DDES1130
Experience 1 - Spaces and Senses

Term T2, 2019

Course Information

Units of Credit: 6

Course Overview

Course Description

In this course, you will explore the way people experience and interact with space, connecting this with ideas of the body, materiality, culture and spectacle. You will learn to design spatial, time-based and atmospheric conditions that affect engagement with the built world.

The course offers multi-dimensional exploration of spatial experience that incorporates ideas from philosophy, architecture and neuroscience to better understand, anticipate and design for human behaviour. Through the design of installations you are invited to experiment, examine, measure and critically interpret space, time and narratives with an emphasis on the investigation of social, cultural, ethical and environmental sustainability issues and practices. You will work with diverse design and presentation methods to develop skills and techniques that communicate your ideas. Advanced study in this discipline can lead to careers in exhibition and event design as well as pathways centred on your own inquiry-led design practice.

Course Learning Outcomes

On completion of this course, the student should be able to:

1. Experiment with methods of spatial production
2. Identify and describe a conceptual framework and explore practical responses through iterative design processes
3. Identify and map elements of experience
4. Organise information to communicate spatial and experiential solutions to an introductory standard

Teaching and Learning in this Course

This courses uses a variety of teaching approaches:

Blended/online

- Review - assessment tool
- Moodle - learning management system

Assessment

	TITLE	WEIGHTING	ASSESSMENT TYPE
Assessment Task 1	Esquisses of Experience (Spaces and Senses)	40%	Process Journal
Assessment Task 2	Installation Project	60%	Project

References for this Course

Weekly Resources

Refer to the course Moodle page for a full list of resources provided through Leganto.

Ching, Francis D. K. *Architecture: form, space, & order*. Hoboken, N.J.: John Wiley & Sons, 2007

Garcia, Mark. *The Diagrams of Architecture: AD Reader*. 1 edition. Chichester: Wiley, 2010.

Hantelmann, Dorothea von. "The Experiential Turn." *Living Collections Catalogue* 1, no. 1 (June 30, 2014). http://www.walkerart.org/collections/publications/performativity/experiential-turn/.

Sussman, Ann, and Justin B. Hollander. *Cognitive Architecture: Designing for How We Respond to the Built Environment*. 1 edition. New York: Routledge, 2014.

Goldhagen, Sarah Williams. *Welcome to Your World: How the Built Environment Shapes Our Lives*. New York, NY: Harper, 2017.

Material Resources

TOOLKIT
Sketchbook
Pencil and markers:
Cutting mat
Utility knife
Scissors and/or scalpel
Rulers - scale (1:100, 1:50, 1:20, 1:25)
and metal (for cutting)
Adhesives - stickytape / masking tape / glue / hot glue gun and even blue-tack
Other fasteners - magnets, pins, string, fishing line
Safety glasses
Respiratory mask
Sculpting tools (chisels, rasps etc)
Scaled architectural figures
Camera for documenting the process and capturing views of the spaces created.
Consider what else you can add to this toolkit (for example - bandaids (just in case!)).

MATERIALS
Paper and card of varying weights
Paper/card of varying textures (eg. watercolour paper)
Boxboard
Corrugated cardboard (kraftboard)
Balsa wood square and round rods
Metal rod / wire
Plaster of Paris - for poured models
Assorted plastic pieces
Felt or fabric pieces
Models can be made from all sorts of materials - start a collection!

Specific to the making of the plaster of paris model:
Access to a phone that works
Safety glasses/goggles
Masks
Gloves disposable or rubber
Plaster of Paris
Water
Buckets – a good flexible, smooth bucket can be flexed clean once dry
Disposable plastic containers (for example.recycled flexible plastic food trays)
Newspapers, bin liners or drop sheets
Towels, Sponges, plastic dustpan and brush (these are for cleaning up after the activity!)