

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
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	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.

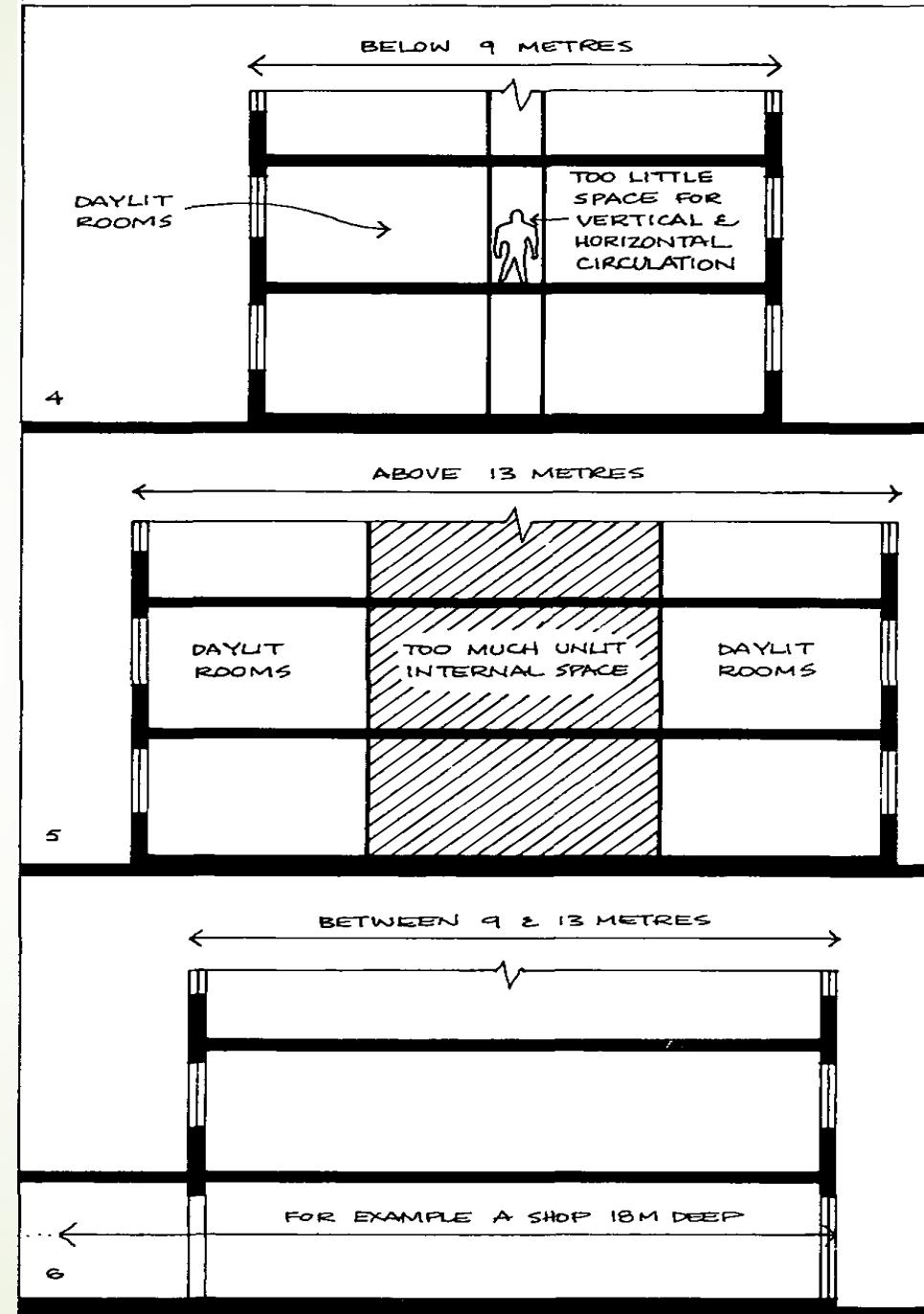
→ How does design affect on social interaction?

- ▶ **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

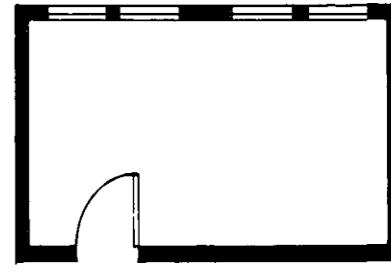
Building depth

- 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.

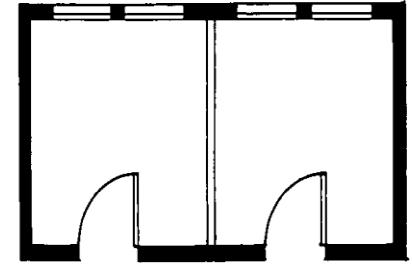


For a given area, rectangular rooms with plan proportions between 1:1 and 1.2 can accommodate the widest range of activities.

- ▶ **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)**.



LARGE SHALLOW ROOM

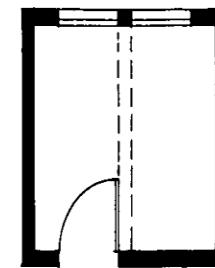


..... SUBDIVIDED INTO TWO AV. SIZED ROOMS.

4

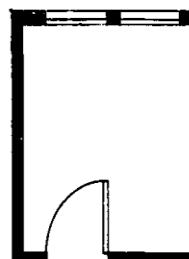


..... SMALL DEEP ROOM

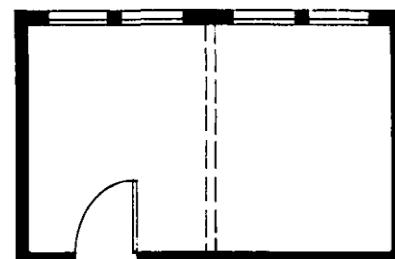


..... COMBINED INTO AN AV. SIZED ROOM.

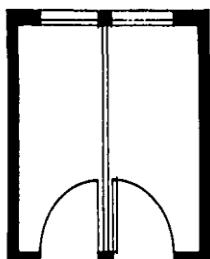
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SQUARE AV. SIZED ROOMS



..... COMBINED



..... OR.. SUBDIVIDED

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