theoretical and methodological base, which includes working with historical analysis, anthropological analysis questioning concepts of use, user and the role of the designer, and tectonic and material analysis.</p> <p>the students will have basic competences in designing proposals with spatial complexity, which includes critical thinking in relation to design projects where spatial organization and interiority is a point of departure.</p> <p>The students will begin gaining competences in managing their own design process.</p> <p>Focus on Concept and Medium,</p> <p>the students will have knowledge about ways of investigating and (re)presenting spatial design concepts through different types of media.</p> <p>the students will have skills in the critical use of relevant representational techniques, including, drawing, digital tools and the design and construction of scale models, especially in a large scale,</p>



<p>Additionally, in the first two weeks of the semester, first year master students at Institute of Architecture and Design are taught together in a transdisciplinary workshop focusing on the interface between the different design disciplines: fashion design; textile design; spatial design; ceramic design; architecture, strategic design & entrepreneurship and furniture and object design.</p> <p>Mandatory for design students is a cross-program course: 'Business know-how, Entrepreneurship and Design law.'</p> <p>Furthermore, all students are offered optional introductory courses in KASB information search, representational and explorative medium courses (integrated in studio teaching), and workshop licenses (e.g. SuperFormLab, wood workshop and Lightlab).</p>	<p>emphasizing interior, spatial and tectonic aspects.</p> <p>the students will have skills in visual, oral and written presentations, reflecting the design program's concepts.</p>
<p>Attendance requirements: Students are expected to actively participate in and contribute to all study activities.</p>	<p>Submission requirements: Design proposal: Drawings and models in relevant scales and texts. Seminars: Participation in discussions and notes in a logbook. Workshops: Drawings and models in relevant scales and texts.</p>
<p>Syllabus: 300 p. Titles given in the semester plan.</p>	<p>Method of assessment: Oral examination. Architects: 30 minutes. Designers: 45 minutes Grading: Danish 7-point grading scale Censor: Internal</p>