

Faculty of Engineering
Department of Interior Design


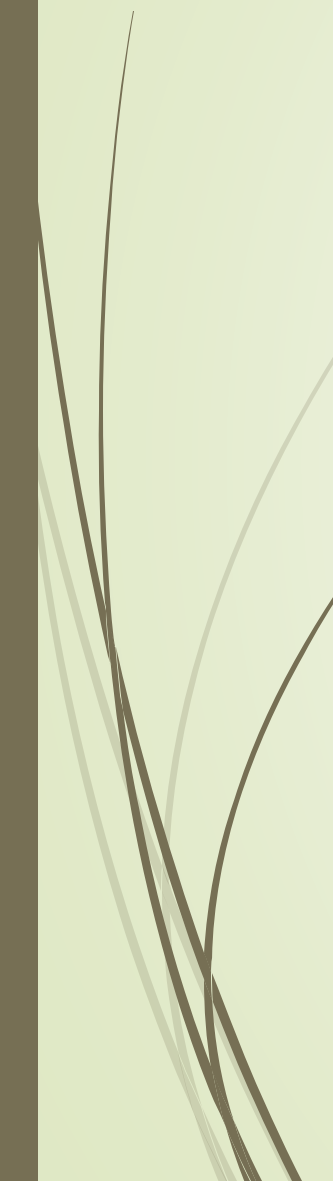
Interior Design Applications

3rd year – 2nd Semester



M.S.C. Madyan Rashan

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 madyan.maher@ishik.edu.iq
	Time(in hours) per week	Theory: 2 h.
	Keywords	
	Objectives: At the end of this lecture, the students should be able to: <ul style="list-style-type: none"> • Establish basic concepts about Social Interaction. 	

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	<u>2 h</u>	Mechanisms of perceiving space
5	26/3/2019	<u>2 h</u>	Way-Finding
6	2/4/2019	<u>2 h</u>	Spatial Org. and Social Interaction
7	23/4/2019	<u>2 h</u>	Social Interaction
8	30/4/2019	<u>2 h</u>	Social Interaction
9		<u>2 h</u>	
10		<u>2 h</u>	
11		<u>2 h</u>	
12		<u>2 h</u>	
13		<u>2 h</u>	



Last Lecture:



Spatial Cognition



Course Reading List and References:



Language of Space
by Bryan Lawson



How does design affect on social interaction?

- The design of a place affects the choices people can make, at many levels:
- - it affects **where people can go**, and where they cannot: the quality we shall call **permeability**.
- - it affects the **range of uses** available to people: the quality we shall call **variety**.
- - it affects how easily people can **understand** what opportunities it offers: the quality we shall call **legibility**.
- - it affects the degree to which people can use a given place for **different** purposes: the quality we shall call **robustness**.
- - it affects whether the detailed **appearance** of the place makes people **aware** of the choices available: the quality we shall call **visual appropriateness**.
- - it affects people's **choice of sensory experiences**: the quality we shall call **richness**.
- - it affects the extent to which people can put their **own stamp** 'on a place: we shall call this **personalisation**.

➡ How does design affect on social interaction?

➡ Permeability

- ➡ Only places which are accessible to people can offer them choice. The quality of **permeability** - the number of alternative ways through an environment - is therefore central to making responsive places.
- ➡ **Permeability** must be considered early in design. The designer must decide how many routes there should be, how they should link together, where they should go and - the other side of the coin - how to establish rough boundaries for blocks of developable land within the site as a whole.

How does design affect on social interaction?

➤ Legibility

- In practice, the degree of choice offered by a place depends partly on how **legible** it is: how easily people can understand its layout.
- The tentative network of links and uses already established now takes on three-dimensional form, as the elements which give perceptual structure to the place are brought into the process of design.
- **Legibility** means the quality which makes a place graspable - is the next topic to explore.

How does design affect on social interaction?

➤ Robustness

- Places which can be used for many different purposes offer their users more choice than places whose design limits them to a single fixed use. Environments which offer this choice have a quality we call **robustness**.
- Inside buildings, this leads to a tendency for designers to provide **specialised** spaces for the different activities.
- This specialization, to serve the patron's interests, often makes it more difficult for **other** activities to take place:
- this reinforces the effects of the patron's lack of interest in user choice.



How does design affect on social interaction?

➤ Robustness

➤ Experience suggests that there are three key factors which support long-term robustness:

➤ building depth

➤ access

➤ height

How does design affect on social interaction?

➤ Robustness

➤ Building depth

➤ The vast majority of building uses require natural light and ventilation.

➤ Buildings which are too deep for this cannot easily change in use.

➤ Access

➤ All building uses need some links to the outside world. *So* the number of access points is a key factor governing how easily a building can adapt to a variety of uses.



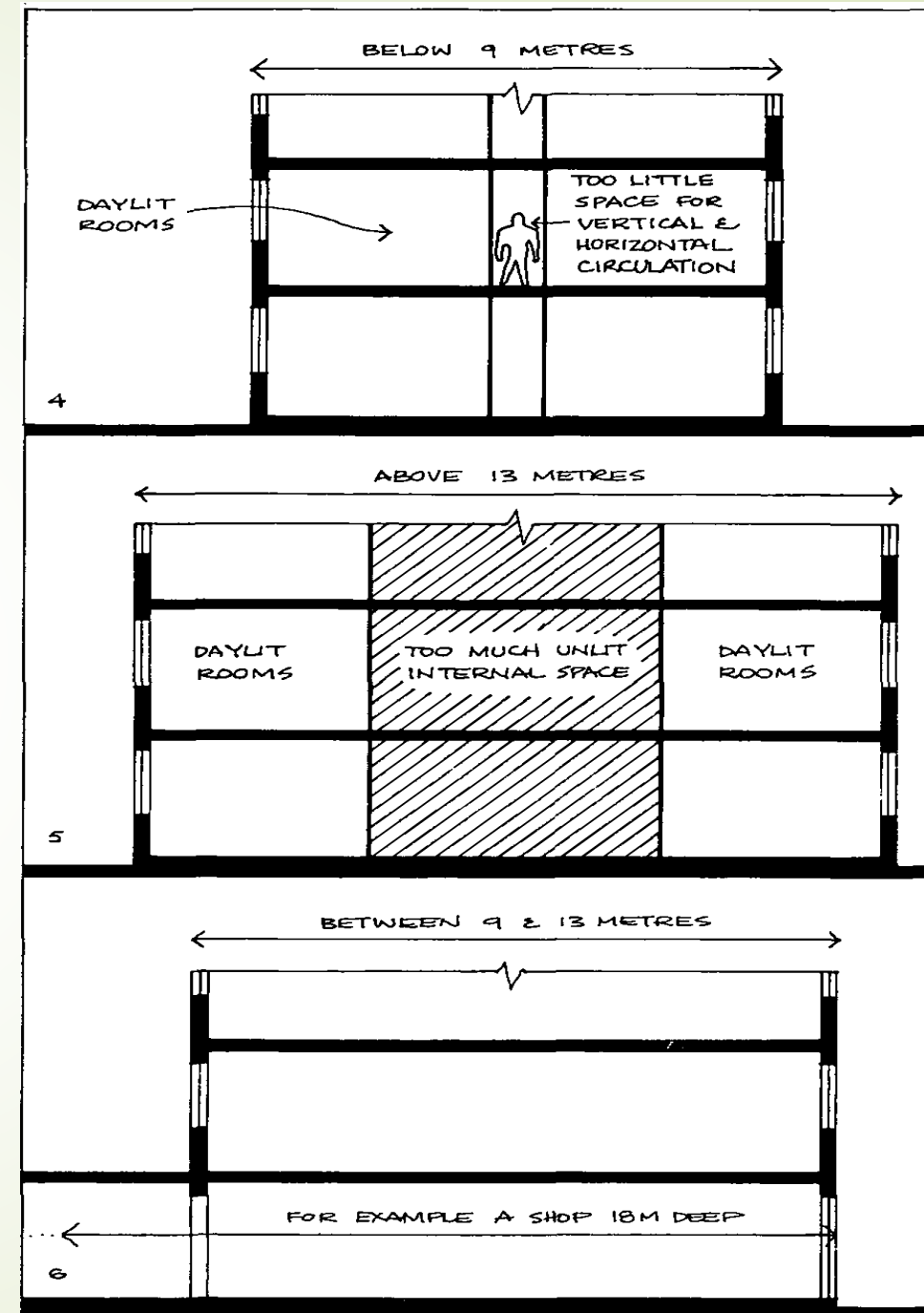
How does design affect on social interaction?

- **Robustness**
- **Building height**
- The importance of access also affects building height: in a tall building, the upper floors have restricted links to the outside, and are therefore less suitable for a wide range of uses.

Robustness

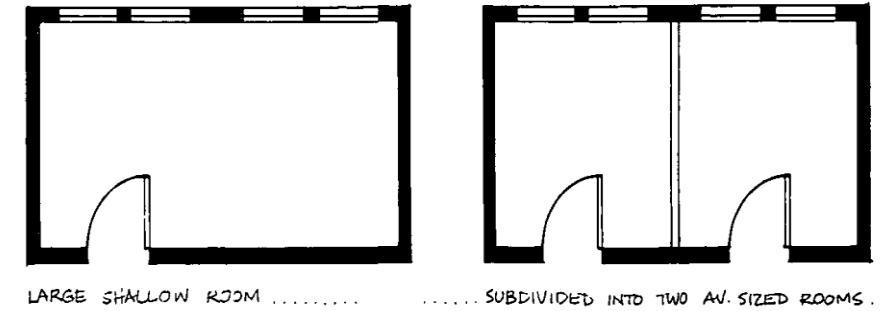
Building depth

- The vast majority of building uses require natural light and ventilation. Buildings which are too deep for this cannot easily change in use.
- Robust buildings are therefore *shallow* in plan: the most robust depth is between 9 and 13 m. Below 9 m, the building is too shallow for a central corridor, and this limits the possible internal arrangements (4).
- Above 13 m, the space is too deep to allow subdivision into small rooms, unless some are internal. *So* organize as much of the building as possible into a 9-13 m depth, keeping those **uses** which will not fit as separate as possible. In this way, at least the major part of the building will have a high level of large-scale robustness.

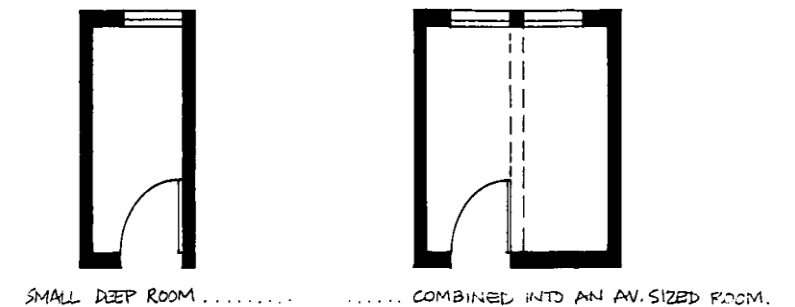


For a given area, rectangular rooms with plan proportions between 1:1 and 1.2 can accommodate the widest range of activities.

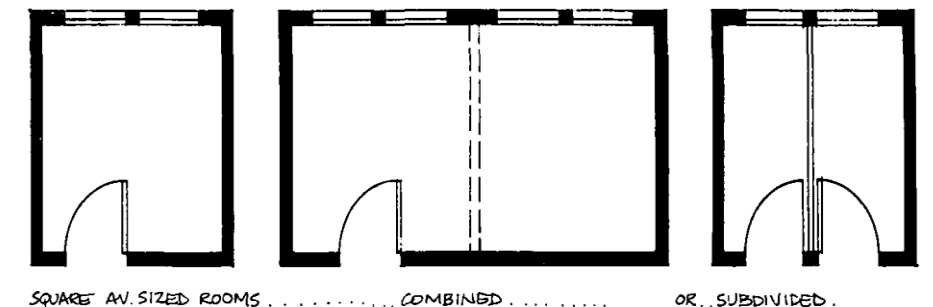
- **Shallow** rooms with their windows on the long-side can easily be subdivided into spaces with natural light and **useful** proportions.
- **Deep** rooms are more easily combined into larger spaces of useful shape. So give any rooms which exceed 14 m shallow form, so that they can be subdivided into smaller ones.
- Make only the smaller rooms deep, and avoid separating them by structural walls, so they can easily be combined into average sized rooms if the opportunity arises.
- Average sized rooms themselves are best square, so they can be combined **or** subdivided (6).



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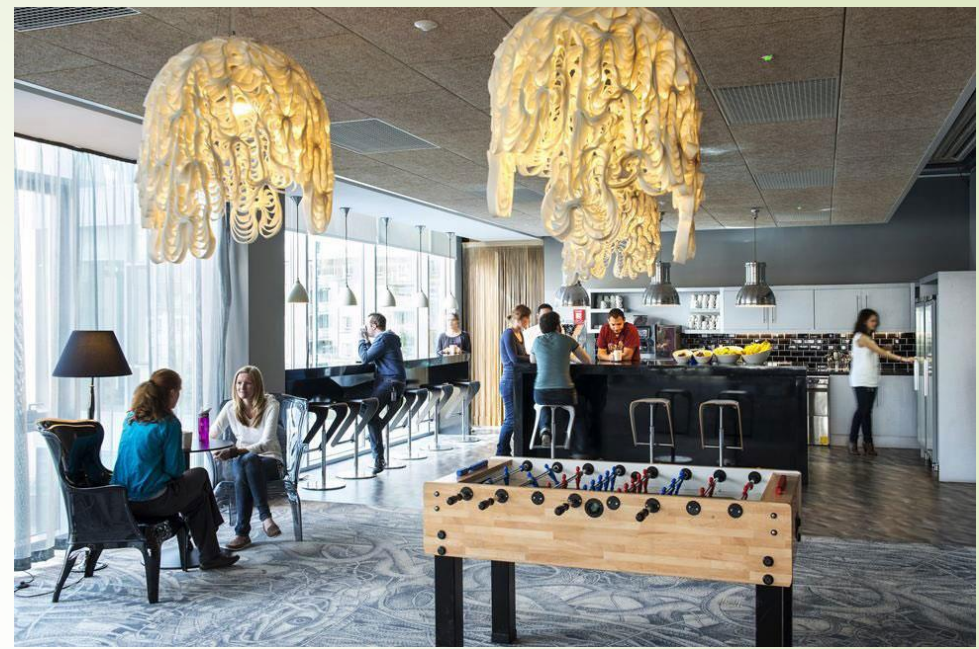


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How does design affect on social interaction?

- **Personalisation**
- It is therefore especially important to make it possible for users to *personalise* these existing environments: this is the only way most people can achieve an environment which bears the stamp of their own tastes and values.





**THANK
YOU
FOR
YOUR
ATTENTION**