

**NIRMA UNIVERSITY**  
**INDUSTRIAL DESIGN PROGRAMME**  
**Bachelor of Design, Department of Design**  
**Year III, Semester VI**

L	T	P	C
		6	4

<b>Course Code</b>	<b>IDPR 322E</b>
<b>Course Title</b>	<b>Design of Exhibition and Display Structures</b>

**Course Learning Outcomes (CLO):**

At the end of the course the students will:

1. Design and create a structure to house an outdoor experience
2. Build structures or systems of exhibit structures and display stands required to promote and showcase scientific ideas, commercial merchandise and museum objects.
3. Utilize the principles involved for incorporating lighting and interactive technologies
4. Demonstrate understanding about materials, principles of space and its perception enhancing properties.

**Syllabus:**

**Total Teaching hours: 90**

**Unit 1: History of Display for Commerce and Culture:**

**Teaching hours: 12**

- 1.1 Study of bazaars, fairs, museums, world expositions
- 1.2. Understanding materials, merchandise, space and human interactions
- 1.3. Understanding purpose and function and resultant impact
- 1.4. Understanding temporality of short-term expositions

**Unit 2: Understanding Structures:**

**Teaching hours: 24**

This will be hands-on and workshop-based learning. Students will explore by:

- 2.1 Assembling and dis-assembling small structural elements such as Umbrellas, Tents, Modular-DIY furniture pieces, stepladders, foldable collapsible tables, etc.

**Unit 3: Study of one structural system of assembly:**

**Teaching hours: 24**

- 3.1 Selection of any one principle- Collapsibility, Modularity, Gnomonic Expansion etc.
- 3.2 Study of any of the above principles evident in objects/ structures/living organisms
- 3.3 Conceptual explorations based on the above study to build Structures such as Outdoor canopies, exhibit-display structures etc.

**Unit 4: Modelling and Prototyping:**

**Teaching hours: 30**

- 4.1 Modelling of the concepts in scaled down models in select materials
- 4.2 Prototype in 1:1 scale

## **Suggested Readings:**

1. *The Art of Museum Exhibitions: How Story and Imagination Create Aesthetic Experiences*, Author: Leslie Bedford, Publisher: Apple Books
2. *Walk and Watch III*, Author: Weng Danzhi, Publisher: Artpower Intl, 2015
3. *Grand Stand 6: Designing Stands for Trade Fairs and Events*, Authors: Ana Martins and Evan Jehl, Compiler: Sarah de Boer-Shultz, Frame Publishers, 2018
4. *Collapsible: The Genius of Space-Saving Design*, Author: Per Mollerup, Chronicle Books, 2001
5. *Modular Structures in Design and Architecture*, Author: Asterios Agkathidis , BIS Publishers, 2009
6. *Performative Geometries: Transforming Textile Techniques*, Author: Asterios Agkathidis, BIS Publishers, 2009

w.e.f. Academic year \_2019 and onwards

Key: L= Lecture, T= Tutorial, P= Practical, C= Credit