

# **COLLABORATIVE PROJECT BRIEF (DRAFT) | RUSSELL SMITH & CRAIG DENNIS**

## **UNIT INTRODUCTION**

The project aims to examine and explore the nature of spaces, looking into how people customize spaces for a specific purpose. How do people change their environment to suit them and how do people change to suit their environment?

## **BACKGROUND**

Digital revolution has resulted in smarter, smaller devices allowing media to be more accessible in places that it would not have been ten years ago, this is no more apparent than in the home today. Widescreen televisions in bathrooms and kitchens are not any less common than a fireplace in the living room. This begs the question what is the future of entertainment in the home with televisions ever increasing size and ever decreasing depth.

## **PROJECT BRIEF**

Look to the future of entertainment and work within the home environment and create a concept showing how the evolution of technology and the convergence of devices might make the whole home a hub of information.

Design a solution for impracticalities of multiple technologies in the home looking into different aspect of life including work and play. Look at how people live and react to spaces to inform your design and be careful not to make it too futuristic as their needs to be an area of practicality in the design but do not feel limited by this.

## **RESEARCH**

How do people respond to different environments?

How do people respond to different objects in the same environment?

What do people choose to put in their environment?

How does the function of a room dictate what goes in that room?

### **Primary research**

1. Discuss with users as a group.
2. Discuss with users as individuals.

### **Secondary research**

1. Look into articles, websites and forum threads.
2. Images and videos of spaces and rooms
3. Architecture – Function over form, form over function.

### **LEARNING OUTCOMES**

1. A critical understanding of the needs and requirements of other professionals in a multi disciplinary design industry.
2. An understanding of time and project management.
3. Confident, creative and effectively design a solution to the briefs requirements.
4. Analyse the views and opinions of primary and secondary research.
5. Evidence of design thought process and research, and methods.