

NIRMA UNIVERSITY

Institute:	INSTITUTE OF DESIGN
Name of Programme:	BACHELOR OF DESIGN
Course Code:	3DD305ME26
Course Title:	Space Design
Course Type:	<input type="checkbox"/> Core/ <input type="checkbox"/> Value Added Course/ Departmental Elective/ <input checked="" type="checkbox"/> Institute Elective / <input type="checkbox"/> University Elective/ Open Elective <input type="checkbox"/> Any other
Year of introduction:	Academic Year 2026-27

L	T	Practical component				C
		LPW	PW	W	S	
			8			4

Course Learning Outcomes (CLO):

At the end of the course, the student will be able to:

1. Demonstrate understanding about the principles of space and spatial perception. BL2
2. Design a spatial experience for an exhibition, museum, cultural space, retail environments etc. keeping in mind the principles of spatial perception and experience. BL5
3. Develop visual narratives combining images, text, colour, elements and principles of design etc. to create an interactive space. BL4
4. Apply cognitive and interaction principles that will help enhance the design brief (BL3) BL3

Content:

Total Teaching hours: 120 Hrs

Units	Content	Teaching hours
Unit 1	<ul style="list-style-type: none"> • Principles of spatial perception and experience <ul style="list-style-type: none"> ○ Understanding space: envelope and contents ○ Understanding space and users: scale, flow and perception ○ Understanding cultural language of spaces 	06 Hrs.
Unit 2	<ul style="list-style-type: none"> • Visits to museums, cultural spaces and retail environments to understand how space configuration and treatment changes with user intent (Field visits and online study) <ul style="list-style-type: none"> ○ Understanding concept, stakeholders involved, including the intended audience ○ Analysis of experiences and decoding of elements involved ○ Analysis of display elements, structures, materials etc. 	24 Hrs.

Unit 3	<ul style="list-style-type: none"> ● Concept development for creating an experiential space <ul style="list-style-type: none"> ○ Development of a Design Brief ○ Research on theme/subject ○ Concept note preparation 	30 Hrs.
Unit 4	<ul style="list-style-type: none"> ● Design of Spatial Contents <ul style="list-style-type: none"> ○ Content development ○ Design detailing ○ Representation of concepts through models and digital tools 	60 Hrs.

Self-Study	
Suggested Readings/References	<p>Books</p> <ol style="list-style-type: none"> 1. Weiss, Walter M. <i>The Bazaar: Markets and Merchants of the Islamic World</i>, London: Thames & Hudson. 2001. 2. Bloor, Robin. <i>The Electronic Bazaar: From the Silk Road to the e-Road</i>, Nicholas Brealey Publishing. 2000. 3. Hughes, Philip. <i>Exhibition Design: An Introduction</i>, Laurence King Publishing. 2015. 4. Lupton, Ellen and Andrea Lipps (eds). <i>The Senses: Design Beyond Vision</i>. Princeton Architectural Press. 2018. 5. Lupton, Ellen. <i>Design is Storytelling</i>, Cooper Hewitt, Smithsonian Design Museum. 2017. 6. Ryan, Zoe. <i>As Seen: Exhibitions that Made Architecture and Design History</i>. Art Institute of Chicago. 2017. 7. Zamora, Francesc <i>Affordable Exhibition Design</i>, Harper Design. 2011 <p>Online Resources</p> <ol style="list-style-type: none"> 1. Khan, Imran Khan, Malini O Nathe, Radhika Raut. "The Psychology of Space in Museum Environment". <i>International Journal of Scientific Research & Engineering Trends</i> Volume 11, Issue4 , July-Aug-2025, ISSN (Online): 2395-566X. https://ijsret.com/wp-content/uploads/IJSRET_V11_issue4_139.pdf 2. An Architect's Guide To: Museum Planning. https://architizer.com/blog/practice/details/architects-guide-museum-planning/
Suggested field visits	Field visits to Gandhi Ashram, Mahatma Mandir, Statue of Unity, Calico Museum, malls, Sunday market, Teen Darwaza, Kankaria zoo, Riverfront etc.

Handwritten signature