

Kelly Bailey

INDS726- OL1

Fall 2018

Professor Bonnie Casamassima

When I chose the classes I would take for electives as a Themed Entertainment Design major, INDS came up frequently. We have a lot of leeway when it comes to choosing our electives, and while a lot of my fellow students were opting for easier classes, or things that they already understand well, I looked for things that I knew would better inform my design choices in the future. (I am reminded of the words of John F. Kennedy, “ We choose to do these things, not because they are easy, but because they are hard.”) In any case, I appreciate this course, my fellow students, and Professor Casamassima for your unyielding support and patience.

This course has really solidified the base of knowledge I have regarding my design practices. The theories are easily transferred to my area of focus, and understandably linked to Themed Entertainment Design. These principles can be useful and will hold true across nearly every place I might design in the future. Biophilia, ART, and Wayfinding are three of the ones that seem to be most easily adaptable for placemaking and Themed Entertainment Design, and these will probably do the most to minimise stress and maximise user satisfaction.

I really feel that with so many people on the world, Interior Designers are finding themselves in need of incorporating more of the natural environment within the space. This adaptation to cultivate nature and really use it to enhance design instead of merely making the area devoid of any natural elements is something that focuses the user on their space instead of forcing the users to be passive vehicles for the space. In short, I believe that the next step or direction for interior design is highly tactile, user-focused design. This is a current trend, however it really has roots in the history of the world, although the user dynamic has shifted from the aristocracy and super-wealthy, to being primarily concerned with whomever is spending the most money at that time and in that place. More parents? Playground areas. Elderly or accessibility challenged? Grab bars and plenty of seating placed throughout the space.

When designing for any client, my belief is asking some preliminary questions regarding their proposed use of the space is really going to be the key. How do you want to use this space within the next year, 5 years, ten years? How long do you want to keep this furniture? Do you want inheritable furniture for your great-great-grandchildren or furniture that is en trend and easily changed depending on the season? How long do you want this wall colour? Are you more interested in

showcasing your own style and travels, or allowing the space to be a neutral area where no particular statements are made? I'm sure there are many other pertinent questions that a successful interior designer should ask, but these are the ones that seem to make sense to me.

As far as the different types of environments, I feel that a similar assessment is needed. Everything in each of these spaces needs to be durable, easy to clean, and comfortable. Though there is a lot of overlap with these areas, the colours are really what seem to change for me. Within the learning environment, bright, vivid colours, bold patterns, and playful textures are readily able to adapt to these spaces, whilst in healthcare, more muted tones and neutral palettes are better suited. Within the workplace, I think it really depends on the place of business and service environment as to what palette is better. Some areas can really be wildly colourful, and others are deep, dark, and dungeonous. Again, it just depends on what the client needs.

I feel that I've been greatly influenced by this course. I really hadn't thought a lot about the needs of the user and client when making theoretical designs before, but now that is the first thing I question. Thank you again for everything.

References

Kopec, D. (2018) *Environmental Psychology for Interior Design*. (3rd Ed). NYC, Fairchild Books, Bloomsbury