**General Information:**

**Name of Course: Design of interior spaces**

**Course Code: PMRTENE029A-GY-01**

**Semester:** 9st

**Number of Credits:** 3

**Allotment of Hours per Week:** 3 Lab /Week

**Evaluation:** Signature (with grade)

**Instructors: Dr Ágnes BORSOS, associate professor**

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**Introduction, Learning Outcomes:**

In this course students will focus on the dual nature of interior design and architecture. One part will reveal how

interior design is an integral part of complex architecture; the other part will show how interior design is

independent. The main goal is for students to gain experience in interior design and the exciting world of object

design.

When a hospital, a brewery, a flower shop or a tennis referee chair is designed, information needs to be gained about the way they work. One of the methods for getting details about how things work is collecting data about them and organizing these data. Through the examination and comparison of existing objects of certain functions, their operational mechanism can be understood. The similarities and overlaps between the objects under examination can be considered constant elements of the function, whereas the differences and peculiarities are the variable elements. The recognition and identification of the constant elements leads to the understanding of the main points of the function, while the variable elements can be regarded as evidence for the versatility and complexity of the function.

**General Course Description and Main Content:**

The task of the semester is to rethink the Library of our Faculty.

Why we chose this task?

The University and the Government is developing our Faculty, we will get new buildings and new places for education and for students as well. This is why parts of our Faculty had to move from one place to another one. One of this function was the library.

The Library had to move from a 900 m2 place to a 180m2 place. This means that there are issues what we have to solve to make it work again.

During this semester, all the Students have to fine individually solutions for the new library to make it work on the way that it should attract the people to come and spend time there.

**Methodology:**

The course provides interior design skills.

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| COURSE OUTLINE |
|  DESIGN OF INTERIOR SPACES 1.Wednesday 8:30-11:00 practice in A306 Instructors : Agnes Borsos DLA Office: B335 e-mail: agnesborsos@mik.pte.hu, Renáta BORBÁS DLA Office: B326 e-mail: borbas.renata00@gmail.com, Richárd SZARVAS Office: B326 e-mail: szarvasrichard@outlook.com |

**1st TASK:**

Without “resources”:

The library has to be rethought on the way that all the existing equipment’s have to be used. This means you have only a little “money” to design it nice and attractive to everybody.

Interpretation of the library. Taking pictures and making notes:

- about the feelings

- about positive things

- about things what have to be changed

**1.1**

Study about design “without resource’s”

How can you change the look of a space without any financial support? Are there solutions?

You need to collect 3 examples and you have to make a small booklet with own opinions why you choose this examples and explain why are those solutions good solutions? Could you get inspiration for your task?

You need to add the observations of the library to your booklet as well.

The booklet size is 15X25 cm, the booklet has to have design values.

*due date:*  3ed week: 9.20.2017

max. 5 point One week delay max 3 points

More than one week delay 0 points, but for finish the semester the task must be submitted.

**1.2**

“Without resource’s” concept presentation

concept figures,

floorplan 1:100,

min 3 pieces of handmade 3d sketches

Presentation:

25cm x 25cm format

*due date:*  4th week: 9.27.2017

15 point

One week delay max 10 points

More than one week delay 0 points, but for finish the semester the task must be submitted.

**1.4**

“Without resource’s” final presentation

Concept figures

Floor plans in 1:100

3D visualization (min 3 pieces)

Presentation:

On 25 X 50 cm format posters.

*due date:*  7th week: 10.18.2017

20 point

One week delay max 15 points

More than one week delay 0 points, but for finish the semester the task must be submitted.

**2ed TASK:**

“Whatever you want”

The library has to be rethought on the way that is should work as a modern library what represents the spirit of our Faculty. It has to attract all of the user. This shouldn’t be only a collection for good architecture and interior design books it should be the place for good design what inspires people.

**2.1**

Study about contemporary library interior design

You need to collect 3 examples and you have to make a small booklet with own opinions why you choose this example and explain why are those solutions smart? Could you get inspiration for your task?

 \_ How can the found examples be used

 \_ The goal has to be defined

 \_ The tools have to draw up

 \_ The accents have to be defined

The booklet size is 15X25 cm, the booklet has to have design values.

*due date:*  8th week: 10.25.2017

5 point One week delay max 3 points

More than one week delay 0 points, but for finish the semester the task must be submitted.

**2.2**

“Whatever you want” concept presentation

concept figures,

floorplan 1:50,

min 3 pieces handmade 3d sketches

Presentation:

25cm x 25cm format

*due date:*  10th week: 11.08.2017

15 point

One week delay max 10 points

More than one week delay 0 points, but for finish the semester the task must be submitted.

**2.3**

“Whatever you want” final presentation

Concept figures

Floor plans in 1:50

Orthogonal views min 4 pieces

3D visualization (min 3 pieces)

Presentation:

On 25 X 50 cm format posters.

*due date:*  15th week: 12.13.2017

20 point

One week delay max 15 points

More than one week delay 0 points, but for finish the semester the task must be submitted.

**3ed TASK:**

“The object”

We will choose you a specific object from your “Whatever you want” design what you have to design more detailed. Finally, you have to present this object as a GIF. The GIF has to show us how the object works and it needs to saw the individuality of your idea.

*due date:*  15th week: 12.13.2017

20 point

One week delay max 15 points

More than one week delay 0 points, but for finish the semester the task must be submitted.

**Studio Culture:**

The course is based on practical enhanced by collaboration, participation and discussions. This is an interaction between Students and Faculty; using teaching methods like ‘Problem-based learning’ and ‘learning-by-doing’. The communication and work should reflect respect for fellow students and faculty.

**Attendance:**

Attendance is required and will impact the grade. Unexcused absences will adversely affect the grade, and in case of absence over more than 30% of the total number of lessons will result in failing the class. To be in class on time and stay until the scheduled end of the lesson is required, tardiness of more than 20 minutes will be counted as an absence. In the case of an illness or emergency a valid excuse, such as a doctor's note, should be presented.

The highest possible grade on a belated project (within 2 weeks) is ‘2’.

**Evaluation + Grading**

Grading will follow the course structure with the following weight: Project Presentation 40%, Homework and other assignments 40%, Final test 20%, and there is a chance to get extra points (5p) according to participation, progress, effort and attitude. Please note that attendance will adversely affect one's grade, both in direct grade reduction and in missing work in the development of a project. The final grade will be based on the following guidelines:

5. Outstanding work. Execution of the work is thoroughly complete and demonstrates a superior level of overall achievement with a clear attention to detail in the drawings, models and other forms of representation. The student is able to synthesize the course material with new concepts and ideas in a thoughtful manner, and is able to communicate and articulate his /her ideas.

4. High quality work. Student work demonstrates a high level of craft, consistency, and thoroughness throughout the drawing and modelling work. The student demonstrates a level of thoughtfulness in addressing concepts and ideas, and participates in group discussions. Work may demonstrate excellence but less consistently than a ‘5’ student.

3 Satisfactory work. Student work addresses all of the project and assignment objectives with few minor or major problems. Graphics and models are complete and satisfactory, exhibiting minor problems in craft and detail.

2. Less than satisfactory work. Graphic and modelling work is substandard, incomplete in significant ways, and lacks craft and attention to detail.

1. Unsatisfactory work. Work exhibits several major and minor problems with basic conceptual premise, lacking both intention and resolution. Physical representation in drawing and models is severely lacking, and is weak in clarity, craft and completeness.

Grading Scale:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Numeric Grade: | 5 | 4 | 3 | 2 | 1 |
| Evaluation in points: | 86P-100P | 71P-85P | 56P-70P | 41P-55P | 0-40 |

**PTE Grading Policy:**

Information on PTE’s grading policy can be found at the website of the faculty too.

**Students with Special Needs:**

Students with a disability and needs to request special accommodations, please, notify the Deans Office. Proper documentation of disability will be required. All attempts to provide an equal learning environment for all will be made.

**Readings and Reference Materials:**

1. Stuart, Christopher (2011). DIY Furniture - A Step- By-Step Guide. United Kingdom: Laurence King Publishing
2. TwoPoints.Net. (2010) Left, Right, Up, Down -New Directions in Signage and Wayfinding, Germany: Gestalten
3. Interior design illustrated Francis DK. Ching, Corky Binggel
4. Spetial strategies for interior design Ian Higgins
5. Utilization, creative home space design ED: Ellyse Ho
6. Basics Interior Architecture 01: Form and Structure: the Organisation of Interior Space Shelly Stone
7. Basics Interior Architecture 02: Context & EnvironmentShelly Stone