



# DDES2130 Experience 2: Spaces of Exhibition

Term T2, 2020

## Course Information

Units of Credit: 6

## Course Overview

### Course Description

#### Fully Online Delivery Term 2 2020

Some adjustments have been made to this course to allow for fully online delivery during the COVID-19 situation. Please refer to the Resources section at the back of this document for more information about materials and resources required to complete this course outline.

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This intermediate course within the Experience disciplinary studio will explore the possibilities of exhibition spaces as active sites for participation and collaboration. Building on foundational knowledge and skills acquired in the introductory course, you will explore the cultures of display that influence exhibition practice. It investigates strategies employed by exhibition designers to frame objects and ideas in order to communicate their meaning to a diverse participating public. More than this, you will be encouraged as a designer to be an agent of change – provoking active engagement with collections and cultural spaces. The studio-based classes will explore ideas and theories for designing for museums and galleries. You will develop a creative inquiry-based around narrative composition and sequencing of spaces, and will learn about the integration of mediated experiences and technologies as an important element in contemporary exhibition practice. Adopting an iterative and collaborative methodology you will propose display strategies and prototype designs with consideration of different materials and constructions methods, that can ultimately reframe a visitor's experience of ideas, objects and spaces.

### Course Learning Outcomes

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

1. Research, analyse and apply comprehensive theoretical and practical knowledge of experience and exhibition design to inform the development of display strategies and participative environments .
2. Demonstrate and implement independent and collaborative problem-solving and design process skills to effectively communicate an exhibition project to a professional standard.
3. Accurately communicate design ideas and outcomes using industry recognised methods and techniques.
4. Investigate ideas, materials and construction methods and apply findings to the development and prototyping of exhibition design solutions.

### Teaching and Learning in this Course

This courses uses a variety of teaching approaches:

#### Blended/online

- Review – Assessment / Feedback Tool
- Collaborate Ultra in Moodle – Virtual Classroom

- The Box - Media Repository
- Moodle - Learning Management System

## Assessment

	TITLE	WEIGHTING	ASSESSMENT TYPE
Assessment Task 1	Detailed Design of a display method	40%	Design Studio Work
Assessment Task 2	Exhibition Design Project	60%	Portfolio

## Resources

Refer to the Moodle course page and associated Leganto listing for prescribed and recommended readings.