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 Spatial Design Studio Ila

Puna Ritual Investigations

70 X 7 THE MEAL ACT XXXIV,
 PHILADELPHIA, 2013 by Studio Orta

Image source:

<https://www.studio-orta.com/en/artwork/284/70-x-7-the-meal-xxxiv-philadelphia-usa>

Overview: puna

Te Puna can be translated as well spring or source. It is a watery term, suggesting things that, while powerful (like a river carves the landscape) is also flexible. We see -puna appearing in words like Tipuna ~ ancestors and Mokopuna ~ grandchildren. Te Puna is the past and leads to the future.

Thinking of the 'well spring' of Spatial Design encourages us to consider how we actually know and experience space, at an intimate 1:1 scale. In other words, how everyday existence 'produces space' It also asks us to interrogate the 'origin' of the design: is it with the designer who plans (produces representations of) the space, the construction team who build the space, or the client who raised the 'problem' of the space in the first place.

Project Brief

This project will unfold in 3 phases. The first two weeks of the course will be focused on learning, experimenting with and developing tools to create spatial experiences. We will then introduce ritual and performance, considering together the ways that these in public and private spaces, at a range scales – both in time and space. The final phase of the project will take the tools you've gathered in the first 3 weeks of the course and apply these through the realisation of a shared dining experience.

Phase 1: Explore body, space, light, sound and materiality. Conduct a range of experiments or studies that consider the ways that these tools can be manipulated to make design experiences.

Phase 2: Explore the relationship between ritual and performance and the ways that these concepts inform spatial design practice.

In groups create a dining experience at 1:1 scale that utilise your learning from phase 1 and 2 of this project. You will assigned groups and a dining course for each group. Further information on this element of the project will be outlined in Week 3. Your dining experience will take place primarily in 10C19.

School of Design, BDes (Hons)
 Semester 1 / 2021

Assessment 1
 50% (6 weeks)

Important dates:

Week 3 (11 March)

Mid point check-in

Week 6 (6 April)

Submission

Summative assessment

Staff contacts:

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Schedule & Paper Resources

See Spatial Blog

<http://www.spatialdesign.info/blog/2020-year-02/design-studio-ia-puna/>

Submission

You will be required to complete the following:

- group creation and presentation of 1:1 dining experience
- completion of all in class and independent study tasks
- all work towards this course documented on Mural board
- Documentation of dining experience including moving and still imagery and well as a pdf archive of your Mural board to be submitted via Stream by 9am Tuesday 6th April.

Deliverables for the final submission will be agreed in discussion with your lecturers. The presented work must clearly and evocatively communicate the proposal, using a range of spatial design techniques.

You will also be required to keep a Mural board documenting the progress of your project, which should be updated regularly and demonstrate a range of research, explorations, iterative development and refinement. All images and references to work that is not your own must be clearly cited. This serves as a digital workbook/space.

Learning Outcomes and Assessment Criteria:

This is an outline of the learning goals for the this project and course and the criteria that you will be assessed against.

1 Develop and apply an awareness of a variety of local cultural contexts, and their relationship to the production and reception of creative work, acknowledging the bicultural framework of Aotearoa New Zealand.

[Matauranga – Understanding; Whanaungatanga – Connectedness].

Demonstrates an understanding of performative cultural and social rituals and the recognition of the ways that these inform public and private behaviours. This understanding is applied and is evident through in class exercises and investigations and the design of the dining experience.

Unsatisfactory Satisfactory Good Very Good Excellent

2 Discuss your own work and the work of others using a critical approach. **[Matauranga – Understanding].**

Reflection on your own practice recognising influence of precedent and context. Demonstrate the application of ideas through design through critical analysis of project outputs.

Unsatisfactory Satisfactory Good Very Good Excellent

3 Demonstrate competency in techniques, skills and processes for spatial design. **[Mohio – Virtuosity].**

Use of appropriate media to describe temporal, performative, atmospheric and technical qualities of the proposal. Demonstrate collaborative skills to work effectively with others.

Unsatisfactory Satisfactory Good Very Good Excellent

4 Apply investigative skills in order to source and use a range of resources/materials supporting the development of your work. **[Matauranga – Understanding].**

Engagement with information and concept generation processes introduced in studio sessions for the development and resolution of a project proposal.

Unsatisfactory Satisfactory Good Very Good Excellent