

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 workspace 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 "Workspace design"

Companies quickly started searching for more effective workspaces, hence the creation of coworking spaces. Students are tasked with designing the interior concept for a new chain of working spaces. Looking to become an internationally-recognized brand (it's already recognized but need renewals), known for promoting tomorrow's concept of a dynamic and flexible workplace that focuses on sustainable, ergonomic design.

The task is to redesign a community space of ITSH. (IT Services Hungary Mill Park). The task is not to design individual working spaces, the task is to design spaces of ITSH that have to fulfill other needs, as an example: coworking area, phone area, resting area. The purpose of the space is to invoke creative thinking and collaboration with others, therefore an element of play should be incorporated into the designs, either in the dedicated area or throughout the space. The most important criteria is a clear and comprehensive understanding of an ergonomic layout that maximises the use while still being comfortable and welcoming.

To give students a clearer understanding of the concept of ITSH, we have prepared the following "keyword meter" to help students have an idea of what they are looking for in submitted designs. Please note, this is simply an additional tool to help students understand what is preferred in design submissions, **it is not a list of requirements for the semester task**. As this is a semester task, students are encouraged to push the limits of design and are free propose a different vision.

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Course Syllabus

Schedule: W, 8:30-11.00

Location: PTE MIK, A205

Preferred feelings (keywords)	Not Preferred feelings (keywords)
SUSTAINABILITY	WALLPAPERS
HIGH PRICE FOR QUALITY	CURTAINS
FORM FOLLOWS FUNCTION	MORE THAN 4 COLORS
TIMBER	CARPETS
ICONIC	PLASTIC
ERGONOMICS	METAL
QUALITY OVER QUANTITY	
CREATIVE MESS	
FLEXIBILITY	
MINIMALISM	

Formal requirements:

1. First task- "workspace design" concept

1.1

Study about contemporary office buildings

- _ 5 examples
- _ Your own summary with minimum of 2000 characters

1.2

First task concept submission (30 points):

- _ Concept figures
- _ Floor plans in 1:50
- _ 3D visualization concept (min 3 pieces)

Required format of the submission:

15X25 cm brochure. Submission is only digitally.

2. Second task- "Workspace" final design

2.1 (10 points)

One furniture should be picked with the instructor from the design task. The chosen furniture has to have the most special design from the point of the designed space and usage. The furniture use has to be introduced through a GIF with 10-15 pictures. The graphic design of the GIF must be aligned on the whole plan. (Videos are not going to be accepted, the task is to do a GIF about a special area or a piece of furniture!)

2.2 (40 points)

First Task Final presentation (35 points):

"Workspace" final design submission of the design task /digital submission/

Design parts for submission:

- _ Concept figures
- _ Floor plans in 1:50
- _ Detail drawings 1:10 or 1:5
- _ Orthogonal views min 4 pieces
- _ 3D visualization (min 3 pieces)

Required format of the submission:

15X25 cm brochure. Submission is only digitally.

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The submitted tasks should be presented in a high aesthetic and graphics quality. This will be a consideration during the evaluation as well. The lack of measurable technical and aesthetic quality can in some cases give a reason for repetition.

Points of the semester:

1. First task:

Study	10 points
Concept submission.	30 points

2. Second task:

2.1 GIF	10 points
2.2 Final submission	40 points

3. Attendance10 points***Methodology:***

The course provides interior design skills.

COURSE OUTLINE

DESIGN OF INTERIOR SPACES
 Tuesday 11:15-14:00 practice in A303

Instructors :

Agnes Borsos DLA Office: B327 e-mail: agnesborsos@mik.pte.hu,

Alexandra PETŐ Office: B327 e-mail: peto.alexandra@mik.pte.hu

month	day	week	practice
September	03.	01.	Attendance - Vote for the Task
	10	02.	Introduction of the Syllabus - Research
	17.	03.	"Workspace" concept consultation
	24.	04.	"Workspace" concept consultation
October	01.	05.	"Workspace" concept consultation
	08.	06.	"Design container" material use, research furnitures
	15.	07.	"Design container" material use, research furnitures
	22.	08.	1.. "Workspace" concept submission (the concept design and the study as well) -digital submission
	29.	09.	Fall break
November	05.	10.	Wall view consultation M:50 if it is necessary with physical model
	12	11.	Wall view consultation M:50 if it is necessary with physical model
	19.	12.	Lighting consultation M1:50
	26.	13.	Furniture design consultation M1:10 or 1:5 if it is necessary with physical model
December	03.	14.	2. Second task submission (Final design and the GIF)
December	10.	15.	2. Second task submission (Final design and the GIF)- extended submission (for minus 10 points)

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:	85P-100P	77P-84P	65P-76P	51P-65P	0-50

PTE Grading Policy:

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

Students with Special Needs:

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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 & Environment Shelly Stone

Pécs, september 3. 2019.

Dr. BORSOS Ágnes,

associate professor

University of Pécs Faculty of Engineering and Information Technology
Department of Interior, Applied and Creative Design