



MODUL HANDBOOK EXHIBITION DESIGN

Bachelor Degree Program
Department of Interior Design
Faculty of Creative Design and Digital Business

Institut Teknologi Sepuluh Nopember



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Description of Course Unit

Course unit title	Exhibition Design
Course unit code	DI 184524
Type of course unit (compulsory, optional)	optional
Level of course unit (according to EQF: first cycle Bachelor, second cycle Master)	first cycle Bachelor
Year of study when the course unit is delivered (if applicable)	3 rd year
Semester/trimester when the course unit is delivered	5 th semester
Number of ECTS credits allocated	4,8 Credits
Name of lecturer(s)	Anggra Ayu Rucitra, ST.,MMT
Learning outcomes of the course unit	<ol style="list-style-type: none"> 1. Students capable of applying design elements and exhibition design principles; 2. Students understand the types of exhibitions and their applications; 3. Students understand various display systems and their applications; 4. Students capable of producing booths; 5. Students can present in manual and digital with a complete, systematic, accurate, and attractive manner; 6. Students can work independently and in teams and take responsibility for their work.
Mode of delivery (face-to-face, distance learning)	face-to-face
Prerequisites and co-requisites (if applicable)	-
Course content	<ol style="list-style-type: none"> 1. Introduction of design elements and design principles of exhibitions 2. Explanation of completeness of materials, terms of work and systematic workmanship 3. Types of exhibition 4. Types of exhibition materials 5. Environmental graphic design (EGD) 6. Explanation of completeness of materials, terms of work and systematic workmanship 7. Display system theory 8. Explanation of ergonomics 9. Explanation of the collection list
Recommended or required reading and other learning resources/tools	<ol style="list-style-type: none"> 1. Shuxin Yu, Lixia Wang, Yanhong Yang, Analyzing and predicting colour preference of colour palettes, Heliyon, 10.1016/j.heliyon.2023.e14080, 9, 3, (e14080), (2023) 2. Jiyoung Oh, Heykyung Park, Effects of Changes in Environmental Color Chroma on Heart Rate Variability and Stress by Gender, International Journal of Environmental Research and Public Health, 10.3390/ijerph19095711, 19, 9, (5711), (2022)

	<ol style="list-style-type: none"> 3. Tovey, M., & Ebook library. (2015). Design Pedagogy Developments in Art and Design Education. Farnham: Ashgate Publishing 4. Leach, J., 2005. 'Being in Between': Art-Science Collaborations and a Technological Culture. Social Analysis, pp.141-160 5. Beheshti, M. (2008). Iranian Garden World. Golesta- Honar, 4(2), 15-7 6. Sybille Kramer (2014). Exhibition Design (Architecture in Focus). Braun Publishing
Planned learning activities and teaching methods	Problem-Based Learning, Project-Based Learning and Blended Learning
Language of instruction	Indonesia and English
Assessment methods and criteria	Assignment, Project, Quiz, Midterm Exam and Final Exam

Learning Outcome (LO)

LO	Description
LO2	Able to think critically and creatively in preparing interior design ideas/ concepts
LO4	Able to present design outputs (process and design results) manually and/ or computer-assisted in 2D and 3D
LO7	Mastering basic knowledge of aesthetics, behavior and technology in the field of interior design
LO10	Able to provide alternative solutions and make the right, creative and innovative decisions related to the field of interior design based on good leadership and communication skills

Course Learning Outcome (CLO)

CLO	Description	Mapping of CLO to LO				Weight of CLO (%)
		LO 2	LO 4	LO7	LO10	
CLO1	Students can understand and apply design elements and exhibition design principles	x	x			30
CLO2	Students can understand the types of exhibitions and their applications	x	x	x		30
CLO3	Students understand the various display systems and their applications	x	x	x		20
CLO4	Students are able to deliver presentations, both manually and digitally, comprehensively, systematically, accurately, and attractively				x	10
CLO5	Students are able to work independently or in teams, take responsibility for their work and take on roles in teamwork				x	10

Assessment Plan

No.	Course Learning Outcomes*	Assessment Technique	Assessment Weight (%)
1.	CLO1 Students can understand and apply design elements and exhibition design principles CLO2 Students can understand the types of exhibitions and their applications CLO3 Students understand the various display systems and their applications CLO4 Students are able to deliver presentations, both manually and digitally, comprehensively, systematically, accurately, and attractively CLO5 Students are able to work independently or in teams, take responsibility for their work and take on roles in teamwork	Project 1 3x3 Exhibition Case Study (Case Method)	50
2.	CLO1 Students can understand and apply design elements and exhibition design principles	Project 2 Commercial Area	50

No.	Course Learning Outcomes*	Assessment Technique	Assessment Weight (%)
	<p>CLO2 Students can understand the types of exhibitions and their applications</p> <p>CLO3 Students understand the various display systems and their applications</p> <p>CLO4 Students are able to deliver presentations, both manually and digitally, comprehensively, systematically, accurately, and attractively</p> <p>CLO5 Students are able to work independently or in teams, take responsibility for their work and take on roles in teamwork</p>	Case Study (Team-based Project)	
Total Assessment Weight			100

Learning Outcome Plan

Week	Sub Achievement-Subject Final Ability	Breadth (Learning Material)	Learning Method	Estimated Time	Students Learning Experience	Assessment Criteria and Indicator
1 - 3	Students can understand and apply design elements and design principles of exhibition	Introduction Lecture - Introduction of design elements and design principles of exhibitions - Explanation of completeness of materials, terms of work and systematic workmanship	Introduction lecture and Practice. - Explanation of design elements and design principles - Explanation of assignment 1, sketch design of exhibition 3x3m with different position (island, middle and corner) - Discussion, question and answer and consultation Assignment 1 Sketch design exhibition 3x3m with different position (island, middle and corner)	L/M : 2x(3x50") ST+IL+P : 2x(3x50")	- Able to know the principles of exhibition - Exhibition design exercises with alternative positions	Creativity, ability to display and suitability of design with location

4 - 7	Students can understand the types of exhibitions and their applications	<p>Introduction Lecture</p> <ul style="list-style-type: none"> - Explanation of the types of exhibition - Explanation of the types of exhibition materials - An explanation of environmental graphic design (EGD) - Explanation of completeness of materials, terms of work and systematic workmanship 	<p>Introduction lecture and Practice.</p> <ul style="list-style-type: none"> - Explanation of the types of exhibition - Explanation of the types of exhibition materials - EGD explanation - Explanation of completeness of materials, terms of work and systematic workmanship - Discussion, questions and answer and consultation <p>Assignment 2 Create a booth design with material variations and start inserting branding</p>	<p>L/M : 3x(3x50")</p> <p>ST+IL+P : 2x(3x50")</p>	<ul style="list-style-type: none"> - Students are able to know the types of exhibition - Students are able to apply EGD in exhibition design - Students are able to process various materials in exhibition 	EGD conformity with design creativity in material processing.
8 - 11	Students understand the variety of display systems and their applications	<p>Introduction Lecture</p> <ul style="list-style-type: none"> - Explanation of display system theory - Explanation of ergonomics - Explanation of the collection list 	<p>Introduction lecture and Practice.</p> <ul style="list-style-type: none"> - Explanation of display system theory - Explanation of ergonomics - Explanation of the collection list - Explanation of assignment 3, Display design - Discussion, questions and answer and consultation <p>Assignment 3</p>	<p>L/M : 3x(3x50")</p> <p>ST+IL+P : 2x(3x50")</p>	<ul style="list-style-type: none"> - Students are able to design display system for special products Students understand anthropometry and ergonomics in exhibition 	The suitability of display with the product

			Create a display system for a variety of products that have been determined			
12 - 16	Students are able to produce booth	Visit to exhibition workshop, and EO	<p>Introduction lecture and Practice.</p> <ul style="list-style-type: none"> - Explanation of final project material - The process of design concept creation - Design sketch process - Consultation process to client - Production process - Calculating budget plan - Discussion, question and answer and consultation <p>Assignment 4 Creating booth design</p>	<p>L/M : 4x(3x50")</p> <p>ST+IL+P : 2x(3x50")</p>	<ul style="list-style-type: none"> - Students are able to design the booth as per client's requirement - Able to understand the exhibition design process - Able to produce booth. 	<p>Conformity of concept to client needs, creativity of booth design, understanding of material, Conformity of design and results</p>

REFERENCES (max 5):

1.	Title	Thinking about exhibition
	Author	Reesa Greenberg, Bruce W. Ferguson, Sandy Nairne
	Publisher	Psychology Press
	Year	2005
2.	Title	Museum Exhibition: Theory and Practice
	Author	David Dean
	Publisher	Routledge
	Year	1994
3.	Title	Pedoman Tata Pameran di Museum
	Author	Departemen pendidikan dan kebudayaan Direktorat Jenderal Kebudayaan Direktorat permuseuman

		Obyek pembinaan permuseuman jakarta
	Publisher	Darto Hanoko, Makassar
	Year	1997/1998
4.	Title	Signage and Wayfinding Design: A Complete Guide to Creating Environmental Graphic Design Systems
	Author	Chris Calori, David Vanden-Eynden
	Publisher	
	Year	5 Maret 2007