Bachelor Spatial Design
Module Overview

1st Year

Specialized Modules +++Modules

Fall Semester

Intro 1
Collaborative project in physical space in a real context

+Focus
Elective modules on practical skills around the workshops and beyond

Space 1
Introduction to the theory and design practice of spatial design

Methods 1
Theories, Practices and Contexts of the professional field of Spatial Design

Media 1
Theories on human perception and practice of media design in space

+Reflect
Elective modules on current issues and reflections on art, design, ecology, media, culture and philosophy

Experience 1
Insights into needs, actions and interactions as a basis for the design of spaces

ISA
Joint elective modules from the University of Applied Sciences and Arts, the University of Teacher Education and the University of Lucerne

Spring Semester

Explore 1
Development of design concepts based on research and analysis within real cooperation projects

Methods 2
Spatial Design theory and methods in the context of human-centred design, design thinking, experience design

Design 1
Idea generation and visualisation of alternative solutions in the form of pictures, models and plans

+Reflect
Elective modules on current issues and reflections on art, design, ecology, media, culture and philosophy

Realize 1
Elaboration, implementation and testing of design concepts in physical space up to the 1:1 mock-up

+Colabor
Interdisciplinary elective modules with interdisciplinary teams of lecturers on specific topics

2nd Year

Specialized Modules +++Modules

Intro 2
Introduction to Extended Reality technologies and creation of virtual spaces with 3D modelling software

+Focus
Elective modules on practical skills around the workshops and beyond

Space 2
Introduction to Augmented Reality and its potential for the design of urban spaces

Methods 3
Research methods for defining and contextualising one's own question or thesis in current debates

Media 2
Image composition, colour design and atmosphere of media-generated visualisations to impart stories

+Reflect
Elective modules on current issues and reflections on art, design, ecology, media, culture and philosophy

Experience 2
Develop and design interactions in virtual space using game engines

ISA
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Explore 2
Development of design concepts in hybrid space based on research and analysis within real cooperation projects

Methods 4
Testing written and oral forms and formats of presenting and communicating chosen issues

Design 2
Idea generation and visualisation of solution variants in the form of images, models and interactive prototypes

+Reflect
Elective modules on current issues and reflections on art, design, ecology, media, culture and philosophy

Realize 2
Elaboration, implementation and testing of design concepts in hybrid space up to the immersive prototype

+Colabor
Interdisciplinary elective modules with interdisciplinary teams of lecturers on specific topics

3rd Year

Specialized Modules +++Modules

Intro 3
Role perception, self-assessment and positioning in the professional field of Spatial Design

+Focus
Elective modules on practical skills around the workshops and beyond

Space 3
In-depth spatial conception based on a complex project in physical or digital space

Methods 5
Artistic-scientific thinking and writing in relation to finding topics, determining methods and format of the BA thesis

Media 3
Deepening media design by means of a complex project in physical or digital space

+Reflect
Elective modules on current issues and reflections on art, design, ecology, media, culture and philosophy

Experience 3
Advanced prototyping, testing and evaluation of a self-developed project in physical or digital space

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BA-Arbeit
Independently developed written and practical Bachelor's thesis as well as exhibition on a self-selected topic

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Accompanying courses in the subject modules
– Toolbox 1: CAD, model making, 3D printing, image processing
– Toolbox 2: 3D modelling, 3D scanning, game engines
– Visualisation: Perspective, atmospheric drawing, storyboarding
– Graphic Design: typography, layout, images and text
– Web design: design, programming homepage, social media
– Video Essay: Video as a research and presentation tool
– Design and architecture theory:
– Design methods: research, analysis, ideation, prototyping, evaluation
– Project management: self-management, time planning, resource plan
– Presentation skills: presentation techniques

Interdisciplinary evening lecture
Evening lecture on the history, present and future of design, film and art

SD BA 1   SD BA 2   SD BA 3   +++

Specialized Modules   +++Modules

The degree course may change slightly, as it is continually under review