



Course name	Designing Exhibition Spaces
Entity running the course	Faculty of Interior Architecture and Design
Entity for which the course has been prepared	Department of Interior Architecture
Course type	core / compulsory course
Year of study / semester, type of studies	Year II, sem. III, advanced level, full-time master's degree
ECTS credits	4 pts ECTS per semester
Academic tutor	Ass. prof. Dominika Sobolewska, PhD, ass. tutor Patrycja Mastej, MFA
Aim of the course	The main objective of the course is to design objects and spatial installations with an emphasis on their interactive nature. Students look at the new design paradigms, examine the importance of interactivity in its wider social context. The resulting projects use modern technology and its form to correspond with the issue being developed.
Prerequisites	Knowledge and skills gained at the first year of master's degree.
Learning outcomes:	
- knowledge	Student has advanced knowledge in proposing innovative spatial solutions and a wide understanding of modern materials, allowing for design of interactive objects and spatial installations.
- skills	Student can design an interactive installation, based on the intuitive behavior of the recipient, which provides its contents and information on the developed contexts. The student has the skills to make a clear presentation of their own design concept enriched with a clear scheme of interaction.

<p>- personal and social competence</p>	<p>Student acquires ability to work in interdisciplinary project teams, while maintaining their individual creative identity. Student notes the potential of pro-social and educational role of spaces and interactive objects in our environment affecting positive change in customer behavior.</p>
<p>Course content</p>	<p>Spatial design and interactive objects for the needs of cultural institutions, festivals, parks, and other public places. Exploring design methodology with emphasis on the search for connections between different fields of science. Preceding the design work with in-depth analysis of the issues illustrated by the created installation or spatial object. Paying attention to the intuitive and educational contact the recipient with the designed installation.</p>
<p>Course form and number of course hours</p>	<p>Classes in the interactivity laboratory, individual research, consultations, reviews, discussions (60 hours per semester).</p>
<p>Assessment methods and criteria</p>	<p>40% creative activity and ingenuity during task realization 60% final results</p>
<p>Assessment type</p>	<p>Graded pass (winter semester)</p>
<p>Literature</p>	<p>L. Bullivant, Alice in Technoland, w: „4dsocial. Interactive Design Environments” 2007, nr 4; J. Gołosz, Czas i przestrzeń a świat fizyczny, w: „Zagadnienia filozoficzne w nauce” 1995, nr XVII; E. Hall, Ukryty Wymiar, przeł. T. Hołówka, Warszawskie Wydawnictwo Literackie Muza, Warszawa 1997; U. Haque, Architecture, interaction, systems, Arquitetura/Urbanismo, AU 149, August, Brazil; B. Jakubicki, Projektowanie obiektów projekcyjnych, jako elementów wnętrz. (Studium obiektów multimedialnych, budujących wirtualnomaterialne hybrydy), praca habilitacyjna, Akademia Sztuk Pięknych im. Eugeniusza Gepperta we Wrocławiu, Wydział Architektury Wnętrz i Wzornictwa, Wrocław 2011 [komputeropis];</p>
<p>Teaching aids</p>	
<p>Language of instruction</p>	<p>Polish, English</p>