Faculty of Engineering
Department of Interior Design

Interior Design Applications

3rd year – 2nd Semester

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Room No. 313

Academic Year 2018-2019

	Course Name	Interior Design Applications
	Course Code	INDS 321
	Lecturer in Charge	Asst. Lecturer
	Department/College	Interior Design / Engineering
	Contact information	e-mail: madyan.maher@gmail.com
	Time(in hours) per week	Theory: 2 h.
	Keywords	
	Objectives: At the end of this lecture, the students should be able to: • Establish basic concepts about **Way-Finding**.	

Week	Lecture Date	Number of hours	Topic
1	5/2/2019	2 h	Introduction, course overview
2	12/2/2019	2 h	Space as language
3	19/2/2019	2 h	Space and the human dimension
4	26/2/2019	2 h	Mechanisms of perceiving space
5	**26/3/2019**	**2 h**	**Way-Finding**
6	2/4/2019	2 h	
7		2 h	
8		2 h	
9		2 h	
10		2 h	
11		2 h	
12		2 h	
13		2 h	

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Way-finding

Course Reading List and References:

- Language of Space
  by Bryan Lawson

Way-finding:

- Way-finding means the process individuals use to navigate in unfamiliar surroundings by depending on the cognitive maps.

Way-finding:

- Cognitive maps assist the way-finder in determining paths in new, never visited spaces because individuals can apply previously learned information from a particular environment to a new but similar environment.

Way-finding:

- Buildings with design features that help build a robust cognitive map for individuals can be highly important to way-finding, particularly as it applies to remember a space if the way-finder revisits it.

Way-finding:

- They can also assist in returning people to their point of origin.
- Robust cognitive maps are important to people with intellectual and cognitive disabilities as well as to persons with poor memories or those who become easily confused.

Way-finding:

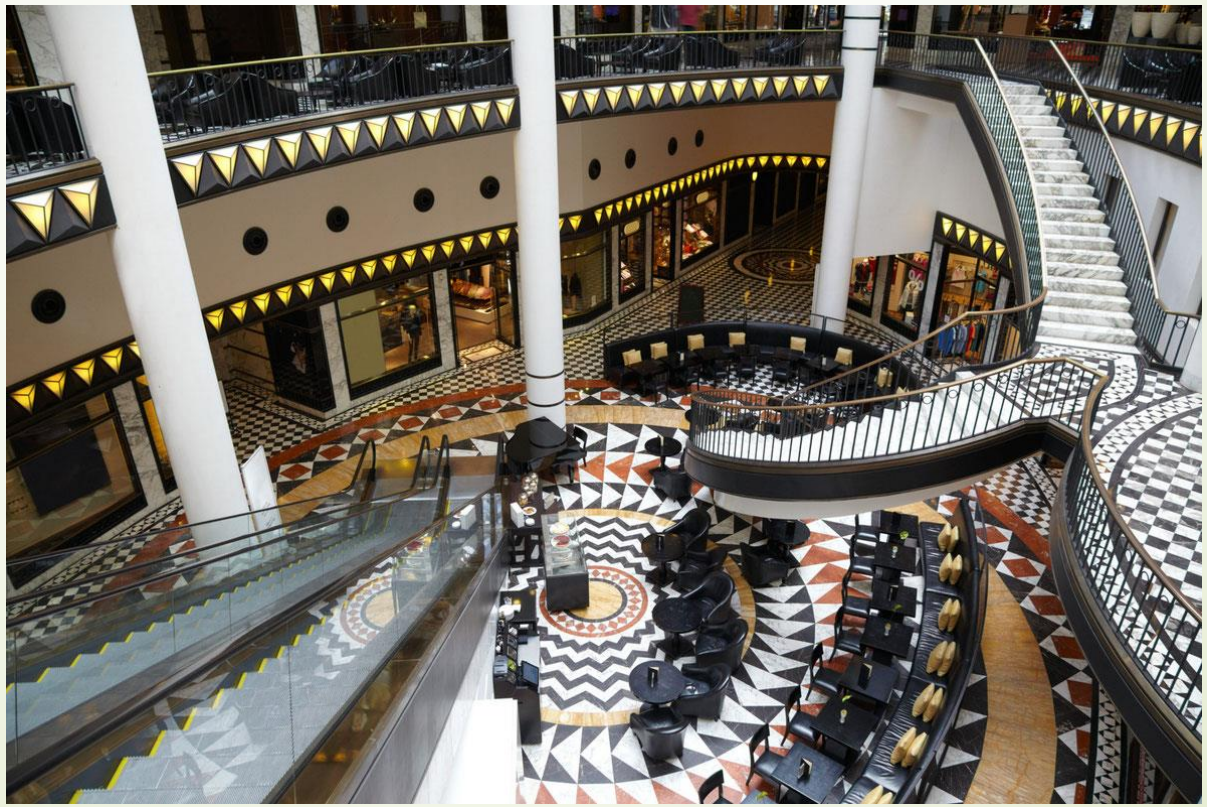
- Building owners and managers, architects, and interior designers might think that their buildings offer appropriate way-finding information by providing maps, directories, and signage, or even a staffed information booth.
- Maps are often provided in shopping malls and building complexes as a way-finding aid. However, many people have difficulty reading a two-dimensional map.

Way-finding:

- Key Factors in Better Way-finding Design:
- **Spatial Organization**: Design **architectural features** into the building that define different areas such as archways, columns, varied ceiling heights.
- These distinct architectural features help in creating orientation points in a cognitive map (e.g., remembering to take a left at the large, columned archway).

Way-finding:

- Ensure that a larger building has **destination zones**.
- Examples might include a food court in a shopping mall, a central atrium space, or an office cafeteria.



Way-finding:

- Destination zones can be useful in designating areas for meeting another person, for orienting to a specific location or retracing a path, and for sheltering in place during emergencies. Destination zones can also provide orientation points for giving directions during emergencies, and they should be clearly marked and discussed during emergency evacuation practices.

Way-finding:

- Key Factors in Better Way-finding Design:
- Provide **spatial overview opportunities** so that individuals can view a building's layout from various vantage points.

Way-finding:

- Spatial overview opportunities help build a better cognitive map, allowing people to learn quickly about various parts of a building, including exits and corridors that lead to exits, as well as paths that lead to destination zones and/or places of shelter within a building. Spatial overview opportunities also allow for greater ease in understanding exiting locations, thus reducing the possibility of errors during building evacuation.

Way-finding:

- Consider the **overall layout** of the building. Is the layout confusing? Is it easy to get lost? Research has underscored the importance of spatial layout in way-finding.
- Symmetrically laid out buildings can prove confusing when translated to three dimensions unless the sides are clearly differentiated.

Way-finding:

- **Landmarks** : Landmarks are another important cue in way-finding design.
- Many people with different types of cognitive disabilities as well as those who cannot read at all or who cannot read the native language rely on landmarks to mark and remember a path. Additionally, the use of landmarks is important during the evacuations.

Way-finding:

- **Signage**: Spatial organization and landmarks are fundamental to good way-finding design, however, properly designed and well-placed signage is often relied upon to aid in way-finding and is highly useful in communicating necessary information, including desired destinations and exiting locations for building evacuation.

- **Maps**

Way-finding:

- **Color&Lighting** : Color and lighting are both useful in wayfinding design.
- Color can act as a reinforcer in way-finding design and should never be used as the primary source of way-finding information because there are a number of people with color vision deficiency, a malady that affects at least 8% of males and 2% of females.
- Lighting (both electric and natural) is also useful in way-finding to highlight various architectural features and illuminate maps, signage, and landmarks.
- Highlight a path or warn people away from an area. Judicious placement of lighting can be a very effective way to reinforce way-finding, especially during emergency exiting.


THANK
YOU
FOR
YOUR
ATTENTION